

## **Steffen P. Walz**

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Steffen P. Walz holds an M.A. in cultural anthropology and researches game design theoretically and practically at the Swiss Federal Institute of Technology (ETH) Zurich, Department of Architecture. As part of his Ph.D., he investigates game rhetoric, historic game architectures, interfaces between the fields of architecture and game design, as well as future computer based game scenarios in physical reality.

Walz is co-initiator and co-founder of the B.A. game design study program at the University for Applied Sciences and Art, School of Art and Design Zurich (HGKZ), the first program of its kind in German speaking countries. The program commences this fall. In 2002, Walz was a price bearer of the International Bauhaus Award for his experimental, ethnographically motivated mobile multi-player mixed reality game M.A.D. COUNTDOWN.

With his company playbe, he consults to companies in the areas of mobile entertainment and serious games worldwide. Additionally, he runs his own record company, playbe records. Walz is an active member of the Digital Games Research Association DiGRA, both the Frankfurt/Main and the Swiss chapter of the International Game Developers Association IGDA, as well as of the e-sport MSc study course scientific board at Danube University Krems, Austria.