

Events and Projects

(Self organized events and participations, exhibitions, hardware and software projects
* marks original English titles.)

Hosted Conferences

- »Hard Bit Rock. Computer and Music – Lecture Performances«. Conference at the »Vintage Computing Festival Berlin 2022«, 09.10.2022, *Pergamon Palais, Humboldt University, Berlin* (<http://txt3.de/hardbitrock>)
- »What has been Artificial Intelligence? Shapes of a Research Area in Germany 1975 – 2000«. In collaboration with the *Workgroup »Computer History«* of the *Association for Computer Science*, 13.-15.05.2022 at the Department for Musicology and Media Studies of Humboldt University Berlin. (<http://txt3.de/waswarki>)
- »Game Science – Digital Humanities for Games and Gaming«. Kickoff workshop of the *AG Spiele* from *DHd e.V.*, 12.03.2033, online (<https://dhd-blog.org/?p=17342>)
- »Computer_Space. 50 Years of Hardware, Software, and Wetware in Space«. Conference at the »Vintage Computing Festival 2019«, 13.10.2019, *Technical Museum, Berlin* (<http://txt3.de/vcfbt5>)
- »Computer Demos. 50th Anniversary of the »Mother of all Demos«. Conference at the »Vintage Computing Festival 2018«, 14.10.2018, *Technical Museum, Berlin* (<http://txt3.de/vcfbt4>)
- with Michael Rücker, MSc: »Kids & Codes. Learning Programming - Then and Now. 50th Anniversary of LOGO.« Conference at the »Vintage Computing Festival 2017«, 08.10.2017, *Technical Museum, Berlin* (<http://txt3.de/vcfbt3>)
- with Marianna Baranovska, MA: »Hello, I'm ELIZA. 50th Birthday of a Chatbot.« Conference at the »Vintage Computing Festival 2016«, 02.10.2016, *Pergamon Palais, Humboldt University, Berlin* (<http://txt3.de/vcfbt2>)
- with Jan Claas van Treeck, PhD: »Time After Time. Time/Layers of Computers. 50 Years of Time Sharing.« Conference at the Vintage Computing Festival 2015, 04.10.2015, *Pergamon Palais, Humboldt University, Berlin* (<http://txt3.de/vcfbt1>)
- with Prof. Dr. Michael Wetzel: »Serial Killing as an Aesthetic Phenomenon.« Conference at the *Department of German and Comparative Literature and Culture*, 19.04.2008 (*University Bonn*) (<http://txt3.de/bonnt>)

Hosted Series of Lectures

- Summer Term 2013: »SHIFT – RESTORE – ESCAPE. Retro Computing and Computer Archaeology.« Lecture Series at the *Department for Musicology and Media Science, Humboldt University, Berlin* (<http://txt3.de/sre>)

Conference Talks

- »PLAY BEEP SOUND. Acoustic Effects in BASIC Type-in Games from the Home Computer Era.« at the Workshop »Cultures of Home Computer Music«, 09.10.2023, University for Music and Theatre »Felix Mendelssohn-Bartholdy« Leipzig, Online.
- »»LLIST transfers the Program Listing to the Printer.« Paperware (Preservation) of the Home-Computer Age« at the Workshop »Computer History between Paper, People, Furniture, and Maschines«, 25.05.2023, University Paderborn.
- (with Thomas Fecker): »»From Daisies to @;&?\$@« Computer Voices in Early Electronic Games« at the »Ludomusicology 2023« conference , 23-25.03.2023, University of Edinburgh.
- »»Humanities of the Digital« – Philological Perspectives on Code as a Computer Archaeological Contribution to Knowledge Preservation« at the confenrece »Digital Scribality– Programming, Processing, and Coding of Scripture«, 09.-16.12.2022, Dpeartment for Germanistics, Heinrich Heine University Düsseldorf.
- * »10 REM * DR.TOM'S CASTLE * (C) BY K.E * – What we could learn from reading historical game codes« at the Workshop »Platform studies and code reading« with: Shankar Ganesh, Jesper Juul, Patryk Wasiak; History of Games Conference 2022, 08.11.2022, online (<http://txt3.de/hgames22>)
- »Space and Time of Media« at the ,ecture series »Arts beyond Space and Time«, 02.02.2022, University for Musiv and Theater Felix Mendelssohn-Bartholdy, Leipzig.
- (with Melanie Fritsch): »BOING BOOM TSCHAK. Onomatopoeitic descriptions of sound effects in BASIC programming manuals« at the conference »Hard Bit Rock – Computer and Musik – Lecture Performances«, 08.10.2022, Humboldt University Berlin. (<http://txt3.de/vcfb-boing>)
- (with Thomas Fecker): »Retro Fitting History: Epistemological Reflections about the Preparations for an Exhibition of historic computers« at the Annual Conference of the Society for Technical History (VDI), 15.-16.09.2022, *German Technical Museum, Berlin*. (<http://txt3.de/vdi22>)
- Talk (with Martin Schmitt and Thomas Nitsche): »Temporal Layers of Artificial Intelligence: exhibiting, researching, and re-enacting Computer Chess« at the conference »What has been Artificial Intelligence? Shapes of a Research Area in Germany 1975 – 2000«, 14.05.2022, Humboldt University Berlin. (<http://txt3.de/waswarki>)
- Talk: »Game(ing) Programming Learning. Gamification in the home computer era through BASIC type-in Games« at the conference »History of Games – PATCH'D. Symposium on the Early History of Computer Games in Swiss, Austria, and Germany«, 04.06.2022, Bergische Universität Wuppertal.

- Talk (with Thomas Fecker): »Retro Fitting History: Preparation of the Exhibition of historical computers in epistemological reflection« at the annual conference of the Interdisziplinärer Rat der technischen Geschichte in der VDI, 15.-16.09.2022, Deutsches Technikmuseum, Berlin.
- Talk: »Paperware. Informatic and linguistic procedures of Knowledge Preservation for Codes and Source Codes« at the conference »(Er)Zeugnisse des Digitalen im Museum. Unsichtbares sichtbar machen«, 02.-04-05.2022, Deutsches Museums, Bonn.
- Talk: »Layers of Decay. Computerarchäologische Reflexionen zur ›Vielschichtigkeit‹ der Game Preservation« at the Colloquium of »NFDI4Culture – Consortium for Research Data on Material and Immaterial Cultural Heritage«, 20.04.2022, Mainz.
- Talk (with Rolf Nohr): »Teaching machines, Learning as a measurable afford and feedback loop« at the conference »What is the afford for Schools? Afford in Education and Teaching Media«, 02.-03.09.2021, Georg-Eckert-Institut – Leibniz-Institut für internationale Schulbuchforschung (Braunschweig)
- Talk: »Hardwhere – Softwhere. Archaeology of/as a Navigation through Structural Memories« at the author's workshop »Navigationen«, 18.08.2021, University of Siegen / research training group »Media of Cooperation«.
- Talk: »Glass Works. Silicon as a Medium for Storing, Transferring, and Processing« at the lecture series »Resources of Media: Global Material, Knowledge, and Technology Transfers«, 27.04.2021, Humboldt University Berlin
- Talk (with Shintaro Miyazaki): »Tennis for Two – Re-enacted« at the DEMA workshop »Performative Experiments in Media Archaeology«, 18.12.2020, University of Luxembourg, online event
- Talk: »Cybernetic Tools for Teaching and Learning from the Department for Cybernetics« at the Workshop »Early History of Artificial Intelligence in Germany – Documents, Artifacts, Sources, Methods«, 17.-18.09.2020, KIT – Institute of Technology Futures, Karlsruhe
- Talk: »»Hand's-On History«. Presence and Past of Computer Didactics« at the virtual Workshop »Practical History of (Subject) Teaching. Using new Types of Sources in Historical Educational Research«, 26.06.2020, *Library for Historical Education Research* at the *Leibniz Institute for Educational Research and Educational Information*, Online
- Talk: »Actualization of Cybernetic Learning. The Model Computer (MORE) of the *Institute for Cybernetics* at the Media Science's *Signal Laboratory*.« Lecture Series »Applied Cybernetics«, 13.11.2019, *Pergamon Palais, Humboldt University*, Berlin
- Talk (with Thomas Fecker): »Artificial Stupidity. Marks of Machine Adaption to Natural Intelligence« as part of the workshop »Deep Learning. Technological Answers to the Metaphysic of Artificial Intelligence«, 16.10.2019, *Department for Musicology and Media Science, Humboldt University*, Berlin
- Talk: »GOTO MOON. How the BASIC Programming Language touched down in Children's Rooms.« at the conference »Computer_Space. 50 Years of Hardware, Software, and Wetware in Space«. Conference at the »Vintage Computing Festival 2019«, 13.10.2019, *Technical Museum*, Berlin
- Talk: »»By pressing down a special key ...« – Programming Sound Hardware in Early

- Computer Games.« at the conference »Pixel Art and Chip Tunes«, 20.-22.06.2019, *University for Music and Theatre, Leipzig*
- *Talk: »Hard Bit Rock. Challenges and Chances of Preserving Soundware« at the conference »Ludomusicology 2019«, 28.04.2019, *Leeds Beckett University, Leeds/England*
 - *Talk: »ArtWare: (Teaching) Digital Art History as Re-Enactment« at the *Winchester School of Art*, 01.03.2019, *University of Southampton, Southampton/England*
 - *Talk: »Heart of Glass. Silicon, a Medium within Media« at the *Sussex Humanities Lab*, 28.02.2019, *University of Sussex, Brighton/England*
 - *Talk: »Computer Archaeology as Unconventional Computing« at the *International Center for Unconventional Computing*, 27.02.2019, *University of West England, Bristol/England*
 - *Talk: »From Bugs to Features. An Archaeology of Errors in/and/as Computer Games« at the *School of Design*, 14.01.2019, *University of Greenwich, London/England*
 - Talk: »Machine Language. Demonstration as Method, Instrument, and technical (Self)Expression.« at the conference »Computer Demos. 50th Anniversary of the ›Mother of all Demos‹«. Conference at the »Vintage Computing Festival 2018«, 14.10.2018, *Technical Museum, Berlin*
 - Talk: »The so-called Computer. On the Problem of Collectivization of Digitalization« at the »11th Magdeburg Theory Forum« of the *German Society for Pedagogy: »Media Education Between Subjectivity and Collectivization*, June, 29.-30. 2018«, 30.06.2018, *Otto von Guericke University, Magdeburg*
 - Talk: »Hands-on Approaches for Epistemological Questions for Computer Games at the *Signal Laboratory in the Department for Media Science*« – Workshop »Meta-Gaming 2.0 – Teaching Concepts in media-scientific Game Studies« at the annual conference of the *Society for Media Studies*, 09.-10.03.2018, *Department for Theatre and Media Studies, Friedrich Alexander University, Erlangen*
 - Talk: »Apocalyptic Times/Timings of/in Computers. The Telos of Calculating and the Infinity of Calculation« at the Symposium »Ends/Times. The Apocalyptic of Politics, Prognosis, and Technology«, 23.09.2017, »paraflows Festival«, *Literaturhaus, Vienna/Austria*
 - Talk (with Marius Groth): »Repairing Knowledge/Apparatuses. An epistemological and archaeological report from the Restoration of an Early Micro Computer« at the workshop »Cultures of Reparation and the Durability of Technical Objects«, 19.-20.01.2017, *Interdisciplinary Center for Science and Technology Studies, University Wuppertal*
 - Talk and Live Coding: »Vintage Computing and Media Archaeology« within the scope of the lecture series »Base Two. Digital Technology – Art – Thinking. A trans-disciplinary Series of Events (1.10.-24.11.2016)«, 24.11.16, *Technical Lounge, Hanover*
 - Talk: »ELIZA and BASIC. Primal Scenes of Home Comping« at the conference »Hello, I'm ELIZA. 50th Birthday of a Chatbot.« Conference at the »Vintage Computing Festival 2016«, 02.10.2016 at the *Pergamon Palais, Humboldt University, Berlin*
 - Talk: »Object (Hi)Stories. Media and Computer Archaeology as Methods for Operative Historiography and History Criticism« at the annual conference of *VDI work group »History of Technology*« »Object History(ies) – Status and Perspectives«, 11.-12.02.2016, *German*

Museum for Mining, Bochum

- *Lecture Performance: »Open (the) Architectures« at the conference »Object Lessons and Nature Tables: Research Collaborations Between Historians of Science and University Museums«, 23.09.2016, *University of Reading, England*
- Talk: »Heart of Glass. Silicon-based Semiconductors in Media« at the conference »Glass. Material Culture between Showing and Hiding«, 12.12.2015, *Leibniz Center for Literature and Culture Studies, Berlin*
- *Talk: »The Media Archaeological Fund« at the conference »Re-Create: Theories, Methods and Practices of Research-Creation in the Histories of Media Art«, 5.-8.11.2015, *University of Montreal, Montreal/Canada*
- Talk: »Time Invaders – Times and Layers in Computers and Games« at the conference »Time After Time. Time/Layers of Computers. 50 Years of Time Sharing.« Conference at the »Vintage Computing Festival 2015«, 04.10.2015, *Pergamon Palais, Humboldt University, Berlin*
- *Talk: »Codes & Circuits. Obstacles, bypasses and short cuts in teaching and researching (with) vintage hard- and software« – Expert Workshop der *Gesellschaft für Informatik: »Save Game – Legal Challenges in Game Preservation«*, 22.04.2015, *Humboldt University, Berlin*
- *Talk: »How To Do Things With Keys. Programming (Assembly) as a (Kind of) Gesture« – Workshop »MEDIA PERFORMANCE 4 / GESTURE«, 20.11.2014, *Brno/Czech Republic*
- Talk: »Phantoms in the Net – Military and Hackers in the Cold War of Protocols« at the conference »Media – War – Spaces«, 12.07.2014, *Department for Theatre and Media Studies, Friedrich Alexander University, Erlangen*
- Talk: »The »Sublation« of Retro Computings in Media Archaeology« – Lecture Series »SHIFT – RESTORE – ESCAPE. Retro Computing and Computer Archaeology«, 09.04.2013, *Humboldt University, Berlin*
- Talk: »Game/Rule/Aberration. Analog Devices for Digital Games« at the workshop »Think Analogue!«, 13.04.2012, *Humboldt University, Berlin*
- Talk: »Of Electrical Brains and Killer Applications« at the conference »Law and Morality. Media Constellations of Social Self Reflection about »Crime« from the 17th to 21st Century«, 20.10.2011, *University Kiel*
- Talk: »On the Phone, within the Web, Energized. Phone Calls between Men und Machine in Horror Movies« at the conference »Electrified Voices: Medial, Socio-Historical and Cultural Aspects of Voice Transfer«, 17.06.2011, *University Constance*
- Talk: »Programmed for Pleasure – Destined for Domination. Robots as a Third Sex« at the conference »Queer Horror«, 28.11.2009, *Marburg*
- Talk: »»I did it again and again.« Paradoxical Strategies of Authentication in Serial Killer Movies« at the conference »Authenticity/Repetition: Artificial and Cultural Manifestations of a Paradox«, 02.12.2010, *Department for Theater Studies, Free University, Berlin*
- Talk: »Hard Gore – Hybrids of Horror and Porn in Movies« at the symposium »IndideOut«, 19.01.2008, *University Frankfurt*

- Talk: »It tasted good/awful. The ›Cannibal from Rotenburg‹ and the ›Humanistic‹ Horror Movie« at the symposium »On the Inter-Medial Aesthetics of Horror«, 31.03.2007, *University Vienna/Austria*
- Talk: »Dissolution in Movies. The Participant's Roles in the Discourse about Movies« – »FSK Conference 2006«, 10.11.2006, *Cinema »Caligari«, Wiesbaden*
- Talks about the movies »Eraserhead«, »Blue Velvet«, »Lost Highway«, and »Mulholland Drive« at the *German Academic Scholarship Foundation* conference »Kafka and Lynch – The Uncanny in Modern Literature and Postmodern Movies«, 14.-17.04.2005, *St. Augustin*
- Talk: »Working with Bodies. The Authentic Elements in Snuff Movies« at the conference »Work for Life. The Eerie Social of Cinema« within the project »The Horror of Arts«, 07.-09.11.2003, *Grazer Art Society, Graz/Austria*
- Talk: »Close-up – Open-up. Losing Distance as a Motive of modern Horror Movies« at the conference »Bodies that Splatter«, 24.04.2003, *Research Training Group »Coding of Violence in Medial Turn«, Humboldt University, Berlin*

Other Talks

- Talk: »BASIC Breakout« at the Vintage Computing Circle meeting at Department for Musicology and Media Science, Humboldt-University Berlin, 06.07.2023.
- Testtalk »Zero-Person Games? Cellular Autoamta for Game Design and Game Studies« and »Game Science as/and Applied Game Thinking« for the professorship »Game Studies and Digital Knowledge« at the *Faculty for Design at the University for Applied Sciences Dortmund*, 25.05.2023.
- Testtalk »Game Theory as a Design Basic for Game Decisioning« for the professorship »Game Studies and Game Design« at the *Faculty for Information, Media and Design at SHR University for Applied Sciences Heidelberg*, 09.05.2023.
- Talk: »Hands-on Media Experiments in the Context of media-archaeological Research« at the Talk Series »Methods of Media Studies« (Summer termn 2023), 06.06.2023, *Department for Media Studies, University Bonn*.
- Test talk: »Media Structural Science. Towards a Reflexive Digitalization of Medial Humanities«. Test talk für the professorship in »Digital Humanities« at the *Department for Media Studies at the University of Paderborn*, 18.10.2021, *University of Paderborn*.
- Talk (with Wolfgang Härdle): »Computer – Aid or Aide?« (Background talk for the computer exhibition at *Humboldt-Lab*) for the talk series »Meet the Scientists«, 21.04.2022, *Humboldt Forum, Berlin*. (<http://txt3.de/gehh>)
- Test talk: »›The Computer as an Artistic Laboratory‹. Re-enactments as Practical Media Theory and Present Media History«. Test talk for the professorship »Media Theory and Media History« at the *Department for Fine and Media Arts*, 01.02.2021, *University for Applied Arts Vienna, Austria*
- Talk: »Theory of Operation. Practical Computer Archaeology« at the *Department for Language, Media, and Musicology*, 29.01.2020, *University Bonn*
- Talk: »Back to the \$ROOT. Opportunities of Retro Didactic for digital Media.« Test talk for

the guest professorship »Digital Media in the Field of Education«, 21.06.2018 at the *Centre for Teacher Education, University Vienna/Austria* (<http://txt3.de/bwien>)

- Since 2013: Talks on computer history, computer archaeology, and computer didactics at the »Vintage Computing Festival Berlin« and at the »Vintage Computer Festival Europa«, Munich
- Talk: »Digital Analogies: Men and Controllers« – Exhibition at the »6th Long Night of Computer Games«, 05.05.2012, *University of Applied Sciences, Leipzig*
- Talk: »Data – Dating – Data Mining. Computers as ›Intercases‹ and ›Media‹ in the History of Media, Technology, and Computer Science« at the colloquium »Media in our Sense«, 19.01.2011, *Department for Media Science, Humboldt University, Berlin*
- Talk: »What is Pornography?« as part of the stage performance »Rough Cuts #3: Sex Movies«, 18.12.2008, *Theatre »Hebbel am Ufer«, Berlin*
- Talk: »The Extensions of Wo/Men – Machines and Robots in Porn Movies« at the 4th »Porn Film Festival«, 24.10.2009, *Movimento Cinema, Berlin*
- Talk: »Serial/Killer – Media/Killer. The Postmodern Serial Killer as a Thanatologist« – teacher training seminar »Six Feet Under. Dealing with Death in Literature, Movies, and TV in the USA«, 31.10.2008, *St. Thomas*
- Talk: »Mummies, Zombies, Werwolves, and other Sex Monsters. Monstrosity in Porn Movies« at the 3rd »Porn Film Festival«, 25.10.2008, *Movimento Cinema, Berlin*
- Talk: »Symptom or Cause? The Discourse on Violence in/about Oliver Stones Natural Born Killers« – Movie Series »Violent Movies«, 14.04.2007, *Department for Theatre, Film, and Television Studies, University Cologne*
- Talk: »Blood Feast and the German Movie Censorship«, 12.07.2004, *Department for Film Studies, University Mainz*
- Talk: »Rape and Revenge – Movie, Spectator, and Censor within the Realm of Violence«, 08.07.2004, *Department for Art Pedagogics at the University Bremen, Cinema 46, Bremen*
- Talk: »›The retina of the mind's eye‹ – Philosophy with Movies Using the Example of David Cronenberg's Videodrome« at the colloquium »Philosophy and Media«, 04.12.2003, *Department for Philosophy, University Bonn*

Hosted Exhibitions

- »Times of Artificial Intelligence. Exhibiting, Researching, and Re-enacting Computer Chess« at the Conference »What has been Artificial Intelligence? Shapes of a Research Area in Germany 1975 – 2000«. 14.05.2022 at the Department for Musicology and Media Studies of Humboldt University Berlin. (<http://txt3.de/waswarki>)
- »Vintage Computing Festival Berlin 2022«. International exhibition for computer history, 08.-09.10.2022, at the *Pergamon Palais, Humboldt University, Berlin* (<http://txt3.de/vcfb22>)
- »Vintage Computing Festival Berlin 2021«. International exhibition for computer history, 09.-10.10.2021, at the *Pergamon Palais, Humboldt University, Berlin* (<http://txt3.de/vcfb21>)
- »Vintage Computing Festival Berlin 2020«. International exhibition for computer history,

10.-11.10.2020 *Online*, Berlin (<http://txt3.de/vcfb20>)

- »Computers for Economic Sciences« Inaugural exhibition at the *Humboldt Forum* (Berlin City Palace). Restoration und media-scientific documentation of CASE computer collection from the *Department for Economics, Humboldt University*, Berlin (from 2020) (<http://txt3.de/humfor>)
- »Vintage Computing Festival Berlin 2019«. International exhibition for computer history, 12.-13.10.2019 at the *Technical Museum*, Berlin (<http://txt3.de/vcfb19>)
- »Computer/Game/Science« Hands-on exhibition of scientific methods for computer game analysis, at the »Long Night of Sciences 2019«, 15.06.2019 at the *Signal Laboratory, Department for Media Science, Humboldt University*, Berlin (<http://txt3.de/lndw19>)
- (with Thomas Fecker) »Playing with and against Artificial Intelligence« Talk and exhibition at the »Long Night of Technology 2019«, 11.05.2019 at the *Technical University Ilmenau* (<http://txt3.de/lndt19>)
- (with Martin Schmidt, PhD, Leibniz Center for Contemporary History) »Check to the King? Artificial Intelligence in Past Everyday Life.« Exhibition on the »MS Science 2019«, 16.05.-24.10.2019 hosted by *Science in Discourse gGmbH* (www.ms-wissenschaft.de)
- »Vintage Computing Festival Berlin 2018« International exhibition of computer history, 13.-14.10.2018 at the *Technical Museum*, Berlin (<http://txt3.de/vcfb18>)
- »Classic Computing 2017« Annual exhibition of the *Society of Computer Preservation*, 07.-08.10.2017 at the *Technical Museum*, Berlin (<http://txt3.de/cc17>)
- »Vintage Computing Festival Berlin 2017« International exhibition of computer history, 07.-08.10.2017 at the *Technical Museum*, Berlin (<http://txt3.de/vcfb17>)
- »Vintage Computing Festival Berlin 2016« International exhibition for computer history, 02.-03.10.2016 at the *Pergamon Palais, Humboldt University*, Berlin (<http://txt3.de/vcfb16>)
- »Vintage Computing Festival Berlin 2015« International exhibition for computer history, 03.-04.10.2015 at the *Pergamon Palais, Humboldt University*, Berlin (<http://txt3.de/vcfb15>)
- »Vintage Computing Festival Berlin 2014« International exhibition for computer history, 04.-05.10.2014 at the *Pergamon Palais, Humboldt University*, Berlin (<http://txt3.de/vcfb14>)
- »Classic Computing 2013« Annual exhibition of the *Society of Computer Preservation*, 21.-22.09.2013 at the *Pergamon Palais, Humboldt University*, Berlin (<http://txt3.de/cc13>)
- »Homage to Horst Völz«. Exhibition in honor of Prof. Dr. Horst Völz on occasion of his vorlass of artifacts and scripts to the *Department for Media Science*, 03.07.-12.07.2013, *Pergamon Palais, Humboldt University*, Berlin
- »Tennis for Two – Gaming with Physics« Special Exhibition at the *Computer Game Museum*, 18.07.-03.09.2012, Berlin (<http://txt3.de/t42csm>)

Panellist

- Panel Talk: »Learning Gaming Programming. Gamification as Hacking of the Computer Didactic« on the Panel »Game Actions – Gamification between Heteronomy and Self Praxis« at the conference »Hacking the Computable. Aesthetic critique of digital

Rationality«, 17.01.2020, *State University of Music and the Performing Arts, Stuttgart*

- Panel Talk: »hard-wa_re-turn. Virtual hardware as a paradoxical Episteme« at the annual conference of the *Society for Media Studies 2019*, 25.-28.09.2019, *University Cologne*
- Panel Talk: »Symbolical Time Axes. Computer Games as Narratives between Infinite Performance and Finite Operativity.« on the panel »Game of Time. Aspects of Time in Video Games« at the »26th German Linguistic Convention 2019«, 22.-25.09.2019, *University Saarbrücken*
- *Panel Talk: »The *Signal Laboratory* at *Humboldt University*« at the panel »Media Archaeology Labs« at the conference »Re-Create: Theories, Methods and Practices of Research-Creation in the Histories of Media Art«, 5.-8.11.2015, *University of Montreal, Montreal/Canada*
- Panel Host: »Human 2.0« On Robots and Artificial Intelligence. With: Basil Gelpke (movie director), Dr. Thomas Winter (neuroscientist), Prof. Dr. Manfred Hild (computer scientist, robotics), Dr. Michael Tangermann (computer scientist, machine learning), Michael Hensel (politician, pirate party) and »Bina 48« (robot), 22.09.2012, *Film Museum, Potsdam*
- Panel Discussion: »X Rated« on movie censorship and prohibition in Germany« with Holger von Hartlieb (lawyer), Dr. Michael Nagenborg (media scholar) und Prof. Dr. Rupert Vogel (jurist), at the »Long Night of Law«, 26.02.05, *District Court, Karlsruhe*
- Panel Discussion: »The Texas Chainsaw Massacre« after the Screenings, 04.09.2010, at the *Cinema Film Art 66, Berlin*
- Panel Discussion: »Blair Witch Project« at the movie-talk series »ifs meetings – Schnitt: Turning Points«, 24.02.2010, *Film House, Cologne*

Other Events

- Project »Virtual Architecture with Minecraft« at the *Wilhelmsgymnasium Kassel*, 11.07.-13.07.2023.
- *Workshop: »Artware. Re-Enacting Cybernetic Art« at the *Department of Culture and Communication*, 22.01.2020, *Linköping University, Linköping/Sweden*
- »Learning Electronics with Vintage Construction Kits« Workshop at the *Heinz Nixdorf Museum* at the »Long Night of Museums 2018«, 25.08.2018, *Paderborn*
- Since 2012: »Game Circuits. Operative Computer Game Analysis« – Quarterly hands-on workshop at the *Signal Laboratory* at the *Department for Media Science, Berlin* (<http://txt3.de/game-circuits>)
- Work Group Host: »David Lynch« at the weekend seminar »Kafka and Lynch – The Uncanny in modern Literature and postmodern Movies«, 14.-17.04.2005, *St. Augustin*

Software Projects

- ArtWare – Re-enacting Cybernetic Computer Graphic Art of the 1960s and 1970s (since 2018)

- Computer philological Analysis »Pong Studies« (since 2018)
- Computer game »(Even More)Huhn« (2016/17, finished)
- Computer game »Flappy Birds 4000« (2014/15, finished)
- Simulation »Game of Memories« (2013, finished)
- Computer game »Invaders« (2013, finished)

Hardware Projects

- Computer Kits - Hands-on Retro Computing (ongoing)
- (with Marius Groth): Repairing Knowledge (2017, finished)
- Opening and documentation of a 2114-SRAM chip (2015, finished)
- (with Johannes Maibaum and Matthias Rech): Analog computer game/Re-enactment »Tennis for Two« (2012, finished)