



Ulrike Küchler

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Professional Experience

Editor & Lecturer 2008 - Present

independent

As an academic editor and lecturer at private and public institutions, I combine a profound theoretical foundation across a variety of subjects with many years of experience in research, teaching and academic writing.

CEO Jun 2020 - Present

Gamebook Studio HQ GmbH, Berlin

Gamebook develops narrative driven games in e-learning (political education, health, finance, elementary education) and entertainment in cooperation with partners from industry and research institutions, supported by its own AI-supported CMS, Gamebook Technology.

Executive Producer Oct 2017 - Jun 2021

Gamebook Technology, Berlin

Producer Dec 2013 - Nov 2015

LudInc, Berlin

Consultant Aug 2010 - Dec 2018

independent, Berlin

Leading and managing projects and collaboration at the intersection of design and technology in various industries: Games, Film, Education, Health, Museums (AR, VR, Mobile, PC).

Education

Brown University (Teaching Certificate) 2008 - 2009

Sheridan Center for Teaching & Learning

Universität Tübingen (M.A.) 2005 - 2008

Universität Potsdam 2002 - 2005

Publications (selection)

■ Metamorphoses of (New) Media (Ed.), Cambridge Scholars Publishing 2016

■ arcadia. International Journal for Literary Culture (Ed.), de Gruyter 2009-2010

■ Alien Imaginations: Science Fiction and Tales of Transnationalism (Ed.), Bloomsbury 2015

■ European eLiterature Collection (2012-2017, The eLiterature

Languages

German

English

Awards

■ Deutscher Computerspielpreis 2016 (Bestes Serious Game)

■ Kultur- und Kreativpiloten Deutschland 2015

■ DFG Stipendium 2010

Academic Fields

■ Literature / Culture / Media Studies

■ Game Studies

■ Gender Studies

■ Entrepreneurship

■ Technical Subjects

Teaching & Research

■ Cambridge University (UK)

■ Brown University (US)

■ Universität Witten-Herdecke

■ Freie Universität Berlin

■ Universität Tübingen

Research Project)
