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Edited by
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Biographies

Barbara Dinter

is Professor and Chair of Business Information Systems at the Chemnitz University of Technology, Germany. She holds a Ph.D. from the Technical University of Munich (TU München) where she previously earned a master's degree in computer science. She worked for several years at University of St. Gallen, Switzerland as a Post-Doc and project manager. In her role as an IT consultant, she worked with a variety of organizations. Her research interests include digital transformation, data-driven innovation, business analytics, and big data. She has published in renowned Information Systems (IS) journals and at international conferences. She has chaired various business analytics tracks and has served as an Associate Editor at many major IS conferences.

Anne Dippel

completed her Ph.D. at Humboldt University Berlin at the intersection of Cultural Anthropology and Media Theory with an ethnography on Austrian writers and their impact on national identity building and German language after 1945. Since 2014, she is a lecturer at the Department for Cultural Anthropology/Cultural History of Friedrich Schiller University Jena. She has held fellowships, taught, and researched in Germany and abroad, including in the Massachusetts Institute of Technology (MIT), the Cluster of Excellence Image Knowledge Gestalt (HU Berlin), the Institute for the Advanced Study of Media Cultures of Computer Simulation (MECS) at Lüneburg University and the Institute of Anthropology at Heidelberg

University. As part of her current research, she was an associate member of the European Center for Nuclear Research (CERN) from 2015 to 2018.

Sonia Fizek

Ph.D., is a games and media scholar. She holds a professorship in Media and Game Studies at the Cologne Game Lab at Technical University of Cologne (TH Köln). Fizek is also a co-editor-in-chief of the international Journal of Gaming and Virtual Worlds and a principal investigator of Greening Games, an international project on the sustainability of video games (funded by the German Academic Exchange Service EU/DAAD). In her upcoming monograph Playing at a Distance (MIT Press 2022), she explores the borderlands of video game aesthetic with focus on automation, AI and posthuman forms of play. She has gained experience as an educator and researcher at a variety of higher education institutions across Europe, such as: University of Lodz, Bangor University, Abertay University, Goethe University Frankfurt, Design Akademie Berlin, and Leuphana University Lüneburg.

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is an Italian-born, Berlin-based film director and game designer. He has directed music videos for Endgame, WWWings, DJNJ Drone, The 1975, developed digital infrastructures for the UAE pavilion at the 2021 World Expo in Dubai, Tellart, Google and had his films shown at the EYE Film Museum, EMAF, and Oberhausen Film Festival. He is an alumnus of Fabrica, Jan Van Eyck Academie, and Sandberg Instituut.

Maria M. Hedblom

has a M.Sc. in cognitive science and received a Ph.D. in theoretical computer science from Otto von Guericke University Magdeburg in 2018 for an interdisciplinary dissertation on the formal treatment of image schemas (Image Schemas and Concept Invention, Springer, 2020). After this, she worked with conceptual modelling at the Free University of Bozen-Bolzano. In 2019-2020, she helped found a tech start-up using artificial intelligence to modify photographs. In 2021, she returned to academia to work with cognitive robotics at the University of Bremen. Currently, she is an assistant professor at Jönköping University. Her research focuses on cognitively-inspired artificial intelligence with the particular focus of identifying, analysing and formally structure conceptual patterns that structure language expressions and the conceptualisation of action events.

Inge Hinterwaldner

studied at the University of Innsbruck, and in 2009 she received her Ph.D. in art history from the University of Basel, with a thesis on interactive computer simulations (The Systemic Image, German: Fink 2010, English: MIT Press 2017). She taught at the universities of Berne, Basel, Lucerne, Lüneburg, and Zurich before fellowships and grants allowed her to pursue her research at MECS in Lüneburg (2014), Duke University in Durham (2015), and MIT in Cambridge/MA (2016). After teaching at Humboldt University of Berlin, in October 2018 she accepted a professorship for art history at Karlsruhe Institute of Technology (KIT). Her research focuses on interactivity and temporality in the arts, computer-based art and

architecture, image and model theory, and the interdependence between the arts and the sciences since the 19th century.

Daniela Hönigsberg

is an academic fellow at the Karlsruhe University of Technology in the Department of Art History. Since 2014, she has been doing her doctorate at the Technical University of Berlin on the topic of software as an artistic material. In 2015, she worked as a research assistant at the Technical University of Berlin for six months on the preparation of the proposal for the project Authorship 2.0. Her research focuses on computer-based art of the 1990s and early 2000s, interconnections of arts and sciences, and the theory of classical and early postwar modernism.

Sarah Hönigsberg

is a research associate at the chair of Business Information Systems at the Chemnitz University of Technology, Germany. Her research focuses on digital transformation of value co-creation in networks of small and medium-sized enterprises, using design-oriented and qualitative research methods. She has presented her research, among other conferences at ICIS, ECIS, HICSS, DESRIST, and AMCIS. She also has served as an Associate Editor for tracks at the International Conference on Wirtschaftsinformatik (2020-2022). In addition, Sarah Hönigsberg was president of the AIS Doctoral Student College (term 2021) and is now immediate past president.

Mirjam Mayer

studied at ETH Zurich, University of Paris 1 Panthéon-Sorbonne, and University of Basel. Since 2020 she is a research assistant at the professorship for history of technology at ETH Zurich. In her dissertation project, she is researching the introduction of personal computers and the development of decentralized network infrastructures in the Swiss Federal Administration.

Konstantin Mitrokhov

is a research associate at the Karlsruhe Institute of Technology in the Institute for History of Art and Architecture. He studied critical theory and artistic practices at the Dutch Art Institute, photographic arts at the University of Westminster, and systems analysis at the National Research Nuclear University MEPhI. His current research is focused on open-ended modes of truth production enabled by computation, spanning the fields of software studies, STS, film and media studies. He also works collaboratively as a video editor and cinematographer.

Martina Richter

was a research assistant at the Karlsruhe Institute of Technology in the Institute for History of Art and Architecture. After studying computer science at KIT, she worked as a research assistant at Fraunhofer IOSB and is currently a guest artist at ZKM | Center for Art and Media. Martina is teaching theoretical computer science and robotics at the Duale Hochschule Baden-Württemberg. The focus of her work is on robotics

from the perspectives of industrial, artistic and teaching fields.

Hendrik Wache

is holding a Master's degree in Business Intelligence & Analytics. He is a research associate at the chair of Business Information Systems at the Chemnitz University of Technology, Germany, where he focuses on the management of big data and the identification of data analytics opportunities in SME networks. Within the Co-TWIN project, his research focuses on the design of digital twins in mechanical and plant engineering in the context of Industry 4.0. He has presented his research, among other conferences at ECIS, HICSS, and WI. Furthermore, he published articles among other journals in WT Werkstattstechnik online and ZWF Zeitschrift für Wirtschaftlichen Fabrikbetrieb.