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1. BOOKS AND EDITED VOLUMES

1. [edited special issue with Emmanuel Guardiola, Jussi Holopainen, Roland Klemke] “Cyberpunk 2077,” *Journal of Gaming and Virtual Worlds* 14.1 (Spring 2022)
2. [edited special issue with Agata Zarzycka, Michał Kłosiński, Tomasz Majkowski] “Cyberpunk,” *Teksty Drugie* 6/2021
3. [edited special issue with Anna Krawczyk Łaskarzewska] “(Re)Examining William Gibson,” *Polish Journal for American Studies* 12 (Autumn 2018)
4. [edited special issue with Astrid Ensslin and Lisa Swanstrom] *Special Issue on Small Screen Fictions, Paradoxa* 29 (December 2017)
5. *Kultury wizualne science fiction* [Visual Cultures of Science Fiction], Kraków: Universitas, April 2017.
6. [co-edited with Mirosław Filiciak, Piotr Sterczewski, Bartłomiej Schweiger, and Stanisław Krawczyk] *Badania gier: podejścia krytyczne, Kultura Współczesna* 2(90)/2016.
7. *Special Issue on Digital Science Fiction, Science Fiction Studies* 128 (March 2016).
8. *Misreading America. American Dreams, Fictions and Illusions*, eds. Jerzy Durczak and Paweł Frelik, Kraków: Universitas, 2011.
9. *Playing the Universe. Games and Gaming in Science Fiction*, eds. David Mead and Paweł Frelik, Lublin: MCSU Press, 2007.
10. *American Portraits and Self-Portraits*, eds. Jerzy Durczak and Paweł Frelik, Lublin: MCSU Press, 2002.

2. ARTICLES IN REFEREED JOURNALS

11. "Power Games: Towards the Rhetoric of Energy in Speculative Video Games," *Er(r)go* 1/2022, 75-94.
12. "NeoCYBERLiberalPUNKism – polityka i ideologia cyberpunka," *Teksty Drugie* 6/2021, 32-51.
13. "I Have Heard Things You People Wouldn't Imagine': *Blade Runner's* Aural Lives," *Science Fiction Film and Television* 13.1 (2020): 113-118.
14. "Introducing William Gibson. Or Not," *Polish Journal for American Studies* 12 (Autumn 2018): 271-274.
15. "Introducing *Small Screen Fictions*," *Paradoxa* 29 (2017) [2018]: 7-17.
16. "'On Not Calling a Spade a Spade': Climate Fiction as Science Fiction," *Amerikastudien* 62.1 (2017): 125-129.
17. "The Master's Digital Tools: Cognitive Capitalism and Non-normative Gaming Practices," *Journal of Gaming and Virtual Worlds* 8.2 (2016): 163-176.
18. [co-authored with Mirosław Filiciak, Piotr Sterczewski, Bartłomiej Schweiger, and Stanisław Krawczyk] "Trybalizm, pominięcia, uprzedzenia: Badania gier z perspektywy krytycznej" [Tribalism, Exclusions, Prejudices: Research Games from the Critical Perspective], *Kultura Współczesna* 2(90)/2016: 9-19.
19. "Gazing Back in Wonder: Visual Megatexts and Forgotten Ocularies in Science Fiction," *Science Fiction Studies* 129 (July 2016): 226-236.
20. "Special Issue on Digital Science Fiction: Introduction," *Science Fiction Studies* 128 (March 2016): 1-3.
21. (review-essay) "Simulating the Future: Mortensen/Linderoth/Brown's *The Dark Side of Game Play*, Tringham's *Science Fiction Video Games*, Väliaho's *Biopolitical Screens*, and Voorhees/Call/Whitlock's *First-Person Shooter Games*," *Science Fiction Studies* 128 (March 2016): 140-144.
22. (review-essay) "Greener Than You Think: Canavan and Robinson's *Green Planets: Ecology and Science Fiction*," *Science Fiction Studies* 126 (July 2015): 361-365.
23. "Changing Realities: VideoGame Mods, (Micro)Politics, and the Fantastic," *Foundation* 120 (2015): 15-28.
24. "Towards a Science Fiction Video Game Collection: A Modest Proposal," *Eaton Journal of Archival Research In Science Fiction* Vol. 2.1 (November 2014): 3-18.
25. "Dark Matters: Mapping Science Fiction on the Extreme Metal Continuum," *Journal of the Fantastic in the Arts* 24.2 (2013): 289-309.
26. "Reading the Background - The Textual and the Visual in Steve Tomasula's *The Book of Portraiture*." *Silages Critique. Exposition / Surexposition* 17/2013. Online.
<http://sillagescritiques.revues.org/3318>
27. (review-essay) "Stanisław Lem's *Summa Technologiae* as Impossible Utopia," *Science Fiction Studies* 121 (November 2013): 439-450.
28. (review-essay) "How We Think When We Think About Science Fiction: Hayles's *How We Think*," *Science Fiction Studies* 121 (November 2013): 540-545.

29. “Of Slipstream and Others: SF and Genre Boundary Discourses,” *Science Fiction Studies* 113 (March 2011): 20-45.
30. “Close Encounters: Vest’s *The Postmodern Humanism of Philip K. Dick*,” *Science Fiction Studies* 111 (July 2010): 303-307.
31. “Cyberpunk”. *Magazyn Sztuki* 17 (1/98): 120-135.
32. “Avant-Pop – Where Do We Go From Postmodernism?” *Lubelskie Materialy Neofilologiczne* 20 (1996): 17-24.
33. “Let me project a world’ - Thomas Pynchon's alternative reality in *The Crying of Lot 49*” *Analele Universitatii din Oradea IV*, Oradea, Romania, 1996, 89-102.
34. “Polysemy of Names in Thomas Pynchon's *The Crying of Lot 49*,” *Lubelskie Materialy Neofilologiczne* 18 (1994): 47-52.

3. BOOK CHAPTERS, ARTICLES IN REFEREED EDITED VOLUMES, AND OTHER ARTICLES

35. “Syd Mead,” *Fifty Key Figures in Cyberpunk Culture*, eds. Anna McFarlane, Lars Schmeink, Graham Murphy. New York: Routledge, 2022, 108-112.
36. “Video Games,” *Routledge Companion to Cyberpunk Culture*, eds. Anna McFarlane, Lars Schmeink, Graham Murphy. New York: Routledge, 2019, 184-192.
37. “Videogames and Virtual Lives: Science Fiction Gaming from the 1980s to the 2010s,” *Cambridge History of Science Fiction*, eds. Gerry Canavan and Eric Carl Link. Cambridge: Cambridge UP, 2019, 632-646.
38. “Jacek Dukaj’s Science Fiction as Philosophy,” *Lingua Cosmica: Science Fiction from Around the World*, ed. Dale Knickerbocker. Chicago: University of Illinois Press, 2018, 22-38
39. “Eye(s) in the Sky: Icons of War and Techno-Gaze in Contemporary Audiovisual Culture,” *Spaces of Expression and Repression in Post-Millennial North-American Literature and Visual Culture*, eds. Izabella Kimak & Julia Nikiel. Frankfurt am Main: Peter Lang, 2017, 23-36.
40. “Silhouettes of strange illuminated mannequins’: Cyberpunk’s Persistence of Vision and Light.” *Cyberpunk and Visual Culture*, eds. Lars Schmeink and Graham Murphy. Routledge: New York, 2018, 80-99.
41. “From Visual Thoughtforms to Bauharoque: Paul Laffoley’s Renegade Science Fiction Art.” *American Wild Zones: Space, Experience, Consciousness*, eds. Jerzy Kamionowski and Jacek Partyka. Frankfurt am Main: Peter Lang, 2016, 171-82.
42. “Famous for Fifteen Minutes: Permutations of Science-Fiction Short Film.” *Simultaneous Worlds: Global Science Fiction Cinema*, eds. Jennifer Feeley and Sarah Ann Wells. Minneapolis: University of Minnesota Press, 2015, 47-61.
43. “Mroczny kosmos – czarny i “czarność” w amerykańskim kinie science fiction.” *Kino afroamerykańskie. Twórcy, dzieła, zjawiska*, eds. Ewa Drygalska and Marcin Pieńkowski. Gdańsk: Katedra, 2015, 342-68.

44. "A Book, an Atlas, and an Opera – Steve Tomasula's Fictions of Science as Science Fiction," *Steve Tomasula: The Art and Science of New Media Fiction*, ed. David Banash, New York: Bloomsbury, 2015, 227-240.
45. "A Roundtable: *Under the Skin*," *SFRA Review* 310 (Fall 2014): 54-55, 56-57.
46. "Slipstream 101," *SF 101: A Guide to Teaching and Studying Science Fiction*, eds. Ritch Calvin, Doug Davis, Karen Hellekson, Craig Jacobsen. Science Fiction Research Association, 2014, 195-205.
47. "Dean Motter," *Comics through Time: A History of Icons, Idols, and Ideas*, ed. M. Keith Booker. ABC-Clio, 2014, 1657-1659.
48. "DMZ," *Comics through Time: A History of Icons, Idols, and Ideas*, ed. M. Keith Booker. ABC-Clio, 2014, 1448-1450.
49. "Postapocalyptic Narratives 1960-1980," *Comics through Time: A History of Icons, Idols, and Ideas*, ed. M. Keith Booker. ABC-Clio, 2014, 733-737.
50. "Postapocalyptic Narratives 1980-1995." *Comics through Time: A History of Icons, Idols, and Ideas*, ed. M. Keith Booker. ABC-Clio, 2014, 1183-1188.
51. "Videogames." *Oxford Handbook of Science Fiction*, ed. Rob Latham. Oxford: Oxford University Press, 2014, 226-238.
52. "Digital Cinema and Audiences." *Liverpool Companion to World Science Fiction Film*, ed. Sonja Fritzsche. Liverpool: Liverpool University Press, 2014, 247-264.
53. "Parasite," *The Ashgate Encyclopedia of Literary and Cinematic Monsters*, ed. Jeffrey Weinstock. Farnham: Ashgate, 2014, 455-458.
54. "Gothic Videogames," *Expanding the Gothic Canon. Studies in Literature, Film and New Media*, eds. Anna Kędra-Kardela, Andrzej Sławomir Kowalczyk. Frankfurt am Main: Peter Lang, 2014, 269-286.
55. "The Frenzy of the Visible—Spectacular Storytelling in Contemporary Hollywood." *Americascapes. Americans in/and Their Diverse Sceneries*, eds. Ewelina Bańka, Mateusz Liwiński, Kamil Rusiłowicz. Lublin: KUL Press, 2013, 112-120.
56. "Paul Laffoley: sztuka *science fiction* w poszukiwaniu utopii" [Paul Laffoley: Science Fiction Art in Search of Utopia]. *Inne bębny. Różnica i niezgoda w Literaturze i Kulturze Amerykańskiej*, eds. Ewa Antoszek, Katarzyna Czerwiec-Dykiel, Izabella Kimak. Lublin: MCSU Press, 2013, 79-91.
57. "The Future of the Past: Science Fiction, Retro, and Retrofuturism." *Parabolas of Science Fiction*, eds. Brian Attebery and Veronica Hollinger. Middletown, CT: Wesleyan, 2013, 205-224.
58. "Narzędzia umysłu," *Mindware. Technologie Dialogu*, ed. Piotr Celiński. Lublin: Warsztaty Kultury, 2012, 103-113.
59. "Mind-reading – Science Fiction and Neurosciences," *Science and American Literature in the 20th and 21st Centuries: From Henry Adams to John Adams*, eds. Claire Maniez, Ronan Ludot-Vlasak and Frédéric Dumas. Cambridge: Cambridge Scholars Publishers, 2012, 103-113.

60. "Bound for Transcendence, Bound for Escape: Sub-Intelligent Technology and Humanity in Contemporary Science Fiction," *Visions of the Human in Science Fiction and Cyberpunk*, eds. Marcus Leaning and Birgit Pretzsch. Oxford: Inter-Disciplinary Press, 2010, 181-189.
61. "Woken Carbon: The Return of the Human in Richard K. Morgan's Takeshi Kovacs Trilogy," *Beyond Cyberpunk. New Critical Perspectives*, eds. Graham J. Murphy and Sherryl Vint, New York: Routledge, 2010, 173-190.
62. "Love in the Times of the Virus," *The Arthur C. Clarke Award. A Critical Anthology*, ed. Paul Kincaid, Daventry: Serendip Foundation, 2006, 77-84.
63. "Darkness," *The Encyclopedia of Themes in Science Fiction and Fantasy*, ed. Gary Westfahl, Westport, CT: Greenwood Press, 2005: 179-181.
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67. "Music," *The Encyclopedia of Themes in Science Fiction and Fantasy*, ed. Gary Westfahl, Westport, CT: Greenwood Press, 2005: 541-543.
68. "Possession," *The Encyclopedia of Themes in Science Fiction and Fantasy*, ed. Gary Westfahl, Westport, CT: Greenwood Press, 2005: 615-617.
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71. "Proza popularna 1960-1980: Fantasy, horror, proza detektywistyczna," *Historia literatury amerykańskiej XX wieku*. ed. Agnieszka Salska. Kraków: Universitas, 2003: 377-395.
72. "Proza popularna 1980-2000: Nowe gatunki," *Historia literatury amerykańskiej XX wieku*. ed. Agnieszka Salska. Kraków: Universitas, 2003: 647- 662.
73. "Tomorrow is wet and squishy": Biotechnological Comedy Gone Horror in Paul Di Filippo's *Ribofunk*," *Biotechnological and Medical Themes in Science Fiction*, ed. Domna Pastroumatzi, Thessaloniki: University Studio Press, 2002, 351-360.
74. "American Science Fiction in the 80s and the 90s," *In Search of New Definitions and Designs: American Literature in the 1980-90's*, ed. Yuri V. Stulov, Minsk: European Humanities UP, 2001, 196-204.
75. "From jungle to hive: American metropolis in postmodern science fiction," *The American Metropolis: Image and Inspiration*, Amsterdam: VU University Press, 2001, 135-145.
76. "Return from the implants – cyberpunk's schizophrenic futures," *Simulacrum America. The USA and Popular Media*, eds. Elisabeth Kraus, Carolin Auer; Rochester, NY: Camden House, 2000, 87-94.
77. "Literature and Computers: from Gutenberg to Hypertext," *Od listu do powiesci autobiograficznej*, eds. Artur Blaim, Zbigniew Maciejewski, Lublin: MCSU Press, 1998, 426-434.

78. "Wild(er)ness of Technology," *The Wild and the Tame: Essays in Cultural Practice*, Katowice: University of Silesia Press, 1997, 107-116.
79. "Cyberpunk: the narrative of present future imperfect," *Canons, Revisions, Supplements in American Literature and Culture*, ed. Marek Wilczynski, Poznań: Bene Nati, 1997, 125-135.
80. "The Electronic Frontier: Technology and American Identity in Bruce Sterling's *Islands in the Net*," *Literature and American Identity: Immigration, Assimilation and the Frontier*, Poznan, 1996.

4. REVIEWS AND BOOK REVIEWS

81. "All Your Games Are Belong to Science Fiction," *Respawn*, by Colin Milburn. *Science Fiction Studies* 142 (November 2020): 495-498.
82. "Euro Visions," *Contemporary European Science Fiction Cinemas*, by Aidan Power. *Science Fiction Studies* 142 (November 2020): 505-508.
83. "Jaroslav Kalfar's *Spaceman of Bohemia*," *Foundation: The International Review of Science Fiction* 60.2 (2019): 133-134.
84. "Thinking with Science Fiction," *Discognition*, by Steven Shaviro. *Science Fiction Studies* 133 (November 2017): 625-629.
85. "Not Yet Another *Blade Runner* Book," *Blade Runner*, by Matt Hills. *Extrapolation* 56.3 (2015): 377-79.
86. "The One Culture," *Mondo Nano: Fun and Games in the World of Digital Matter*, by Colin Milburn. *Science Fiction Studies* 127 (November 2015): 593-97.
87. *Postcolonialism and Science Fiction*, by Jessica Langer. *Science Fiction Film and Television* 8.2 (2015): 280-284.
88. "(Nieco spętana) Moc komiksu," *The Power of Comics. History, Form and Culture* (2nd ed), by Randy Duncan et al. *Gotham w deszczu*. 10 June 2015. Online. <http://is.gd/YyDeeC>
89. *Puppet. An Essay on Uncanny Life*, by Kenneth Gross. *Journal of the Fantastic in the Arts* 25:2-3 (2014): 394-397.
90. "There's More to Europe Than Meets the Eye," *New Directions in the European Fantastic* by Sabine Coelsch-Foisner, Sarah Herbe, eds. *Science Fiction Studies* 122 (March 2014): 212-215.
91. *Pardon This Intrusion: Fantastika in the Worldstorm*, by John Clute. *Foundation* 114 (Spring 2013): 50-53.
92. "Wszystko jest oświetlone" [Everything is Illuminated], review of *Net of Being*, by Alex Grey. *Hermaion* 2/2013, 192-194.
93. "Definitely not the Disappointment Artist," review of *Conversations with Jonathan Lethem*, by Jaime Clarke and *The Ecstasy of Influence: Nonfictions, etc.* by Jonathan Lethem. *Science Fiction Studies* 119 (March 2013): 163-66.
94. *Death Sentences*, by Chiaki Kawamata. *SFRA Review* 302 (2013): 32-33.
95. *William Gibson: A Literary Companion*, by Tom Henthorne. *Journal of the Fantastic in the Arts* 23:3 (2012): 506-508.

96. "All Watched Over by Machines of Loving Grace," *Posthuman Suffering and the Technological Embrace*, by Anthony Miccoli. *Extrapolation* 53:2 (Summer 2012): 254-59.
97. *Mercury Station*, by Mark von Schlegell, *Foundation* 112 (Summer 2012): 94-97.
98. "Towards Postcriticism?" *Technologized Desire: Selfhood and the Body in Postcapitalist Science Fiction*, by D. Harlan Wilson. *Extrapolation* 53:1 (Spring 2012): 144-47.
99. "Harrowing Idealism," *These Dreams of You*, by Steve Erickson, *Los Angeles Review of Books*, March 5, 2012.
100. "Another Genre That Is Not," *Tech-Noir Film: A Theory of the Development of Popular Genres*, by Emily Auger, *Science Fiction Studies* 116 (March 2012): 118-20.
101. *On the Mixing of Genres: Science Fiction and Postmodernism*, by Dominika Oramus, *The Americanist* XXVI (Fall 2011): 204-210.
102. *Do Metaphors Dream of Literal Sleep? A Science-Fictional Theory of Representation*, by Seo-Young Chu. *SFRA Review* 298 (Fall 2011): 27-30.
103. "The Genre That Is Not," Dongshin Yi, *A Genealogy of Cybergothic: Aesthetics and Ethics in the Age of Posthumanism*, *Science Fiction Studies* 114 (July 2011), 363-366.
104. "The Left Hand of Science Fiction," *Red Planets. Marxism and Science Fiction*, eds. Mark Bould, China Miéville, *Science Fiction Studies* 112 (November 2010), 498-502.
105. *Scientific Cultures – Technological Challenges. A Transatlantic Perspective*. eds. Klaus Benesch and Meike Zwingenberger, *Polish Journal for American Studies* 4 (2010), 172-175.
106. *The Routledge Companion to Science Fiction*, eds. Mark Bould, Andrew M. Butler, Adam Roberts and Sherryl Vint, *Foundation* 107 (Winter 2009): 115-118.
107. *What It Is We Do When We Read Science Fiction*, by Paul Kincaid, *Science Fiction Studies* 108 (July 2009), 371-373.
108. *Mind Over Ship*, by David Marusek, *SFRA Review* 288 (Spring 2009): 11-12.
109. *Going Under*, by Justina Robson, *Foundation* 105 (Spring 2009): 129-131.
110. *Halting State*, by Charles Stross, *Foundation* 104 (Winter 2008): 110-113.
111. *Traversing Virtual Spaces. Body, Memory and Trauma in Cyberpunk*, by Martin Holz, *Arbeiten aus Anglistik und Amerikanistik* Band 32 (2007), Heft 2: 368-370.
112. "Definitely Shinola," *The Space Opera Renaissance*, by David G. Hartwell and Kathryn Kramer, *Science Fiction Studies* 102 (2007): 498-500.
113. "The Dreams Our Stuff Is Made Of," *Electric Dreams: Computers in American Culture*, by Ted Friedman, *Science Fiction Studies* 100 (2007): 137-139.
114. "Dispatches from the Cloning Frontier," *I Am The Other: Literary Negotiations of Human Cloning*, by Maria Aline Salgueiro Seabra Ferreira, *Science Fiction Studies* 99 (2006): 355-357.
115. *Double Vision*, by Tricia Sullivan, *Foundation* 95 (2005): 137-140.
116. *Two Trains Running*, by Lucius Shepard, *SFRA Review* 274 (2005): 21.
117. *Two Poe Cinema*, by Don Smith, *SFRA Review* 270 (2004): 9-10.
118. *Essential Acker. The Selected Writings of Kathy Acker*, by eds. Amy Scholder and Dennis Cooper, *Science Fiction Studies* 94 (2004), 469-471.

119. *Prefiguring Cyberculture. An Intellectual History*, eds. Darren Tofts, Annemarie Jonson and Alessio Cavallaro, *SFRA Review* 265 (2003): 12-13.
120. *Orphans of Earth*, by Sean Williams and Shane Dix, *SFRA Review* 265 (2003): 24.
121. *The Collected Stories of Greg Bear*, by Greg Bear, *SFRA Review* 265 (2003): 15-16.
122. "What Do You Mean, 'Digital Studies'?" *CyberText Yearbook 2001*, eds. Markku Eskelinen, Raine Koskimaa. *American Book Review* May-June 2003: 26, 28.
123. "The Many Tongues of Science Fiction." *Speaking Science Fiction: Dialogues and Interpretations*, eds. Andy Sawyer, David Seed. *Science Fiction Studies* 89 (2003): 144-146.
124. *A Year in the Linear City*, by Paul Di Filippo. *Foundation* 87 (2003): 116-119.
125. *A Woman's Liberation. A Choice of Futures By and About Women*, eds. Connie Willis, Sheila Williams. *Science Fiction Research Association Review* 261 (2002): 9-10.
126. *Echoes of Earth*, by Sean Williams, Shane Dix. *SFRA Review* 258 (2002): 14-15.
127. *The Biology of Science Fiction Cinema*, by Mark C. Glassy. *SFRA Review* 258 (2002): 6-7.
128. "Hypertext Is Dead, Long Live Cybertext!" *CyberText Yearbook 2000*, eds. Markku Eskelinen, Raine Koskimaa. *American Book Review* (Jan-Feb 2002): 14.
129. "Science Fiction." *Science Fiction*, by Adam Roberts. *SFRA Review* 249 (2000): 18-19.
130. "Raymonda Federmana żywot encyklopedyczny." *FEDERMAN: A to X-X-X-X. Recyclopedic Narrative*; eds. Larry McCaffery, Thomas Hartl, Doug Rice. *Akcent* 2/1999.
131. *Emotion in Postmodernism*, eds. Gerhard Hoffman, Alfred Hornung. *Lubelskie Materiały Neofilologiczne* 21 (1996): 301-302.

5. BOOK SERIES AND JOURNAL EDITING

132. *New Directions in Science Fiction*, University of Wales Press (Great Britain), series editors: Patrick Sharp (California State University, Los Angeles) and Paweł Frelik (MCSU, Lublin). The series was confirmed and established in March 2014 as the first book series in the world to promote the latest developments in the study of science fiction cultures.
133. *European Journal of American Studies*, 2006-2013. *EJAS* is an official, peer-review journal of the European Association for American Studies, which gathers some 5,000 members. As the Editor for Literature and Culture (2006-11) and Editor-in-Chief (2011-13) I was responsible for all stages of the publication process of over 50 articles and 3 special issues.

6. PUBLICATIONS IN PRINT, SUBMITTED, AND IN PREPARATION

134. [monograph under contract] *Simulating the Future in Science Fiction Video Games*, Routledge 2023.
135. [monograph in final stages of preparation] *Mass Effect*, Mass Markets book series, University of Minnesota Press, 2023.

136. [book chapter submitted] “No Flesh Shall Be Spared: In-Game Bodies and Neoliberal Health,” *Edinburgh Companion to Science Fiction and the Medical Humanities*, eds. Anna McFarlane & Gavin Miller
137. [book chapter submitted, under revision] “There Is No Such Thing as a Transmedia Text: Transmedia as Practice,” *Transmedia* (tentative title), MIT Press, 2023.
138. [book chapter] “Game Studies: Theory,” *Routledge Companion to Science Fiction* (2nd edition), eds. Sherryl Vint, Mark Bould, Andrew Butler, Routledge, 2024.
139. [book chapter] “Representation and Performance of Gender in Science Fiction Video Games and Mods,” *Routledge Companion to Gender and Science Fiction*, Routledge, 2023.
140. [book chapter submitted, under revision] “Green (?) New Worlds: Ecology and Energy in Planetary Colonization Games,” *Ecogames*, eds. Joost Raessens, Gerald Farca, Laura op de Beke, Stefan Wernig, University of Amsterdam Press, 2023.
141. [book chapter co-authored with Anna Kurowicka] “Patriotic Time Travel: The Nationalist Turn in Contemporary Polish Science Fiction,” *Reactionary Worldbuilding*, eds. Anindita Banerjee, Jordan Carroll, David Higgins, Sherryl Vint, 2024.
142. [journal article] “Space Imagery in the Age of Digital Compositing: Hubble Galaxies as Science Fiction,” *Science Fiction Film and Television*, 2023.
143. [journal article] “Anthropocenic (Re)Visions: Climate Crisis in Visual Science Fictions”, *Science Fiction Studies*
144. [journal article] “‘This isn't even a game, like wtf?’: Walking Simulators and Cultural Genealogy, Embeddedness, and Novelty,” *Games and Culture*, 2023
145. [monograph co-authored with Ritch Calvin] *Science Fiction Short Film*. University of Wales Press, 2024