

Federico Alvarez Igarzábal | Publikationsverzeichnis

Monographie

2019 – *Time and Space in Video Games. A Cognitive-Formalist Approach*, Bielefeld: transcript Verlag (Open Access).

Herausgeberschaften

2025 – (mit Chris Hanson) *Time, Play, and Games*. Sonderausgabe des Journal of Gaming and Virtual Worlds (in Veröffentlichung).

2025 – (mit C. Comeau, E. Guardiola, C. Johann, & K. Tillmanns) *Video Games and Mental Health. Perspectives of Psychology and Game Design*, Bielefeld: transcript Verlag (in Veröffentlichung, Open Access).

2022 – (mit J. Aguilar Rodríguez, M.S. Debus, C.L. Maughan, S.J. Song, M. Vozaru, & F. Zimmermann) *Mental Health | Atmospheres | Video Games. New Directions in Game Research II*, Bielefeld: transcript Verlag (Open Access).

2019 – (mit M.S. Debus & C.L. Maughan) *Violence | Perception | Video Games. New Directions in Games Research*, Bielefeld: transcript Verlag.

Zeitschriftenartikel und andere Aufsätze

In Veröffentlichung – “Art, Video Games, and the Comeback of Human Nature”, *Leonardo Electronic Almanac*, MIT Press ([Preprint verfügbar](#)).

2024 – (mit S. Khoshnoud, D. Leitritz, M.C. Bozdağ, V. Noreika & M. Wittmann) “When the Heart Meets the Mind: Exploring the Brain-Heart Interaction During Time Perception”, *Journal of Neuroscience*, e2039232024; <https://doi.org/10.1523/JNEUROSCI.2039-23.2024>

2023 – (Preprint mit S. Khoshnoud, D. Leitritz, M.C. Bozdağ, V. Noreika & M. Wittmann). “When the Heart Meets the Mind. Exploring the Brain-Heart Interaction during Time Perception”, *bioRxiv* 2023.09.20.558404. <https://doi.org/10.1101/2023.09.20.558404>

2023 – (mit M. Landeck, F. Unruh, H. Habenicht, S. Khoshnoud, M. Wittmann, J.-L. Lugin & M.E. Latoschik). “Journey Through a Virtual Tunnel: Simulated Motion and its Effects on the Experience of Time”, *Frontiers in Virtual Reality* 3:1059971. <https://doi.org/10.3389/frvir.2022.1059971>

2022 – (mit M. Chaumon, P.A. Rioux, S.K. Herbst et al.) “The Blursday Database as a Resource to Study Subjective Temporalities During COVID-19”, *Nature Human Behavior*. <https://doi.org/10.1038/s41562-022-01419-2>

2022 – (mit S. Khoshnoud & M. Wittmann) “Brain–Heart Interaction and the Experience of Flow While Playing a Video Game”, *Frontiers in Human Neuroscience* vol. 16. <https://doi.org/10.3389/fnhum.2022.819834>

- 2021 – (mit H. Hruby, J. Witowska, S. Khoshnoud & M. Wittmann). "What Happens While Waiting in Virtual Reality? A Comparison Between a Virtual and a Real Waiting Situation Concerning Boredom, Self-Regulation, and the Experience of Time", *Technology, Mind, and Behavior*, vol. 2 (2). <https://doi.org/10.1037/tmb0000038>
- 2021 – (mit H. Rutrecht, M. Wittmann, S. Khoshnoud) "Time Speeds Up During Flow States: A Study in Virtual Reality with the Video Game Thumper", *Timing & Time Perception*, vol. 9 (4), pp. 353–376. <https://doi.org/10.1163/22134468-bja10033>
- 2020 – (mit S. Khoshnoud & M. Wittmann) "Peripheral-Physiological and Neural Correlates of the Flow Experience while Playing Video Games: A Comprehensive Review", *PeerJ*. <https://doi.org/10.7717/peerj.10520>
- 2020 – "Experiencing the Passage of Time in Video Games", *Proceedings of the 13th International Philosophy of Computer Games Conference*.
- 2019 – "En el Laberinto del Tiempo. El Videojuego y la Evolución de la Narrativa", *Cuaderno del Centro de Estudios en Diseño y Comunicación de la Universidad de Palermo* 98, pp. 37-51.
- 2017 – "Marshmallows and Bullets", *Clash of Realities 2015/16. On the Art, Technology, and Theory of Digital Games*, pp. 217-234, hg. von Clash of Realities, Bielefeld: transcript Verlag.
- 2017 – "Bits to the Big Screen. Zur Filmadaption des Computerspiels Resident Evil", *Film-Konzepte* 46: Bernd Eichinger, pp. 90-105, hg. von J. Früh, Munich: text + kritik.
- 2017 – "Predictive Thinking in Virtual Worlds", *Bildverstehen. Spielarten und Ausprägungen der Verarbeitung multimodaler Bildmedien*, pp. 189-204, hg. von L.C. Grabbe, P. Rupert-Kruse & N.M. Schmitz, Darmstadt: BÜCHNER-Verlag.
- 2016 – "The Groundhog Day Effect. Iterations in Virtual Space and a Deictic Paradox", *Time to Play: Zeit und Computerspiel*, pp 225-246, hg. von S. Höltgen & J.C. van Treeck, Glückstadt: Verlag Werner Hülsbusch.
- 2014 – "Video Games as an Art Form. Thoughts on a Recurrent Debate and the Elusive Nature of Art", *Paidia. Zeitschrift für Computerspielforschung*.

Vorträge

- 2024 – *En el Laberinto del Tiempo: Introducción a la Estética Temporal del Videojuego*, eingeladener Vortrag an der Fakultät für Psychologie, Universidad Nacional de Córdoba (UNC), Argentinien.
- 2024 – *Alief & Belief in Virtual Worlds*, am Workshop Perception in Games and Virtual Worlds, Game Philosophy Network, Berlin.
- 2024 – *Reconsidering Play*, eingeladener Vortrag am SYMP Seminar, Freie Universität Brüssel (VUB), Belgien.
- 2023 – *The Playing Mind*, eingeladener Vortrag am Center Leo Apostel for Transdisciplinary Research (CLEA), Freie Universität Brüssel (VUB), Belgien.
- 2023 – *Flow, Boredom, Idleness. The Relation between the Subjective Passage of Time and the Experience of Video Games*, DiGRA Tagung, Universität Sevilla, Spanien.
- 2023 – *The Full-Game Time Loop: A Solution to a Recurrent Temporal Paradox*, Symposium "Video Games: Time & Nostalgia", Department of Communications, Drama and Film, University of Exeter, UK.

2022 – *The Young Academics Workshop. A Short History*, eingeladener Vortrag am Young Academics Workshop, Clash of Realities Tagung, Cologne Game Lab, TH Köln, Deutschland.

2022 – *Time & Video Games, Networking and Inspiration Moment: Video Games and Measuring Media Literacy*, organisiert von Mediawijs, DiGRA Belgien, Gamefonds (VAF) und BelgianGames, Brüssel, Belgien.

2022 – *Time and Space in Video Games*, eingeladener Vortrag an der Kunsthochschule Dr. José Figueroa Alcorta, Córdoba, Argentinien.

2021 – *Cause, Effect, and Player-Centric Time. Conflicts between Causal Intuition and Storytelling in Video Games*, "RECONFIGURATIONS – New Narrative Challenges of the Moving Image." VI Narrative, Media and Cognition Conference, Polytechnisches Institut Lissabon, Portugal.

2021 – *Flow and Time Perception in Video Games: Estimating the Duration of VR and On-Screen Gameplay Sessions*, 5th International Conference on Time Perspectives, Vilnius, Litauen.

2021 – *Flow and The Passage of Time in Video Games*, eingeladener Vortrag am IGPP, Freiburg i. Br., Deutschland.

2021 – *What Can the Psychology of Time Perception Tell Us About Video Games? A Theoretical Analysis*, Winter School "How Can We Bring Together Phenomenology, Experimental Psychology, and Psychopathology: Virtual Reality as a Solution?" organisiert vom EU-Projekt VIRTUALTIMES, Universität Straßburg, Frankreich.

2021 – *Be Kind, Respawn. Iteración y Paradoja en Mundos Virtuales*, Panel "Cuaderno de Game Studies de la Universidad de Palermo", VIII Congreso Tendencias DC, Buenos Aires, Argentina.

2020 – *The Playing Mind, "Playfulness across Media"* Workshop, School of Film, Media and Performing Arts, University for the Creative Arts (UCA), Farnham, England.

2020 – Panel "Playing with Memory: Self, History, and Remembrance in Digital Games", DiGRA Tagung, Tampere University, Finland [abgesagt wegen Pandemie].

2019 – *Experiencing the Passage of Time in Video Games*, Philosophy of Computer Games Tagung, Staatliche Universität Sankt Petersburg, Russland.

2019 – *Belief-Discordant Alief. A Common Denominator of Fiction and Non-Fictional Games*, DiGRA Tagung, Ritsumeikan Universität, Kyoto, Japan.

2019 – *Structuring Gametime. A Typology of the Temporal Constituents of Video Games*, DiGRA Tagung, Ritsumeikan Universität, Kyoto, Japan.

2019 – *The VIRTUALTIMES Project. Manipulating Time Perception with Virtual Reality for the Treatment of Psychopathologies*, IEEE GEM Tagung, Yale University, New Haven, USA.

2018 – *Play, Alief, and Belief*, CEEGS Tagung, Film- und Fernsehakultät der Akademie der Musischen Künste, Prag, Tschechische Republik.

2018 – *Breve Historia de los Game Studies*, eingeladener Vortrag an der Buchmesse "Feria del Libro y el Conocimiento", Córdoba, Argentina.

2018 – *Marshmallows and Bullets. On the Aesthetics of Self-Control*, 4th International Conference on Time Perspective, Universität Nantes, Frankreich.

2018 – *Cause, Effect, and Player-Centric Time*, DiGRA Tagung, Universität Turin, Italien.

2017 – *Predictive Thinking in Virtual Worlds. Video Games, Uncertainty, and the Bayesian Brain*, eingeladener Vortrag am Flamberg Haus, Bonn, Deutschland.

2017 – *Marshmallows and Bullets. On the Aesthetics of Self-Control*, F.R.O.G. Tagung, Wien, Österreich.

2017 – *Temporal Structures of Lego Worlds*, “Multiple Approaches to Game Analysis” Workshop, IT University Copenhagen, Dänemark.

2017 – *Predictive Thinking in Virtual Worlds*, IT University Copenhagen, Dänemark.

2016 – *Time and Space in Video Games*, Clash of Realities Tagung, Cologne Game Lab, TH Köln, Deutschland.

2016 – *Be Kind, Respawn*, Extending Play 3 Tagung, Rutgers University, New Brunswick, USA.

2016 – *Iteration in Virtual Worlds*, “Playing with Worlds/Worlds of Play” Workshop, a.r.t.e.s. Graduate School for the Humanities, University of Cologne, Germany.

2015 – *Predictive Thinking in Virtual Worlds*, Moving Images Tagung, Fachhochschule Kiel, Deutschland.

2015 – *Be Kind, Respawn*, “Meta-Games and Meta-Gaming” Workshop, CEEGS Tagung, Jagiellonen-Universität, Krakau, Polen.

2014 – *Video Games and the Nature of Art*, eingeladener Vortrag am Cologne Game Lab, TH Köln, Deutschland.

2014 – *Time Perception in Video Games*, gastvortrag an der Universität Utrecht, Niederlande.

2014 – *The Brain: A Missing Piece of the Puzzle*, Workshop der AG-Games “Cutting Edges and Dead Ends”, Leuphana Universität, Lüneburg, Deutschland.

2013 – *User Generated: Level Editors and Mods*, [sic!] Summer School, Universität zu Köln, Deutschland.