

Publication List

(Scientific publications – * marks English language publications)

Books

- >OPEN HISTORY_ Archaeology of Retro Computing. Berlin: Kadmos 2022.
 - OPEN HISTORY. Archaeology of Early Micro Computers and Their Programming (Sc.D. thesis). Berlin 2020. (<http://txt3.de/open-history>)
- RESUME. Hands-on Retro Computing (Series: Computer Archaeology, Vol. 1). Bochum: Projekt-Verlag 2016 (1st ed.), 2019 (2nd ed. *in preparation*)
- Cut Scenes. Serial Killing in (the) Movies. Marburg: Schüren 2010.
 - Cut Scenes. The Construction of Authenticity in Serial Killer Movies (Ph.D. thesis). Bonn 2009. (<http://txt3.de/schnittstellen>)
- Mirror Images. Strategies of Aesthetic Doubling in the Movies of David Lynch. Hamburg: Verlag Dr. Kovač 2001 (1st ed.), 2012 (2nd ed.).

Book Series Editions

- Media TechKnowlogy. Since 2017, Oldenbourg/DeGruyter-Verlag (Berlin/Boston).
- With Sebastian Bach and Sebastian Felzmann: Computer Archaeology. Since 2015, Projekt-Verlag (Bochum).
- With Christian Hoffstadt: Post-apocalyptic Studies. 2010–2014, Projekt-Verlag (Bochum).

Book Editions

- Media TechKnowlogy – Vol. 1: Logics, Information Theory and Memory Theory, Archaeology. (2. extended and corrected edition) Berlin/Boston.: De Gruyter 2024. (In preparation)
- * with Melanie Fritsch and Torsten Roeder: Game Science. Digital Humanities for Games and Gaming. (Disk Book). Weimar: PolyPlay 2023. (In preparation)
- with Martin Schmidt: What Was Artificial Intelligence? Shapes of a Research Area 1975–2000 in Germany. Computerarchäologie, Vol. 7. Bochum: Projekt 2024. (In preparation)
- with Jörg Weese: RUN – STOP –RESTORE. Retrocomputing and Computer Archaeology.

Computerarchäologie, Vol. 8. Bochum: Projekt 2023. (In preparation)

- Media TechKnowlogy – Vol. 4: Electronics, Computer construction, Artificial Intelligence. Berlin/Boston: Oldenbourg/DeGruyter 2022.
- Media TechKnowlogy – Vol. 3: Mathematics, Physics, Chemistry. Berlin/Boston: Oldenbourg/DeGruyter 2020.
- With Moritz Hiller: Archaeographies. Aspects of radical Media Archaeology. Festschrift for Wolfgang Ernst. Berlin/Basel: Schwabe 2019.
- Media TechKnowlogy – Vol. 2: Computer Science, Programming, Cybernetics. Berlin/Boston: Oldenbourg/DeGruyter 2018.
- With Marianna Baranovska: Hello, I'm ELIZA. 50 Years of Computer Conversations (Series: Computer Archaeology, Vol. 4). Bochum: Projekt-Verlag 2018, 2023 (2nd extended ed.)
- Media TechKnowlogy – Vol. 1: Logics, Information Theory and Memory Theory. Berlin/Boston: Oldenbourg/DeGruyter 2017.
- With Jan Claas van Treeck: Time To Play. Time and Computer Games. Glückstadt: vwh 2016.
- With Irina Gradinari: Hot Wires. Media in the Cold War (Series: Post-apocalyptic Studies, Vol. 3). Bochum: Projekt-Verlag 2014.
- SHIFT – RESTORE – ESCAPE. Retro Computing and Computer Archaeology. Winnenden: CSW 2014.
- With Patrick Baum: Encyclopedia of Postmodernism. Bochum: Projekt-Verlag 2011.
- With Christian Hoffstadt: This is the End ... Media Visions of Mankind's Doom (Series: Post-apocalyptic Studies, Vol. 1). Bochum: Projekt-Verlag 2011.
- With Christian Hoffstadt: Sick Humor. (Series: Comic and Violence, Vol. 1). Bochum: Projekt-Verlag 2010.
- With Michael Wetzel: Killer/Culture. Serial Killing as an Aesthetic Phenomenon. Berlin: Bertz+Fischer 2009.

Magazine Editions

- * 2022: Guest Editor for »International Journal of Parallel, Emergent and Distributed Systems« (Special Issue »Analogue Computing«), ISSN: 1744-5779. (In preparation)
- 2012–2014: Chief editor for »RETRO. Computer – Games – Culture« (Nos. 27–34), ISSN: 1862-2348
- 2001–2004: Chief editor for »F.LM – Texts on Film« (Nos. 1–4), ISSN: 1619-4144
- 1997–2000: Chief editor and publisher for »frame25 – Movie Magazine« (Nos. 1–10), ISSN: 1438-1109

Book Chapters

- Computer Game Archaeology. Theory and Methodology of media archaeological Game/ing Research. In: Falkenberg, K./Inderst, R./Junge, J./Koubek, J. (Hgg.): Game Research – Introduction into Ludology. A Handbook for Research and Praxis. Baden-Baden: Nomos 2024. (In preparation)
- Pong. In: Feige, D./Inderst, R. (Eds.): Digital Games. 50 Pivots. Bielefeld: Transcript 2024. (In preparation)
- * with Rolf Nohr: Teaching Machines: Learning as Subjective Technique and Feedback Loop. In: Gómez, Venegaz, Diego (Ed.): Frictions. Inquiries into Cybernetic Thinking and Its Attempts towards Mate[real]ization. Lüneburg: meson press, pp. 133–162. (In preparation)
- * with Melanie Fritsch: »Boing – Boom – Tschack«. Onomatopoeitic descriptions of sound effects in BASIC programming manuals. In: Gibbons, William/Cook, Karen/Rebillard, Fanny (Eds.): Global Histories of Video Game Music Technology. (Music, Science and Technology). Turnhout: Brepols 2024. (In preparation)
- * Doomsday Machines. Computer and Computing in Cold-War Science Fiction. In: Adamatzky, Andrew (Ed.): Post-apocalyptic Computing. Covent Garden: World Scientific 2023. (In preparation)
- »Humanities of the Digital« – Philological Perspectives on Code as a Contribution to computer-archaeological Knowledge Preservation. In: Bartelmus, Martin & Nebrig, Alexander (Eds.): Digital Scriptuality. N. N. 2023. (In preparation)
- Learning Programming by Games/Gaming. Gamification in the Home Computer Era with BASIC Type-in Games. In: Blankenheim, Jörn (Hg.): History of Games – PATCH'D. N. N. 2024. (In preparation)
- Computer Archäology. In: Feige, Martin/Arnold, Florian/Bernhardt, Johannes/Vater, Christian (Hgg.): Digitality. An Alphabet. Bielefeld: Transcript 2024. (In preparation)
- * Symbolic Music and Algorithmic Composing: Computer Archaeological Perspectives on BASIC Game Sounds. In: Gibbons, W./Grimshaw-Aagaard, M. (Eds.): The Oxford Handbook of Video Game Music and Sound. Oxford: Oxford University Press 2023. (In preparation)
- with Rolf F. Nohr: Teaching machines. Learning as Subject Technology and Feedback Loop. In: Weich, A./Tribukait, M./Becker, J. (Eds.): What do we achieve/perform in Teaching? Performance in Education and Educational Media. (Series: Eckert, Vol. 152) Göttingen: V&R Unipress 2022 (In Preparation)
- Game Science. Preliminary Considerations for a (media) scientific Computer Game Archaeology. In: Lukmann, C. (Ed.): Control Machines. A Dispositif Theory of Computer Games. (Reihe: Medien'Welten, Band 30), Münster u.a.: LIT 2022, S. 85-107.
- Little Data. Fractal Image Compression: From a Web-historic Miscellany Towards a Media-structural Rupture. In: Balke, Friedrich/Siegert, Bernhard/Vogl, Joseph (Eds.): Annual Archive for Media History No. 19: »Little Forms«. Berlin: Verlag Vorwerk 8 2021, pp. 87-99.
- * Brain Lego. Toy Computing with Lego Bricks. In: Adamatzky, Andrew/Lestocart, Louis-José (Eds.): Thoughts on Unconventional Computing. Bristol: Luniver Press 2021, pp. 101-105.
- * with Pleikies, S./Fecker, T./Wormsbecher, N./Divani, S.: A Case of Toy Computing.

- Implementing Digital Logics with Minecraft. In: Adamatzky, Andrew (Hg.): *Alternative Computing*. Heidelberg u.a.: Springer 2021, S. 541–581. (<http://txt3.de/toyc-minecraft>)
- Hit any Key to Start Gaming. Programming and/as Gaming with Home Computers. In: Blankenheim, Jörg (Hg.): *Game Designers & Software Artists. Staging and Self-Conception of Electronic Arts' Artists, 1983-1988*. Glückstadt: vwh 2020, pp. 51-66.
 - The Magic Panopticon. Technologies of Surveillance for Gaming Purposes - a computer archaeological analysis. In: Henning, Martin/Schellong, Marcel (Eds.): *Surveillance and Control in Video Games*. Glückstadt: vwh 2020, pp. 124-155.
 - The so-called Computer. The Problem of the Collective of Digitalization. In: Holze, Jens/Verständig, Dan/Biermann, Ralf (Eds.): *Media Education from Subjectivity to Collectivism in the Context of the Digital*. (Series: *Media Education and Society*, Vol. 45). Wiesbaden: Springer VS 2020, pp. 95-114.
 - * From Bugs to Features. An Archaeology of Errors and/in/as Computer Games. In: Korolkova, Maria/Barker, Timothy (Eds.): *Miscommunication: Errors, Mistakes, and the Media*. London: Bloomsbury Publ. 2021, pp. 265-283.
 - Hit any Key to Start Gaming. Programming and/as Gaming with Home Computers. In: Blankenheim, Björn (Ed.): *Game Designers & Software Artists. Catalog to an Exhibition at the Design Collection Schriefers*. Glückstadt: vwh 2020.
 - Computer Games(Computer(Games)) – References, Quotation, and Recursions of Computers as Games. In: Görden, Arno/Inderst, Rudolf (Eds.): *Science and Technology in Digital Games*. Marburg: Büchner 2020, pp. 25-64.
 - From the philosophy of language to ELIZA. In: Mainzer, Klaus (Ed.): *Philosophical Handbook of Artificial Intelligence*. Berlin et al.: Springer 2019. DOI: 10.1007/978-3-658-23715-8_11-1 (<http://txt3.de/spri-eliza>)
 - Computers & Language: ELIZA and BASIC. Primal Scenes of Home Computing (and Artificial Intelligence). In : Baranovska, Marianna/Höltgen, Stefan (Hgg.): »HELLO, I'M ELIZA« Fifty Years of Talking with Computers. Series: *Computerarchäologie*, Vol. 4. Bochum: Projekt, S. 97-122.
 - With Johannes Maibaum: Programming for Media Students (Assembler, BASIC, C, Python). In: Höltgen, Stefan (Ed.): *Media TechKnowlogy – Vol. 2: Computer Science, Programming, Cybernetics*. Berlin/Boston: Oldenbourg/DeGruyter 2018.
 - Heart of Glass. Silicon as a Medium Within Media. In: Vöhringer, Margarete/Windgätter, Christof (Eds.): *Glass. Material Culture between Showing and Hiding*. Bielefeld: Transcript 2021. (*In publication, preprint: <http://txt3.de/rg-glas>*)
 - With Marius Groth: Repairing Knowledge. An Epistemologic-Archaeologic Lab Report from the Restoration of an Early Micro Computer. In: Krebs, Stefan/Schabacher, Gabriele/Weber, Heike (Eds.): *Repairing Cultures: Objects – Knowledge – Practices*. Bielefeld: Transcript 2018, pp. 239–264. (<http://txt3.de/acad-repa>)
 - The Ends of Computers. About the Apocalypse of Computers and the Eternity of Computing. In: Ballhausen, Thomas/Friesinger, Günther (Eds.): *End/Time. The Apocalypse of Politics, Prognosis, and Technology*. Wien: edition mono/monochrom 2018, pp. 103–122. (<http://txt3.de/acad-apocal>)

- Logics for Media Students. In: Höltgen, Stefan (Ed.): Media TechKnowlogy – Vol. 1: Logics, Information Theory, and Memory Theory. Berlin/Boston: Oldenbourg/DeGruyter 2017, pp. 14–149.
- Game, Space, and War. The Hacker as a Partisan of the Cold War. In: Nowak, Lars (Ed.): Media – War – Space. München: Fink 2016, pp. 393–416. (<http://txt3.de/acad-hacker>)
- To be seen is to lose. In: Rötzer, Florian (Ed.): Programmed Ethic. Do Robots need Ethic or Morality? Hannover: Heise Medien 2016. (<http://txt3.de/drohnen>)
- Time Invaders. Times/Layers in Computers/Games. In: Höltgen, Stefan/van Treeck, Jan Claas: Time To Play. Time and Computer Games. Glückstadt: vwh 2016, pp. 51–69.
- Film talks with Oliver Nöding and Marcos Ewert. In: Nöding, Oliver/Ewert, Marcos: »Sauf Benzin, ihr Himmelhunde.« Film Talks about Masculine Phantasies, Machine Guns, Vandalism & Unrestrained Bloodlust. Norderstedt: Édition Moustache 2016, pp. 335–357 („Silent Rage“), 384–399 („Deadly Force“), 402–421 („Hero“). (<http://txt3.de/acad-filmgespraeche>)
- It's more fun to compute! Retro Games as Epistemical Objects. In: Letourneur, Ann-Marie/Mosel, Michael/Raupach, Tim (Eds.): Retro Games and Retro Gaming. Nostalgia as a Phenomenon of Performative Aesthetics in Computer Games and Video Games. Glückstadt: vwh 2015, pp. 49–66. (<http://txt3.de/acad-morefun>)
- About Machine Brains and Killer Applications. Computers as Murderers and Weapons in (the) Movies. In: Friedrich, Hans-Edwin/Ort, Claus-Michael (Eds.): Law and Morality. Berlin: Duncker & Humblot 2015, pp. 529–539. (<http://txt3.de/acad-killapp>)
- JUMPs Over Exotic Areas. Portals, Hyper Space, and Teleportation in Computers and Computer Games. In: Hensel, Thomas/Neitzel, Britta/Nohr, Rolf F. (Eds.) »The cake is a lie!« Poly-perspektival Contemplations on Computer Games Using the Example of »Portak«. Münster: LIT 2015, pp. 107–134. (<http://txt3.de/acad-jumps>)
- »All Watched Over by Machines of Loving Grace« – Public Memory, democratic Information, and restrictive Technology using the Example of »Community Memory«. In: Reichert, Ramón (Ed.): Big Data. Analysing the digital Change of Knowledge, Power, and Economy. Bielefeld: Transcript 2014, pp. 385–404. (<http://txt3.de/acad-grace>)
- Rules of Speech and Rules of Games. On Computer Games and Their Errors. In: Huberts, Christian/Standke, Sebastian (Eds.): Worlds in Between. Atmosphere in Computer Games. Glückstadt: vwh 2014, pp. 295–315. (<http://txt3.de/acad-regeln>)
- Game Circuits: Platform Studies and Media Archaeology as Methods for Game Research. In: Bigl, Benjamin/Stoppe, Sebastian (Eds.): Playing with Virtuality. Theories and Methods of Computer Game Studies. Frankfurt am Main: Peter Lang 2013, S. 83–100. (<http://txt3.de/acad-circ>)
- Digital Analogies. The Player's Body attached to the Game port of the Computer. In: Inderst, Rudolf Thomas/Just, Peter (Eds.): Shoot 'em up – bring 'em down. Corporeality in digital Games. Glückstadt: vwh 2013, pp. 254–273. (<http://txt3.de/acad-digiana>)
- Data – Dating – Data Mining. The Computer as a Medium between Men and Women – inside and outside of Fiction. In: Bukow, Gerhard Chr./Jörissen, Benjamin/Fromme, Johannes (Eds.): Space – Time – Media Education. Investigations about medial Changes of our Relation to Space and Time. Wiesbaden: VS 2012, S. 265–294. (<http://txt3.de/acad->

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- Celluloid Machines. Computers in (the) Movies. In: Kirchmann, Kay/Ruchatz, Jens (Eds.): Reflecting Media in the Movies. A Compendium. Bielefeld: Transcript 2012, pp. 293–316. (<http://txt3.de/acad-zelluloid>)
- »Married, with Children«. In: Klein, Thomas/Hißnauer, Christian (Eds.): Classic TV Shows. Stuttgart: Reclam 2012, pp. 196–202.
- »Twin Peaks«. In: Klein, Thomas/Hißnauer, Christian (Eds.): Classic TV Shows. Stuttgart: Reclam 2012, pp. 227–237.
- »Dead Man's Letters«. In: Vassilieva, Ekaterina/Braguinski, Nikita (Eds.): Noev kovčeg ruskogo kino. Ot ›Sten'ki Razina‹ do ›Stiljag‹ (Russian title)/The ark of the Russian cinema. From ›Stenka Razin‹ to ›Stiljagi‹ (English translation of the title). Vinnytsia (Ukraine): Globus Press 2012, pp. 389–392. (<http://txt3.de/briefeet>)
- »Anyone for Tennis?« Time and Body in Splatstick Movies. In: Höltgen, Stefan/Hoffstadt, Christian (Eds.): Sick Humor (Series: Comedy and Violence, Vol. 1). Bochum: Projektverlag 2011, pp. 41–50.
- Gaming (in) the Atomic Situation. Scenes of Nuclear Wars in 8-bit and 16-bit Computer Games. In: Inderst, Rudolf/Just, Peter (Ed.): Contact – Conflict – Combat. Traditions of Conflicts in digital Games. (Series: Game Studies) Boizenburg: vwh, 2011, pp. 73–92. (<http://txt3.de/acad-atom>)
- Contact Machines. Computers and Robots in fictional Pornography. In: Demny, Oliver/Richling, Martin (Eds.): Sex and Subversion. Porn films beyond Mainstream (Series: deep focus 11). Berlin: Bertz+Fischer 2010, pp. 73–86. (<http://txt3.de/acad-kontakt>)
- Horror (Back) from Interactivity. Structures of noisy Digitality and Intermediality »Silent Hill« and its Movie adaptations. In: van Bebber, Jörg (Ed.): Dawn of an Evil Millennium. Horror and Culture of the new Millennium. Darmstadt: Büchner-Verlag 2011, pp. 293–298. (<http://txt3.de/acad-shil>)
- Simulated Places. Cinematic Theories of Space in David Cronenberg's Movies. In: Stiglegger, Marcus (Ed.): David Cronenberg (Series: film 16). Berlin: Bertz+Fischer 2010, S. 74–88. (<http://txt3.de/acad-cronenb>)
- Killer Games. Serial Killing and Serial Killers in Video Games. In: Höltgen, Stefan/Wetzell, Michael (Eds.): Killer/Culture – Serial Killing in popular Culture. Berlin: Bertz+Fischer 2010, pp. 139–152. (<http://txt3.de/acad-killgm>)
- »It did (not) taste good.« The ›Cannibal from Rotenburg‹ in Horror Movies. In: Biedermann, Claudio/Stiegler, Christian (Eds.): Horror and Aesthetics. Contance: UVK 2008, pp. 150–166.
- In the Beginning was the Crime. Jack the Ripper in early Cinema. In: Komfort-Hein, Susanne/Scholz, Susanne (Eds.): Lust/Murder. Medialization of a Cultural Phenomenon around 1900. Königstein/Taunus: Ulrike Helmer Verlag 2007, pp. 73–91.
- »Johnny got his Gun«. In: Klein, Thomas/Stiglegger, Marcus/Traber, Bodo (Eds.): Film Genres – War Movies. Stuttgart: Reclam 2006, pp. 236–240.
- »Full Metal Jacket«. In: Klein, Thomas/Stiglegger, Marcus/Traber, Bodo (Eds.): Film Genres – War Movies. Stuttgart: Reclam 2006, pp. 299–304.

- »Legend of Dinosaurs & Monster Birds«. In: Buttgereit, Jörg (Ed.): Japan – Monster Island. Berlin: Martin Schmitz Verlag 2006, pp. 236f.
- »Rebirth of Mothra«. In: Buttgereit, Jörg (Ed.): Japan – Monster Island. Berlin: Martin Schmitz Verlag 2006, pp. 242f.
- »Monster Island«. In: Buttgereit, Jörg (Ed.): Japan – Monster Island. Berlin: Martin Schmitz Verlag 2006, pp. 248f.
- Take a closer look. Cinematic Approaches of Gazing at Wounds. In: Köhne, Julia/Kuschke, Ralf/Meteling, Arno (Eds.): Splatter Movies – Essays on modern Horror Movies, Berlin: Bertz+Fischer 2005, pp. 20–28.
- With Julia Köhne: Interview with Jörg Buttgereit. In: Köhne, Julia/Kuschke, Ralf/Meteling, Arno (Eds.): Splatter Movies – Essays on Modern Horror Movies, Berlin: Bertz+Fischer 2005, pp. 187–205.

Magazine Papers (selection)

- with Thomas Fecker: Retro Fitting History. Repairing Computer as an epistemological Praxis. In: Technikgeschichte, Vol. 90, No. 2, Thematic Issue »Caring, Mending, Re-Arranging«, 2023, pp. 147–176.
- BASIC. Notes on the Cultural History of a Programming Language. Part 2. In: Digital Talk 64, No. 113 (06/2023). [Disk Magazine for the Commodore 64]. (<http://txt3.de/dt6>)
- BASIC. Notes on the Cultural History of a Programming Language. Part 1. In: Digital Talk 64, No. 112 (11/2022). [Disk Magazine for the Commodore 64]. (<http://txt3.de/dt5>)
- Commodore is the Message. A Chronic of the C64 in the Signal Laboratory. In: Digital Talk 64, No. 111 (03/2022). [Disk Magazine for the Commodore 64]. (<http://txt3.de/dt4>)
- »Und wenn ich diese Taste drück' ...« Sounds und ihre Programmierung in BASIC-Spielen. In PPAIDIA. Zeitschrift für Computerspielforschung. 23.03.2022. (<http://txt3.de/paidia8>)
- Brain Lego. Toy Computing with Lego Bricks. In: Adamatzky, Andrew (Hg.): LINKSs Special Issue 1: Unconventional Computing. 2022, pp. 101-105.
- Viruses in the C64? (Hi)Stories of Computer Viruses Part 2. In: Digital Talk 64, No. 110 (2021) [Disk Magazine for the Commodore 64]. (<http://txt3.de/dt3>)
- Viruses in the C64? (Hi)Stories of Computer Viruses Part 1. In: Digital Talk 64, No. 109 (12/2020) [Disk Magazine for the Commodore 64]. (<http://txt3.de/dt2>)
- Hardwhere – Softwhere. An Archaeology of/as Navigation through Structural Memories. In: Navigations. Magazine for Media and Cultural Studies, No. 1 (2022), Issue: Navigation. Praktics – Media – Theories – Epistemologies, pp. 139–161. (<http://txt3.de/hardwhere>)
- »And when I press this little key ...« Programming Sounds for BASIC Games. In: PAIDIA. 23.03.2022. (<http://txt3.de/paidia8>)
- Brain Lego. Toy Computing with Lego Bricks. In: Adamatzky, Andrew (Hg.): LINKSs Special Issue 1: Unconventional Computing. 2012, pp. 101–105.
- Playing with the Computer. Analogies and Physiologies of Gaming with Electrical Current.

In: PAIDIA, 30.09.2020. (<http://txt3.de/paidia7>)

- The Magical Panopticon. Technologies of Surveillance for the Purpose of Gaming – a Computer-Archaeological Analysis. In: PAIDIA. Special Issue „Surveillance“, 25.06.2020. (<http://txt3.de/paidia6>)
- When Data Began Traveling. The Archaeology of Disk Magazines. In: Digital Talk, No. 108 (2020) [Disk Magazine for Commodore 64]. (<http://txt3.de/acad-dt1>)
- GOTO MOON: Simulations of Lunar Landing as Computer Games – Insight and Intrusion into the Software Archive. In: PAIDIA, 06.03.2020. (<http://txt3.de/paidia4>)
- *Fifty Years in Home Computing, The Digital Computer and its private Use(er)s. In: International Journal of Parallel, Emergent and Distributed Systems, Vol. 35(2), 2020, pp. 170-184. DOI: 10.1080/17445760.2019.1597085. (<http://txt3.de/ijpedc1>).
- Sound Bits. Computer-Archaeological Gaming with Vintage Sound Chips. In: PAIDIA, 01.02.2019. (<http://txt3.de/paidia2>)
- *Play hat Pokey Music: Computer Archaeological Gaming with Vintage Sound Chips. In: The Computer Games Journal. Volume 7, Issue 4, December 2018, Special Edition 2018 – Ludomusicology, pp. 213–230, DOI: 10.1007/s40869-018-0068-5. (<http://txt3.de/pokeymusic>)
- An Archaeology of the Internet. In: Ethics & Education, No. 1/2018 (Networks), pp. 8–11. (<http://txt3.de/ethikunt>)
- Códigos & Circuitos its: obstáculos, desvios e atalhos no ensino e pesquisa (através) de softwares e hardwares vintage. In: Teccogs: Revista Digital de Tecnologias Cognitivas 15(1), 2017, S. 75-90. (<http://txt3.de/cc-port>)
- Computer Games(Computer(Games)) – References, Citations, and Recursions of Computers in/as Games. In: PAIDIA. Special Issue: Science, Reserach, and Technology in Digital Games. 27.07.2017. (<http://txt3.de/paidia1>)
- Hands-on – Key in! A Archaeology of Computer Keyboards. In: Fundamentals in Cybernetics and Humanities, Vol. 57, No. 4 (December 2016), pp. 254–260. (<http://txt3.de/acad-handson>)
- GO BACK GOTO. A Short Review of the Removing of Computers from School's Computer Science Teaching in the 1980s. In: Fundamentals in Cybernetics and Humanities, Vol. 57, No. 3 (September 2016), pp. 141–152. (<http://txt3.de/acad-goto>)
- *How to Do Things with Keys. (Assembly) Programming as (a Kind of) Gesture. In: Media Arts Performance #7: On Gestures (2016). (<http://txt3.de/things-keys>)
- Game(s) with Arrows. Computer Games and Vector Graphics. In: Fundamentals in Cybernetics and Humanities, Vol. 56, No. 4 (December 2015), pp. 143–158. (<http://txt3.de/acad-pfeil>)
- The NOPs and HALTs of Digital Media. Programming Machine Languages for Media Students. In: Fundamentals in Cybernetics and Humanities, Vol. 55, No. 4 (September 2014), pp. 139–153. (<http://txt3.de/acad-nops>)

Lexicon Entries

- Lemmata: »Rape and Revenge Movie«, »Gore Movie«, »Zombie Movie«, »Cannibal Movie«, »Cannibalism«, »Simulacrum«, »Metalepse«, »§ 131 StGB«, »chok«, »Laser Disc«, »Self Reference«, »Simulation«, »BpJS«, »§ 184 StGB«, »Horror Comedy«, »Pathological Killer«, »Mockumentary«, »supernatural Horror«, »uncut version«, »Utopia«, »Vampire/Vampire Movie«, »Female Criminal«. In: Bender, Theo/Wulff, H.-J. (Hgg): *Lexicon of Movie Terms*. Mainz: Bender 2003). (<http://txt3.de/filmlex>)
- Lemma: »Scanners«. In: Töteberg, Michael (Ed.): *Metzler Film Lexicon*, 2nd updated and extended edition. Stuttgart/Weimar: J. B. Metzler 2005, pp. 564f.
- Lemmata: »Anaesthetic«, »Author« (with Patrick Baum), »The Sublime«, »Hyper Reality«, »Paratext«, »Postmodernism« (with Patrick Baum), »Simulacrum«, »Simulation/Simulation Theory«. In: Höltgen, Stefan/Baum, Patrick (Eds.): *Encyclopedia of Postmodernism*. Bochum: Projekt Verlag 2010.

Book Reviews (selection)

- *Qua vadis, Homo Spaciens?* In: *Sterne und Weltraum*, No. 12 (2022), also online: *Spektrum der Wissenschaft*, 29.09.2022. (<http://txt3.de/spektrum7>)
- *The World is Random*. In: *Spektrum der Wissenschaft* [German edition of *Scientific American*], 28.07.2021. (<http://txt3.de/spektrum6>)
- *Man and AI*. In: *Spektrum der Wissenschaft* [German edition of *Scientific American*], No. 11 (2020), pp. 90–92, also online: 08.09.2020, (<http://txt3.de/spektrum5>)
- On Benjamin Nicoll's »Minor Platforms in Video Game History«. In: *H-Soz-Kult*, 23.04.2020. (<http://txt3.de/hsk1>) also in: *PAIDIA*, 18.05.2020 (<http://txt3.de/paidia5>).
- *How dangerous are Facebook & Co.?* In: *Spektrum der Wissenschaft* [German edition of *Scientific American*], 25.03.2020. (<http://txt3.de/spektrum4>)
- *Digitalization as a Thriller*. In: *Spektrum der Wissenschaft* [German edition of *Scientific American*], 05.12.2019. (<http://txt3.de/spektrum3>)
- *Underway to Computer Games. A Text Book on Game Studies*. In: *PAIDIA*, 02.04.2019. (<http://txt3.de/paidia3>)
- *Art, Code, und People. Doreen Hartmann's Analysis of the Computer Demo Scene from the viewpoint of Sociology of Art*. In: *IASL Online*, 11.04.2018. (<http://txt3.de/iasl11>)
- *Unconventional Computing (C. J. Meiner's »Soup Intelligence«*. Hannover: heise 2018). In: *Spektrum der Wissenschaft* [German edition of *Scientific American*], 27.01.2018. (<http://txt3.de/spektrum2>)
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Other publications (mainly journalistic texts) can be found on my webpage www.t3xt3.de.