



**Dipl.Ing. Dr. techn. Fares Kayali**

Born on July 17th, 1978 in Vienna

Citizenship: Austrian

Online CV: <http://igw.tuwien.ac.at/fares>

fares@igw.tuwien.ac.at

### Current employment:

- 2011 – Present      **Vienna University of Technology (Institute of Design and Assessment of Technology)**  
Principal investigator of the Sparkling Science project “Sparkling Games” and the FWF PEEK project “Breaking the Wall”, Lecturer
- 2011 – Present      **University of Applied Arts Vienna (Didactics of Art, Textile and Design)**  
Senior Researcher, Artist & Lecturer
- 2010 – Present      **University of Applied Science Technikum Vienna**  
Lecturer  
Courses in game studies and design in the master’s program “Game Engineering & Simulation”
- 2009 – Present      **Danube University Krems**  
Lecturer  
Courses in persuasive games, game design and iPhone development for various master’s programs.
- 2008 – Present      **SAE Online / Middlesex University / SAE Vienna**  
Academic Advisor  
Supervision and assessment of theses for the master’s program “Professional Practice”

### Selected previous employment:

- 2008 - 2010      **studio radiolaris interactive entertainment GmbH**  
Managing Director and Game Designer  
Production, development and design of four iPhone games
- 2001 - 2010      **SAE College Vienna**  
Lecturer and Research Advisor  
Programs: Web Design, Audio Engineering, Digital Film and Game Design
- 2006 - 2008      **Vienna University of Technology, Institute of Design and Assessment of Technology**  
Project Associate & Stipendiary  
Research projects “Playful Interfaces” and “Gestural interaction with time based media”
- 2001 - 2005      **Video Artist and DJ**  
Performances at international concerts and clubbings

1999 - 2004 **Vienna University of Technology, Information Technology Services**  
Tutor  
Student support and network administration

2001 - 2002 **TW-1 & WPTV AltErlaa**  
Assistant Director  
Collaboration on several TV productions

### Education:

2009 **Vienna University of Technology, Institute of Design and Assessment of Technology**  
Doctoral degree (Ph.D.), with distinction  
Dissertation: "Playing Music: Design, Theory, and Practice of Music-based Games"

2004 **Madrid (Spain)**  
6-month Spanish language stay

2004 **Vienna University of Technology, Institute of Design and Assessment of Technology**  
Diplom Ingenieur (MSc), with distinction  
Thesis: "Sonic-Image, audiovisual synchronisation at live performances"

2001 **SAE College Vienna**  
Multimedia Producer Diploma (with distinction)

### Peer Esteem:

2016 Reviewer for the NWO – Netherlands Organisation for Scientific Research

2016 - present Scientific committee of the InSEA: International Society for Education through Art Conference

2015 - present Review committee of the Entertainment Computing Journal

2015 - present Review committee of the International Journal of Medical Informatics

2014 - present Program committee of the Joint Conference on Serious Games

2014 - present Review committee of Games and Culture, a Journal of Interactive Media

2014 Program Committee of the ACE14 Workshop on "Designing Systems for Health and Entertainment: what are we missing?"

2014 - present Program committee of the EMCSR – European Meetings on Cybernetics and Systems Research

2013 - present Program committee of the Game Engineering Conference Vienna

2012 - 2015 Program co-chair of the FROG: Vienna Games Conference

2012 - present Program committee of the Gamedays – International Conference on Serious Games and Edutainment

2011 - 2013 Gaming with a Purpose, advisory board member <http://www.gamingwithapurpose.com>

2010 - present Member of SAE's delegation in the academic accreditation process with Middlesex University

2010 - present Jury member of the IndieCade International Festival of Independent Games

2007 - present Member of the DiGRA, Digital Games Research Association

### Languages:

German (native speaker), English (fluent), Spanish (intermediate skills), French (basic skills).

### Awards:

Fares Kayali has won several awards for his creative works at venues including the IndieCade International Festival of Independent Games, the Independent Games Festival, the Good Practice and Innovation Award (Dialogforum Integration), the ZIT Call Smart Vienna and the Europrix Multimedia Awards.

### Research Interests:

Game studies, game design, game-based learning, serious games, games for health, electronic health, music & interactivity, game & media art, human computer interaction, technology and society.

## List of Publications and Works

### Book Chapters:

- 2016 F. Kayali: "Level Design Practises in Independent Games" forthcoming in: "Level Design: Processes and Experiences", C. Totten (ed.). CRC Press.
- 2015 B. Franz, F. Kayali, G. Götzenbrucker, V. Schwarz, J. Pfeffer, P. Purgathofer "Internet Games: Games for Change?" in: "Immigrant Youth, Hip Hop, and Online Games: Alternative Approaches to the Inclusion of Working-Class and Second Generation Migrant Teens", B. Franz (ed.). Lexington Books, pp. 67 - 83.
- 2014 G. Götzenbrucker, V. Schwarz, P. Purgathofer, F. Kayali, J. Pfeffer, B. Franz: "Serious Beats: Internetnutzung und Freundschaftsstrukturen von jungen MigrantInnen in Wien"; in "Migration & Integration 4", G. Biffi, L. Rössl (ed.); Guthmann-Peterson, Wien, 2014, ISBN: 978-3-900782-73-3, 59-64.
- 2013 F. Kayali: "Playing Ball - Fan Experiences in Basketball Videogames"; in: "Sports Videogames", M. Consalvo, K. Mitgutsch, A. Stein (ed.); Routledge, New York, 2013, ISBN: 978-0-415-63755-8, 197 - 216.
- 2013 F. Kayali, M. Jahrman, B. Felderer, J. Ortner: "Persuasion and Play - Towards an Augmented Reality Exhibition Interface"; in: "Play and Prosume, Schleichende Werbung und schnelle Avantgarde", M. Jahrman, B. Felderer (ed.); Verlag für moderne Kunst, Nürnberg, 2013, 75 - 83.

### Publications in Scientific Journals:

- 2016 C. Prahm, I. Vujaklija, F. Kayali, P. Purgathofer, O. Aszmann: "Game-based Rehabilitation for Myoelectric Prosthesis Control"; JMIR Serious Games (forthcoming).
- 2016 E. Mosor, D. Schlager-Jaschky, J. Hofstätter, F. Kayali, et al. "Let's play together! A qualitative study on the development of serious games for older adults"; Journal of Applied Gerontology (under review).
- 2016 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Learning, Gaming, designing: Using Playful Participation to Create Learning Games together with High School Students"; Conjunctions: Transdisciplinary Journal of Cultural Participation 3 (1).
- 2016 F. Kayali, M. Silbernagl, K. Peters, R. Mateus-Berr, A. Reithofer, D. Martinek, A. Lawitschka, H. Hlavacs: "Design Considerations for a Serious Game for Children after Hematopoietic Stem Cell Transplantation"; Entertainment Computing Journal. Special Issue on "Fun and Engaging Computing Technologies for Health".
- 2015 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Design Principles for Social Impact Games"; eLearning Papers - The Open Education Journal, Issue 43. ISSN: 1887-1542. 12 pages.
- 2015 V. Schwarz, G. Götzenbrucker, F. Kayali: "Du bist dran! Spielerisch die Welt verändern? Eine qualitative Längsschnittstudie und Spielintervention zum Thema Klassismus und Rassismus unter Wiener Jugendlichen mit ArbeiterInneneltern"; Diskurs Kindheits- und Jugendforschung, Issue 4/2015, pp. 445 - 461.
- 2009 F. Kayali: "Pure Hardcore - wipEout HD and current game design"; Eludamos - Journal for Computer Game Culture (2009), Vol. 3 Issue 1; 103-106.

- 2008 F. Kayali, P. Purgathofer: "Two Halves of Play"; *Eludamos - Journal for Computer Game Culture* (2008), Vol. 2 Issue 1; 105-127.

### Peer-reviewed Conference Papers:

- 2016 H. Hlavacs, R. Wölfle, K. Peters, D. Martinek, J. Kuczwarra, F. Kayali, A. Reithofer, R. Mateus-Berr, B. Brunmair, Z. Lehner, A. Lawitschka: "Usability and Fun of the INTERACCT Client" EAI International Conference on Games for WELL-being GOWELL 2016, Budapest, HU, June 14-15, 2016, 8 pages,
- 2016 F. Kayali, C. Bartmann, O. Hödl, R. Mateus-Berr, M. Pichlmair: *Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs*. In Proceedings of the INTETAIN 2016 8th International Conference on Intelligent Technologies for Interactive Entertainment, June 28-30 2016, Utrecht, NL.
- 2016 K. Spiel, C. Frauenberger, J. Makhaeva, F. Kayali: "Talking about Myself – Playful Inquiry into an Absent Life World". CHI 2016 Workshop on "Games as HCI Method", San Jose, 05-07-2016 - 05-12-2016.
- 2016 O. Hödl, F. Kayali, G. Fitzpatrick, S. Holland: "TMAP Design Cards for Technology-Mediated Audience Participation". CHI 2016 Workshop on "Music and HCI", San Jose, 05-07-2016 - 05-12-2016.
- 2015 R. Mateus-Berr, B. Brunmair, H. Hlavacs, F. Kayali, J. Kuczwarra, et al. "Co-Designing Avatars for Children with Cancer". Proceedings of the 3rd International Conference for Design Education Researchers (p. 1397-1417).
- 2015 K. Peters, F. Kayali, A. Lawitschka, M. Silbernagl, R. Mateus-Berr, D. Martinek, H. Hlavacs, 2015: "INTERACCT: Remote Data Entry System with Game-Elements for young Leukaemia Patients" IEEE Healthcom 2015 17th International Conference on E-Health Networking, Application & Services, Boston, Oct 14-17, 2015, 6 pages,
- 2015 F. Kayali, 2015: "Educating secondary school teachers in game design and game-based learning." Perspectives on Art Education Symposium. D'Art - Austrian Center for Didactics of Art, Textile & Design, University of Applied Arts Vienna. May 28-30, 2015, pp. 59 - 65.
- 2015 K. Peters, F. Kayali, A. Reithofer, R. Wölfle, R. Mateus-Berr, J. Kuczwarra, Z. Lehner, A. Lawitschka, B. Brunmaier, D. Martinek, M. Silbernagl, H. Hlavacs, 2015: "Serious Game Scores as Health Condition Indicator for Cancer Patients". MIE2015 "Digital healthcare empowering Europeans" Conference, Madrid, Spain. May 27-29 2015, pp. 892-899.
- 2015 F. Kayali, K. Peters, J. Kuczwarra, A. Reithofer, D. Martinek, R. Wölfle, R. Mateus-Berr, Z. Lehner, M. Silbernagl, M. Sprung, A. Lawitschka, H. Hlavacs, 2015: "Participatory Game Design for the INTERACCT Serious Game for Health ". 1st Joint International Conference on Serious Games (JCSG 2015), Huddersfield, UK. June 3-4 2015, pp. 13-25.
- 2014 M. Götsch, F. Kayali, R. Mateus-Berr, T. Mikeska, K. Seirafi, 2014: *Mobile Technology and Museum Education for Schools Theory, Study Results & Use Cases from the Project Art.Lector, NODEM 2014 Conference & expo "Engaging Spaces - Interpretation, Design and Digital Strategies"*, Warsaw, Poland, Dec 1-3 2014, pp. 170-175.
- 2014 F. Kayali, K. Peters, A. Reithofer, R. Mateus-Berr, Z. Lehner, D. Martinek, M. Sprung, M. Silbernagl, A. Lawitschka, H. Hlavacs, 2014: *A Participatory Game Design Approach for Children After Cancer Treatment*, ACE 2014 workshop *Designing Systems for Health and Entertainment: what are we missing?*, Funchal, Madeira, 11. Nov. 2014.
- 2014 A. Nash, P. Purgathofer, F. Kayali: "Using Online Games in Transport: Grr-Grr-Bike Case Study"; 2014 Transportation Research Board Annual Meeting, Washington, D.C.; 01-12-2014 - 01-16-2014; in: "TRB Annual Meeting Compendium of Papers", (2014), 17 pages.
- 2014 G. Götzenbrucker, V. Schwarz, F. Kayali, P. Purgathofer, J. Pfeffer, B. Franz: *Social play for integration. How Viennese teenagers with different ethnical backgrounds play "YourTurn! The Video Game"* Pre-Conference to ECREA's fifth European Communication Conference, ECC 2014 (Universidade Lusófona, Lisbon, Portugal), 11.11.2014
- 2014 E. Mosor, D. Schlager-Jaschky, F. Kayali, J. Hofstätter, T. Stamm: "Lebensnetz - Entwicklung eines Computerspiels zur Demenzprevention"; 8. Forschungsforum der österreichischen Fachhochschulen; 23-04-2104 - 24-04-2014; in "Tagungsband des 8. Forschungsforums der österreichischen Fachhochschulen", (2014), 5 pages.
- 2014 F. Kayali, G. Wallner, S. Kriglstein, G. Bauer, D. Martinek, H. Hlavacs, P. Purgathofer, R. Wölfle.: "A Case Study of a Learning Game about the Internet."; *GameDays 2014 - 4th International Conference on Serious Games*, Darmstadt; 01-04-2104 - 04-04-2014; in "Proceedings of the GameDays 2014", Springer, (2014), 12 pages.

- 2013 F. Kayali, N. Luckner, R. Mateus-Berr, P. Purgathofer: "Play and Artistic Exploration"; FROG 2013 Vienna Games Conference, Vienna; 09-27-2013 - 09-29-2013; in: "Context Matters! Exploring and Reframing Games in Context. Proceedings of the 7th Vienna Games Conference FROG 2013", new academic press, Wien (2013), ISBN: 978-3-7003-1864-4; 288 - 300.
- 2013 F. Kayali, N. Luckner, O. Hödl, G. Fitzpatrick, P. Purgathofer, T. Stamm, D. Schlager-Jaschky, E. Mosor: "Elements of Play for Cognitive, Physical and Social Health in Older Adults"; SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 07-01-2013 - 07-03-2013; in: "Human Factors in Computing and Informatics", Springer, (2013), ISBN: 978-3-642-39062-3; 296 - 313.
- 2013 N. Luckner, F. Kayali, O. Hödl, P. Purgathofer, G. Fitzpatrick, E. Mosor, T. Stamm, D. Schlager-Jaschky: "From Research to Design - Sketching a Game to Trigger Reminiscence in Older Adults"; SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 07-01-2013 - 07-03-2013; in: "Human Factors in Computing and Informatics", Springer, (2013), ISBN: 978-3-642-39062-3; 617 - 624.
- 2012 O. Hödl, F. Kayali, G. Fitzpatrick: "Designing interactive audience participation using smart phones in a musical performance"; International Computer Music Conference 2012, Ljubeljuna; 09-09-2012 - 09-14-2012; in: "Proceedings Of The International Computer Music Conference 2012", Ljubljana, Slovenia (2012), ISBN: 978-0-9845274-1-0; 236 - 242.
- 2012 V. Schwarz, B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer: "Intersections of identities in Europe's Turkish Immigration Youth: Questions of Ethnicity, Gender, Class and New Media"; IPSA Madrid 2012, XXII World Congress of Political Science, Madrid, Spanien; 07-08-2012 - 07-12-2012; in: "Proceedings of the IPSA Madrid 2012, XXII World Congress of Political Science", (2012), 14 pages.
- 2012 F. Kayali, M. Jahrmann, J. Schuh, B. Felderer: "Alternate Reality Games: Persuasion in Context"; FROG 2012 Vienna Games Conference, Vienna; 09-27-2013 - 09-29-2013; in: "Applied Playfulness. Proceedings of the 6th Vienna Games Conference FROG 2012", new academic press, Wien (2013); 253-266.
- 2012 B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer, V. Schwarz, P. Purgathofer: "Young, Female and Turkish in Europe Today: Questions of Ethnicity, Gender, Class and the New Media"; Gender, Bodies & Technology: (Dis)Integrating Frames, Roanoke, Virginia (US); 04-26-2012 - 04-28-2012; in: "Proceedings of the Gender, Bodies & Technology: (Dis)Integrating Frames", (2012), 18 pages.
- 2012 B. Franz, G. Götzenbrucker, F. Kayali, J. Pfeffer, V. Schwarz, P. Purgathofer: "New Media, Hip Hop, and Young Migrants: Social Capital, Entertainment and Political Articulation of Minority Groups"; 53rd Annual International Studies Convention, San Diego, California (US); 04-01-2012 - 04-04-2012; in: "Proceedings of the 53rd Annual International Studies Convention", (2012), 17 pages.
- 2011 F. Kayali, J. Schuh: "Retro Evolved: Level Design Practice exemplified by the Contemporary Retro Game"; DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht; 09-14-2011 - 09-17-2011; in: "Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games", (2011), 14 pages.
- 2011 F. Kayali, V. Schwarz, G. Götzenbrucker, J. Pfeffer, B. Franz, P. Purgathofer: "Serious Beats: Transdisciplinary research methodologies for designing and evaluating a socially integrative serious music-based online game"; DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht; 09-14-2011 - 09-17-2011; in: "Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games", (2011), 19 pages.
- 2008 F. Kayali, M. Pichlmair: "Playing Music and Playing Games - Simulation vs. Gameplay in Music-based Games"; F.R.O.G. - Vienna Games Conference 2008, Vienna; 10-17-2008 - 10-19-2008; in: "F.R.O.G. - Vienna Games Conference", Phaidra, Universität Wien, Vienna (2008), 12 pages.
- 2008 M. Pichlmair, F. Kayali: "Intentions, Expectations and the Player"; the [player] conference, Copenhagen; 08-26-2008 - 08-29-2008; in: "Proceedings - the [player] conference", IT University of Copenhagen, Copenhagen (2008), ISBN: 978-87-7949-182-3; 220 - 242.
- 2008 F. Kayali, M. Pichlmair, P. Kotik: "Mobile Tangible Interfaces as Gestural Instruments"; Mobile Music Workshop, Vienna; 05-13-2008 - 05-15-2008; in: "Creative Interactions - The MobileMusicWorkshop 2004 - 2008", University of Applied Arts, Vienna (2008), ISBN: 978-3-200-0-1221-9; 38 - 40.
- 2007 M. Pichlmair, F. Kayali: "Levels of Sound: On the Principles of Interactivity in Music Video Games"; DIGRA 2007: Situated Play, Tokyo, Japan; 09-24-2007 - 09-28-2007; in: "Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA 2007", A. Baba (ed.); (2007), 424 - 430.

Abstracts and Posters (Peer-reviewed):

- 2016 F. Kayali, C. Prahm: "Using Games to Train Myoelectric Prosthesis Control", Extended abstract and Talk: Games for Health Europe 2016, Utrecht, NL; 11-01-2015 - 11-02-2015.
- 2016 R. Mateus-Berr, F. Kayali: "Sensing the Audience". Abstract and Talk: 2016 International Visual Literacy Association (IVLA) conference, Montreal, CA, 10-05-2016 - 10-08-2016.
- 2016 F. Kayali, V. Schwarz, G. Götzenbrucker, P. Purgathofer: "Identifying Learning Contents in Commercial Games"; Abstract and Talk: 10th Vienna Games Conference FROG 2016, Vienna, AT; 23-09-2016 - 25-09-2016.
- 2016 F. Kayali: "A Reflection of Game-based Learning Approaches for Secondary School Students", Abstract and Talk: InSEA Regional Conference Vienna 2016 Art and Design Education in Times of Change, Vienna, AT; 09-22-2016 - 09-24-2016.
- 2015 O. Hödl, F. Kayali, G. Fitzpatrick, S. Holland: "Towards Bridging The Gap In A Musical Live Performance"; abstract and talk: Vienna Talk 2015 on Music Acoustics - "Bridging the Gaps", Vienna; 09-16-2015 - 09-19-2015; in: "Proceedings of the Third Vienna Talk on Music Acoustics", (2015), S. 221.
- 2015 F. Kayali, N. Luckner, P. Purgathofer 2015: "Long-time motivation strategies in games for health", Extended abstract and Talk: Games for Health Europe 2015, Utrecht, NL; 11-01-2015 - 11-04-2015.
- 2015 F. Kayali, 2015: "Gaming Preferences of Children and Young Adolescents with Cancer", Extended abstract and Talk: Games for Health Europe 2015, Utrecht, NL; 11-01-2015 - 11-04-2015.
- 2015 F. Kayali, 2015: "Abstracting Music to Game Mechanics, Abstract and Talk" : Ludomusicology 2015 Conference, Utrecht, NL; 04-09-2015 - 04-10-2015.
- 2014 F. Kayali, 2014: "Using Explorative Design to Develop Health Game Concepts", Poster: Games for Health Europe 2014, Utrecht, NL; 10-27-2014 - 10-28-2014.
- 2014 K. Peters, F. Kayali, H. Hlavacs 2014: "INTERACCT: Serious Game Performance as Medical Condition Indication", 25th European Medical Informatics Conference (MIE2014), Istanbul, August 31st - September 3rd, 2014.
- 2013 F. Kayali: "Reminiscence and Play - Designing a Game to Prevent Cognitive Decline"; Abstract and Talk: Games for Health Europe 2013, Amsterdam; 10-28-2013 - 10-29-2013.
- 2013 F. Kayali, P. Purgathofer, V. Schwarz, G. Götzenbrucker: "Audience Creativity as Core Game Mechanic of a Social Impact Game"; Abstract and Talk: MASH 2013 conference on audience creativity, Maastricht; 07-04-2013 - 07-05-2013.
- 2012 S. Fritz, P. Purgathofer, F. Kayali, T. Sturn, M. Wimmer et al.: "Landspotting: Social gaming to collect vast amounts of data for satellite validation"; Abstract and Talk: European Geosciences Union General Assembly 2012, Vienna; 23-04-2012.
- 2012 F. Kayali: "Interacct - Integrating Entertainment and Reaction Assessment into Child Cancer Therapy"; Poster: Games for Health Europe, Amsterdam; 10-28-2012 - 10-29-2012.
- 2012 G. Götzenbrucker, J. Pfeffer, F. Kayali, V. Schwarz, P. Purgathofer, B. Franz: "Promoting inter-ethnic social networks: 2nd generation migrants and majority Austrian teenagers playing a positive impact game"; Abstract and Talk: Networks of transnational and transcultural communication, Dortmund; 11-22-2012 - 11-24-2012.
- 2012 G. Götzenbrucker, V. Schwarz, J. Pfeffer, F. Kayali, B. Franz, P. Purgathofer: "Your Turn! The Video Game". A Facebook Game for (migrant) teenagers' communication and social integration in Vienna"; Abstract and Talk: ECREA 2012: 4th European Communication Conference, Istanbul; 10-24-2012 - 10-27-2012.
- 2012 F. Kayali, P. Purgathofer, G. Götzenbrucker, V. Schwarz, B. Franz, J. Pfeffer: "Designing for Social Impact. How the social network game YourTurn! furthers inter-cultural communication."; Abstract and Talk: ECREA 2012 Pre-Conference: Experiencing Digital Games: Use, Effects & Culture of Gaming, Istanbul; 10-23-2012 - 10-24-2012.
- 2012 G. Götzenbrucker, V. Schwarz, F. Kayali: "Sharing Music - playing life. Young Viennese 2nd generation migrants playing a cooperative positive impact game"; Abstract and Talk: Digital Crossroads Conference, Utrecht; 06-28-2012 - 06-30-2012.
- 2012 F. Kayali, P. Purgathofer, V. Schwarz, G. Götzenbrucker: "Multikulturalität, Integration und jugendliche Lebenswelten in Wien"; Poster: FROG 2012 Vienna Games Conference, Wien; 10-12-2012 - 10-13-2012.

- 2012 F. Kayali, P. Purgathofer, G. Götzenbrucker, V. Schwarz, S. Harrer, J. Pfeffer, B. Franz: "Creative Play and Social Impact"; Extended Abstract and Talk: Games+Learning+Society (GLS) Conference 8.0, Madison, Wisconsin (US); 06-13-2012 - 06-15-2012; in: "GLS 8.0 Conference Proceedings", ETC Press, (2012), ISSN: 2164-6651; 509 - 510.
- 2011 G. Götzenbrucker, V. Schwarz, B. Franz, F. Kayali, J. Pfeffer, P. Purgathofer: "Serious Beats. Eine Analyse der integrationsstiftenden Potenziale von sozialen Netzwerken und Online-Spielen für jugendliche MigrantInnen der zweiten und dritten Generation in Wien"; Abstract and Talk: 1st Vienna Forum of Social Sciences "Identity - Diversity - Integration, Vienna; 07-21-2011 - 07-23-2011.
- 2011 V. Schwarz, G. Götzenbrucker, F. Kayali: "Socially integrative effects of Online Social Games on young adolescent migrants in Vienna"; Abstract and Talk: multi.player 2011 International Conference on the Social Aspects of Digital Gaming, Stuttgart; 07-21-2011 - 07-23-2011.
- 2008 F. Kayali: "Playing Music"; Abstract and Talk: Computer Space 2008 conference, Sofia, 31-10-2008 - 02-11-2008.
- 2005 F. Kayali: "Sonic-Image, audiovisual synchronisation at live performances"; Poster: Hyperkult XIV conference "AudioKult und Hypersound? Ästhetik und Kultur digitaler Audiomedien", Lüneburg; 14-06-2005 - 16-06-2005.

### Panel Organization:

- 2012 "Positive Impact Games" moderation and organization of a peer-reviewed panel at the FROG 2012: 6th Vienna Games Conference "Game Over. Was jetzt? Vom Nutzen und Nachteil des digitalen Spiels für das Leben, Vienna, Austria, 10-12-2012 - 10-13-2012.
- 2011 "Independent game design and tactics of persuasion", moderation and organization of a panel for the Technology, Exchange and Flow Expert Seminar "Play and Prosume", held at Kunsthalle Project Space, Vienna, Austria, 13-07-2011-

### Invited Talks and Keynotes (Selected):

- 2016 "Sparkling Games"; Invited lecture: Sparkling Science-Tagung „Sparkling Impacts – Von Sparkling Science zu Open Innovation“, Vienna, AT, 14-11-2016.
- 2016 "A Serious Game to Further Cultural Diversity"; Invited lecture: Games and Play research seminar, Utrecht University, 23-03-2016.
- 2016 "YourTurn! Designing for Diversity"; lecture: Central European Games Conference 2016, University of Vienna, 01-017-2016 - 01-21-2016.
- 2015 "Game Design for Social Impact"; Invited public lecture: FROG 2015 - 9th Vienna Games Conference, 10-01-2015 - 10-03-2015.
- 2013 "Digitale Spiele zwischen Kunst und Mainstream: Gestaltung und Produktion"; Keynote Lecture: Arbeitstagung Digitale Grundkompetenzen in den Kreativfächern: Gaming-Welten, Mattsee; 10-28-2013 - 10-30-2013.
- 2013 "Demo Spotlight: Lebensnetz"; Talk: 10th Annual Games for Change Festival, New York; 06-27-2013 - 06-29-2013.
- 2013 "What do the movie *Inception* and Alternate Reality Games have in common?"; Talk: Play & Prosume: schleichender Kommerz und schnelle Avantgarde, Wien (invited); 03-06-2013 - 03-17-2013.
- 2012 "YourTurn! Designing a Music Game for Social Impact"; Talk: 9th Annual Games for Change Festival, New York; 06-18-2012 - 06-20-2012.
- 2012 "Games 4 Resilience"; Talk: Gaming with a Purpose Salon, Subotron, Vienna, 17-02-2012.
- 2012 "Positive Impact Games"; Talk: Gaming with a Purpose Salon, Subotron, Vienna, 13-04-2102.
- 2011 "Fuck the magic circle! Do we need game ethics?"; Talk: AMAZE Games Culture Circle, Wien; 09-30-2011.
- 2009 "Art, Music and Technology - an iPhone showcase", Talk: IndieCade 2009 Festival, Culver City, California, USA, 03-10-2009.

- 2007 “Homebrew Music Game Development” at the dorkbot vienna #3 “hacking game machines”, Metalab, Vienna, Austria, 23-06-2007.

### Other Publications:

- 2009 Kayali, F.: Playing Music: Design, Theory, and Practice of Music-based Games, PhD thesis, Institute of Design and Assessment of Technology, Vienna University of Technology
- 2004 Kayali, F.: Sonic~Image, audiovisual synchronisation at live performances. Master thesis, Vienna University of Technology.

### Artistic Works, Exhibitions and Game Releases (Selected):

- 2015 **Sparkling Games** (student game projects)  
shown at Schule@GameCity, GameCity 2016, Vienna.
- 2015 **Breaking The Wall** (art-based research project)  
CONTEMPORARY CODE: ARTISTIC RESEARCH, University of Applied Arts Vienna / City University of Hong Kong
- 2015 **INTERACCT** (mobile e-health application)  
[<http://www.interacct.at>]
- 2014 **Lebensnetz** (mobile e-health application)  
[<http://www.lebensnetz.at>]
- 2014 **INTERACCT Partizipatorisches Design in einem interdisziplinären Kontext**  
shown at Design acts!, :galeriefreihausgasse, Villach
- 2013 **Internet Hero** (educational game)  
[<http://www.playthenet.at>]
- 2013 **Play & Prosume** (interactive media installation / augmented reality interface)  
Kunsthalle project space [<http://trans-techresearch.net/tef/>]
- 2012 **YourTurn! The Video-Game** (social impact game on Facebook)  
shown at GameCity 2012, [<http://yourturn.fm>]
- 2011 **AAA Profiler** (interactive media installation)  
SCHAURAUM Angewandte, quartier 21, Museumsquartier Vienna, Austria [<http://ludic.priv.at/AAA>]
- 2010 **Radio Flare REDUX HD** (iPad game)  
Published by Chillingo (Electronic Arts)
- 2010 **Radio Flare REDUX** (iPhone game)  
Published by Chillingo (Electronic Arts)
- 2009 **Zombies vs. Sheep** (iPhone game)  
Published by Chillingo (Electronic Arts)
- 2008 **Radio Flare** (iPhone game)  
self-published, Finalist at IndieCade 2009 and the Independent Games Festival 2009, Europrix Seal of Quality
- 2008 **“bagatelle concrète”, a modified pinball machine** (interactive media installation)  
shown at “Homo Ludens Ludens”, LABoral Centro de Arte y Creación Industrial, Gijón, Spain and at the “Coded Cultures Festival”, Museumsquartier Vienna, Austria
- 2007 **Gestural Instruments** (Nintendo DS sound toys)  
presented at dorkbot#3, Metalab, Vienna and the 5th International Music Workshop 2008, Vienna



- 2005 **POSE** (interactive media installation)  
displayed at the “Echo” exhibition, Ragnahof, Vienna, Austria
- 2004 **Sonic~Image** (audio/video performance software)  
Used as a DJ with Phal/drK and as a visual artist in a series of national and international performances
- 2003 **Der Kapelan**  
musical score for a theater play
- 2002 **Landschaften erzählen** (TV Production)  
with Erich Schleyer, shown on Austrian station TW-1
- 2001 **Stopschild** (animated short movie)

**Teaching History****Supervision:**

I have supervised more than 60 theses leading to MA, MSc, BA and BSc degrees, both nationally and internationally, and throughout the institutions I teach at (see below). I also co-supervise PhD theses at the Vienna University of Technology.

**Lectures:**

Years	Level	Title	Institution	# Students	ECTS
2014 - present	Master	Gameful Design	Vienna University of Technology	25	6
2012 - present	Master	Introduction to Games	University of Applied Science Technikum Vienna	30	3
2012 - present	Master	Development Project 1 & 2	University of Applied Science Technikum Vienna	30	6
2011 - present	Master	Explorative Design 1 & 2	Vienna University of Technology	30	12
2011	Master	Seminar Media Informatics	Vienna University of Technology	25	3
2011 - present	Master	Play-centred Game Design & Persuasive Games	Danube University Krems	20	3
2011 - present	Master	Rapid Game Development & Modding	Danube University Krems	20	3
2010 - 2015	Master	Level Design	University of Applied Science Technikum Vienna	20	3
2010	Master	iPhone Game Development	Danube University Krems	20	3
2013 - present	Bachelor	Didactics and New Media - Games, Pedagogy and Youth Culture	University of Applied Arts Vienna	20	6
2011	Bachelor	Multimedia Production	Vienna University of Technology	100	4.5
2009 - present	Bachelor	Research Methods in Creative Media	SAE College Vienna / Middlesex University	10	3
2005 - 2008	Industry	Digital Image Editing	SAE College Vienna	30	-
2005 - 2006	Industry	Basics of PC Technology	SAE College Vienna	30	-
2001 - 2005	Industry	Scripting with Macromedia Director	SAE College Vienna	30	-