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Since 2012 Freyermuth is co-editing, together with Prof. Lisa Gotto, the publication series “Bild und Bit. Studien zur digitalen Medienkultur” published by transcript in Bielefeld, Germany. Since 2011 he is a representative of the film and media board North Rhine-Westphalia for the development of new media subsidies and the pilot subsidy program for innovative audiovisual media contents.

Freyermuth studied Comparative Literature and Aesthetics at the Free University, Berlin, where he became a research and teaching assistant. He wrote his MA thesis on the aesthetics of modern theater and his Ph.D. thesis on the aesthetic impact of the techno-cultural processes of digitalization.

Prior to his academic career, he worked as an editor, department head, reporter and head reporter for German magazines and as a freelance writer covering literature, film and digital media from the US West Coast.

Freyermuth has published 15 books of fiction and non-fiction and more than 500 essays, features and articles. He has also directed documentaries and written scripts for radio plays, feature films, and documentaries.

His research concentrates on the development of new artistic and communicative practices, new forms of linear and non-linear audiovisuality, network culture, cross- and transmediality.

Freyermuth holds dual German-American citizenship and lives in Cologne and Berlin.

### **Recent Publications:**

*Games | Game Design | Game Studies. An Introduction*, Bielefeld: transcript Verlag, to be published in Winter 2015.

*New Game Plus. Perspektiven der Game Studies: Genres – Künste – Diskurse*. Ed. by Benjamin Beil, Gundolf S. Freyermuth und Lisa Gotto, vol. 3 of the series *Bild und Bit*, 416 pages, Bielefeld: transcript Verlag 2015.

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