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PUBLICATIONS:

EDITORSHIP:

[*Eludamos: Journal for Computer Game Culture*](#). Editor-in-Chief (from 2022; with Kristine Jørgensen, UiB)

Lentz, Christina, Holt Hansen, Therese, Pötzsch, Holger & Losleben, Katrin. (eds.) 2026. *Kunstig intelligens i skole og utdanning: En kritisk og praksisnær innføring*. Cappelen Damm.

Spies, Thomas, Holger Pötzsch & Seyda Kurt (eds.). 2024. *Spiel*Kritik – Kritische Perspektiven auf Videospiele im Kapitalismus*. Bielefeld: transcript.

Krüger, Uwe, Holger Pötzsch, Florian Zollmann & Michael Schiffmann (eds.). 2023. *Die Konsensfabrik* [Herausgabe der Übersetzung von Edward Herman und Noam Chomskys *Manufacturing Consent*]. Frankfurt: Westend Wissenschaft.

Wijermars, Mariëlle, Holger Pötzsch, Annette Markham & Daria Gritsenko (eds.). 2022. [*Algorithmic Governance in Context*](#). Special issue. [New Media & Society 24\(4\)](#).

Jørgensen, Kristine, Faltin Karlsen & Holger Pötzsch (eds.). 2021. Spillstudier. Temanummer. Norsk Medietidsskrift. 28(4). Accessible [here](#) (open access).

Hammond, Phil & Holger Pötzsch (eds.). 2019. *War Game: Memory, Militarism, and the Subject of Play*. New York: Bloomsbury Academic.

Beyer, Christian, Juliane C. Bockwoldt, Emil L. Hammar & Holger Pötzsch (eds.). 2019. *Manufacturing Monsters*. Special issue. Nordlit 42. Accessible [here](#) (open access).

Pötzsch, Holger & Phil Hammond (eds.). 2016. *WAR/GAME*. Special issue. *Game Studies* 16(2). Accessible [here](#) (open access).

ARTICLES & BOOK CHAPTERS:

Forthcoming:

“The Military Shooter and its Discontents: Enemies in War Games”. In: Chris Kempshall, Kate Cook, and Robert Houghton (eds.): *The Routledge Companion to Video Games and History*. London: Routledge (chapter 9). (with Zoheb Mashiur) (2026)

“Towards a Critical Understanding of Folk Games: Conceptualizing Games and Play as Tools for a Progressive Populism”. In: Astrid Ensslin, Dom Ford & Laura Niebling (eds.): *Videogames as Folkworlds*. Play Story Press. (2027)

“Tabletop roleplaying games as critical folk games”. In: Astrid Ensslin, Dom Ford & Laura Niebling (eds.): *Videogames as Folkworlds*. Play Story Press. (2027) (with Zoheb Mashiur)

“Perspectives on videogames in museums: A conceptual model for practical implementation”. *Museums & Social Issues* (under review). (with Gustav J. Pedersen)

“Significant Absences: Representational conventions and blind spots in science fiction films featuring AI”. *Journal of Digital Social Research*. (under review) (with Melania Borit, Zoheb Mashiur & Cornel Borit)

“Mellom teori og praksis: Spenninger i implementering av mangfolds- og inkluderingsperspektiver på generativ kunstig intelligens i skole og høyere utdanning”. In: Jon Olav Sørhaug (ed.) *Generativ kunstig intelligens i utdanningsforskningen: Danning, fag og kritikk*. Scandinavian University Press. (2027) (with Christina Lentz & Katrin Losleben)

“‘The Base Violence Necessary for Change’: Underground Monsters, Trauma, and Struggles for Autonomy in the Netflix Series Arcane”. In: Sarah A. Joshi (ed.) *Underground Creatures*. Bloomsbury Academic. (2027) (with Zoheb Mashiur)

“Hva er kritikk?”. In: Lentz, Christina, Holt Hansen, Therese, Pötzsch, Holger & Losleben, Katrin. (eds.) *Kunstig intelligens i skole og utdanning: En kritisk og praksisnær innføring*. Cappelen Damm. (2026)

“Kritisk GKI-literacy: bærekraft, makt og samfunn”. In: Lentz, Christina, Holt Hansen, Therese, Pötzsch, Holger & Losleben, Katrin. (eds.) *Kunstig intelligens i skole og utdanning: En kritisk og praksisnær innføring*. Cappelen Damm. (2026)

“LK20s overordnede verdier og GKI i norsk skole.” In: Lentz, Christina, Holt Hansen, Therese, Pötzsch, Holger & Losleben, Katrin. (eds.) *Kunstig intelligens i skole og utdanning: En kritisk og praksisnær innføring*. Cappelen Damm. (2026) (with Christina Lentz & Therese Holt Hansen)

Works published:

2026:

2025:

«Education, Unions, and Digital Disruption». In: Gino Canella (ed.) *Raising Class Consciousness: Labour Movements and Communication Power in the Digital Age* (pp. 173-190). Cambridge: MIT Press.

«DOA». *Eludamos: Journal of Computer Game Culture* 16(2): 1-8.
<https://doi.org/10.7557/ejgc.v16i2.8427>

2024:

«Playing in and with Ecological Crises: Ecocritical videogames between attitudes and performance effects». *GAME: The Italian Journal of Game Studies* 12(1).

«'The Devil Goes by Many Names': A Critical Examination of Propaganda, PR, and Fake News as Forms of Information Disorder». *Panoptikum* 32(1). (with Christina Lentz)

«Putting the Cybermedia Model into Educational Practice: Expanding the Framework.» *ToDiGRA: Transactions of the Digital Games Research Association* 7(1): 21-46. (with Tobias Staaby, Therese H. Hansen & Emil Hammar)

«'Denken in einer schlechten Welt': Von der Notwendigkeit einer kritischen Videospielforschung». In: Thomas Spies, Holger Pötzsch & Seyda Kurt (eds.). *Spiel*Kritik – Kritische Perspektiven auf Videospiele im Kapitalismus*. Bielefeld: transcript. (with Thomas Spies and Seyda Kurt)

«Spielend bilden? Kritische Betrachtungen zu Videospielen vor deren Einsatz im Unterricht.» In: Thomas Spies, Holger Pötzsch & Seyda Kurt (eds.). *Spiel*Kritik – Kritische Perspektiven auf Videospiele im Kapitalismus*. Bielefeld: transcript.

«Guilt and Grievability at War: Military Accountability and the Other in Mark of Cain and Battle for Haditha». *Journal of War & Culture Studies* 17(2): 138-153.

2023:

«Futures», *Eludamos: Journal for Computer Game Culture* 14(1): 1-7.
<https://doi.org/10.7557/23.7324> (with Kristine Jørgensen)

«Sustainability: Critical Reflections on an Apparently Common-Sensical Term». In: Konefal, Sebastian et al. *Shelters: Essays for a Time of Crisis*. Gdansk: National Museum of Gdansk, 88-99.

«Medienkritik materialistisch – Das Propagandamodell von Herman und Chomsky». In: Krüger, Uwe, Holger Pötzsch, Florian Zollmann & Michael Schiffmann (eds.) *Die Konsensfabrik* [Herausgabe der Übersetzung von Edward Herman und Noam Chomskys *Manufacturing Consent*]. Frankfurt: Westend Wissenschaft. (with Uwe Krüger & Florian Zollmann)

«Digitalisierung, Daten, Eigentum: Bildung im digitalen Kapitalismus». In: Hendrik Theine et al. (eds.) *Eigentum, Medien, Öffentlichkeit*. Frankfurt a.M.: Westend Wissenschaft. (with Marc Fabian Buck)

"Games and Memory", in Lucas Bietti and Martin Pogačar (eds.) *The Palgrave Encyclopedia of Memory Studies*. London: Palgrave Macmillan.

"Digital Games as Media for Teaching and Learning: A Template for Critical Evaluation", *Simulation & Gaming* 54(3): 348-374. (with Therese H. Hansen and Emil L. Hammar)

"Promises, Pitfalls, and Potentials of Immersive Journalism", in Ana Luisa Sánchez-Laws (ed.) *Insights on Immersive Journalism*. London: Routledge.

"Teaching and learning about audio-visual media: A critical media literacy perspective on the use of games in the contemporary upper-secondary classroom", in E.C. Lentz and H. Wolters (eds.) *Deutsche und norwegische Schulmedien im Vergleich*. Berlin: Peter Lang Publishing, 163-188. (with Therese H. Hansen and Emil L. Hammar)

"Manufacturing Monsters Across Media and Genres: Towards an Interdisciplinary and Multi-Dimensional Research Agenda on the Cultural Construction of the Other." In: Uzunoglu, Baybars & Yilmaz (eds.). 2023. *Discourses and Practices of Othering: Politics, Policy Making, and Media*. Cambridge Scholars Publishing, 8-24.

2022:

"Towards a Diagnostics of the Present: Popular Culture, Post-Apocalyptic Macro-Dystopia, and the Petrification of Politics", in Lene Johannessen and Asbjørn Grønstad (eds.) *Micro-Dystopia: Aesthetics and Ideologies in a Broken Moment*. London: Lexington Books, 17-40.

"Reimagining Algorithmic Governance: Cultural expressions and the negotiation of social imaginaries", *ACM: Digital Library* 2022 (article 85).

<https://doi.org/10.1145/3546155.3547298> (with Gabriel Pereira, LSE)

"[History, Heritage, and Memory in Video Games: Approaching the Past in 'Svoboda 1945: Liberation' and 'Train to Sachsenhausen'](#)", *Games & Culture* 17(6): 901-914. (with Vit Sisler, Tereza Hannemann, Jaroslav Pinkas & Jaroslav Cuhra all Charles University in Prague)

"[Algorithms, contexts, governance: An introduction to the special issue](#)", *New Media & Society*, Vol. 24(4): 835-844. (with Mariëlle Wijermars, Daria Gritsenko & Annette Markham)

"[Labour Struggles in Digital Capitalism: Challenges and Opportunities for Worker Organisation, Mobilisation, and Activism in Germany](#)", *TripleC: Communication, Capitalism & Critique*, Vol. 20(1): 82-100. (with Kerem Schamberger, LMU Munich)

"Kritische digitale Medienkompetenz in der BNE." In: Lentz, Eva Christina Makaria, Jürgen Menthe, Thomas Waitz und Peter Düker (eds.): *BNE in Schule und Lehrkräftefortbildung*:

Nanotechnologie und Technikfolgenabschätzung als Chance für den Chemieunterricht.
Berlin: Waxmann, 45-57. (with Eva Christina Lentz and Tina Otten)

“Bringing the Economy into the Cybermedia Model: Steps towards a Critical-Materialist Game Analysis”. *Proceedings of the Game Analysis Perspectives Conference* (pp. 42-46).
Copenhagen: IT University of Copenhagen. (with Emil L. Hammar)

“Jonna Eagle, War Games.” *American Literary History*, Vol. 34 (3) doi: 10.1093/alh/ajac143.

“Games and Realism”, *Encyclopedia of Ludic Terms* (EoLT). <https://eolt.org/articles/games-and-realism>

2021:

"[Dataspillforskning i et medievitenskapelig perspektiv](#)", *Norsk Medietidsskrift*, Vol. 28(4), 1-5. (with Kristine Jørgensen and Faltin Karlsen)

"Wie neoliberal sind die Medien?", in: Eds. Stephan Russ-Mohl und Christian Pieter Hoffmann. *Zerreißproben: Leitmedien, Liberalismus und Liberalität*. Köln: Herbert von Halem Verlag, 102-116. (with Uwe Krüger and Hendrik Theine)

"Kapitalismus, Big Data und die neue Rolle der Archive: Anmerkungen zu kritischer Medienkompetenz in Zeiten digitaler Transformation", in: Eds. Uwe Krüger, Selma Güney, Kerem Schamberger and Nils S. Borchers. *Transformation der Medien – Medien der Transformation: Verhandlungen des Netzwerks kritische Kommunikationswissenschaft*. Frankfurt/M.: Westend Wissenschaft, 128-146.

"Bringing Materiality into Thinking About Digital Literacy: Theories and Practices of Critical Education in a Digital Age", in JuliAnna Ávila (ed.) *Critical Digital Literacies: Boundary-Crossing Practices*. Leiden & Boston: Brill.

"Farsfigurer, skeive døtre og voldens egendynamikk i The Last of Us: Part II", *Tidsskrift for kjønnsforskning*, Vol. 45(1), 39-55.

“Capturing Clouds: Imag(in)ing the Materiality of Digital Networks”, in Johan Schimanski & Jopi Nyman (eds.) *Border Images/Border Narratives*. Manchester: Manchester University Press.

2020:

"Grenzen und Technologie", in Ed. Dominik Gerst et al.: *Handbuch der Grenzforschung*. Baden-Baden: Nomos.

"Playing Perpetrators: Interrogating Evil in Videogames about Violent Conflict", in Susanne C. Knittel und Zachary Goldberg (eds.) *Routledge Handbook of Perpetrator Studies*. London: Routledge, 343-355. (with Emil Hammar, UiT).

"Monster oder Mitmensch? Der vampirische Andere in zwei Versionen von Francis D. Lawrences Film 'I Am Legend'", in: Eds. Uwe Krüger and Sebastian Seivignani. *Ideologie*,

Kritik, Öffentlichkeit: Verhandlungen des Netzwerks kritische Kommunikationswissenschaft.
Frankfurt/M.: Westend Wissenschaft, 136-151.

"Zwischen Monster und Mitmensch", Telepolis (June 25).

<https://www.heise.de/tp/features/Zwischen-Monster-und-Mitmensch-4790885.html>

"Pandemische Visionen: Das Virus als Symptom", in: Michael Meyen (Hrsg.): Medienrealität 2020. <https://medienblog.hypotheses.org/9587>

2019:

"Critical Digital Literacy: Technology in Education Beyond Issues of User Competence and Labour-Market Qualifications", TripleC: Communication, Capitalism & Critique, Vol. 17(2), 221-240.

"Life Is Bleak (in Particular for Women Who Exert Power and Try to Change the World): The Poetics and Politics of 'Life Is Strange'", Game Studies, Vol. 19(3) (with Agata Waszkiewicz, MCS University).

"Playing Cultural Memory: Framing History in 'Call of Duty: Black Ops' and 'Czechoslovakia 38-89: Assassination'", Games & Culture, Vol. 14(1), 3-25. (with Vit Sisler, Charles University in Prague)

["A Tale of Two Versions: 'I Am Legend' and the Political Economy of Cultural Production"](#), Nordlit, Vol. 42, 171-190.

["Seeing \(With, Through, and As\) Monsters"](#), Nordlit, Vol. 42, 11-24. (with Emil L. Hammar, Juliane Bockwoldt and Christian Beyer)

"Calculating Lives? Memory, Archive, and Identity in a Digital Era", in Eds. Johannes Riquet & Martin Heusser. Imaging Identity: Text, Mediality and Contemporary Visual Culture. Basingstoke: Palgrave Macmillan, 61-81.

"Positioning Players as Political Subjects: Forms of Estrangement and the Presentation of War in 'This War of Mine' and 'Spec Ops: The Line'" in Eds. Phil Hammond & Holger Pötzsch. War Game: Memory, Militarism, and the Subject of Play. New York: Bloomsbury.

"From a New Seeing to a New Acting: Viktor Shklovsky's Ostranenie and Analyses of Games and Play", in Eds. Howard Mancing and Slav Gratchev. Viktor Shklovsky's Heritage in Literature, Art and Philosophy. Lanham: Rowman & Littlefield, 235-251.

"Forms and Practices of Transgressivity in Videogames: Aesthetics, Play, and Politics", in: Eds. Kristine Jørgensen and Faltin Karlsen. Transgression in Games and Play. Cambridge: MIT Press, 45-61.

"Communicative Digital Skills", in Tony Burner et al. (eds.) 101 Ways of Teaching English. Bergen: Fagbokforlaget, 71-84. (with Hilde Brox, UiT).

"Uwe Krüger: *Mainstream: Warum wir den Medien nicht mehr trauen*", book review, Nordlit, Vol. 42, 375-380.

"Media Future Lab Goes to Norway. In: Michael Meyen (ed.): *Media Future Lab 2019*.
<https://medialabs.hypotheses.org/1567>

"Der blinde Fleck Computerspiel." In Michael Meyen (Hrsg.): *Das mediale Erbe der DDR*
@LMU <https://medienerbe.hypotheses.org/201>

2018:

"Of Monsters and Men: Forms of Evil in War Films", in Eds. Marzena Sokolowska-Paryz & Martin Löschnigg. *The Enemy in Contemporary Film*. Berlin: Walter de Gruyter, 53-72.

"iBorder/ing", in Eds. Celia Lury, Emma Uprichard et.al.. *Routledge Handbook of Interdisciplinary Research Methods*. London: Routledge, 99-103.

"Archives and Identity in the Context of Social Media and Algorithmic Analytics: Towards an Understanding of iArchive and Predictive Retention", *New Media & Society*, Vol. 20(9), 3304-3322.

2017:

"Playing Games with Shklovsky, Brecht, and Boal: Ostranenie, V-Effect, and Spect-Actors as Analytical Tools for Game Studies", *Game Studies*, Vol. 17(2), 1-19.

"Media Matter", *TripleC: Communication, Capitalism & Critique*, Vol. 15(1), 148-170.

"In/Visibility", in: Eds. J. Schimanski and S. Wolfe. *Border Aesthetics*. New York: Berghahn Books, 68-89 (with Chiara Brambilla, University of Bergamo).

"Selective Realism: Filtering Experiences of War in the First- and Third-Person Shooter", *Games & Culture*, Vol. 12(2), 156-178.

2016:

"War/Game: Studying Relations Between Violent Conflict, Games, and Play", *Game Studies*, Vol. 16(2), 1-14 (with Phil Hammond, LSBU).

"Investigating the Culture-Media-Security Nexus", in: Eds. Piers Robinson, Philip Seib, and Romy Fröhlich. *Routledge Handbook of Media, Conflict, and Security*. London: Routledge, 36-50.

"Materialist Perspectives on Digital Technologies: Informing Debates on Digital Literacy and Competence", *Nordicom Review*, Vol. 37(1), 119-132.

"Etter beste kjønn", book review, *Norsk Tidsskrift for Kjønnsforskning*, Vol. 40(2), 57-62.

2015:

"Seeing and Thinking Borders", in: Eds. C. Brambilla, J. Laine, J.W. Scott and G. Bocchi. *Borderscaping: Imaginations and Practices of Border Making*. Farnham: Ashgate, 217-228.

"Art Across Borders: Dislocating Artistic and Curatorial Practices in the Barents Euro-Arctic Region", *Journal of Borderlands Studies*, Vol. 30(1), 111-125.

"iBorder: Bringing STS into Border Research", *Proceedings of the ISIS Summit Vienna 2015*, 3–7 June 2015; Sciforum Electronic Conference Series, Vol. 1, doi:10.3390/isis-summit-vienna-2015-T3.3003

"iBorder, Bordering, Borderscapes: A Conversation", *Environment & Planning D: Society & Space Open Site*, March 5 (with Chiara Brambilla, University of Bergamo).

"The Emergence of iBorder: Bordering Bodies, Networks, and Machines", *Environment & Planning D: Society & Space*, Vol. 33(1), 101-118.

"The Emergence of iWar: Changing Practices and Perceptions of Military Engagement in a Digital Era", *New Media & Society*, Vol. 17(1), 78-95.

2014:

"Games and Brains", *Dichtung Digital: Journal für Kunst und Kultur digitaler Medien*, Vol. 44, 29 December.

"Posthumanism, Technogenesis, and Digital Technologies: A Conversation with Katherine N. Hayles", *The Fibreculture Journal*, Vol. 23, 95-107.

"The Ubiquitous Absence of the Enemy in Contemporary Israeli War Films", in: *The Philosophy of War Films* (ed. David LaRocca), Univ Press of Kentucky, 313-333.

2013:

"Ubiquitously Absent Enemies: Character Engagement in the Contemporary War Film", *Nordicom Review*, Vol. 34(1), 125-144.

"Beyond Mimesis: War, Memory, and History in Clint Eastwood's 'Flags of our Fathers', in: Anne Gjelsvik and Rikke Schubart (eds.): *Eastwood's Iwo Jima: A Critical Engagement With 'Flags of our Fathers' and 'Letters from Iwo Jima'*. London: Wallflower Press, 119-138.

"Picturing Afghanistan: The Photography of Foreign Conflict", book review, *Media, War & Conflict*. Vol. 6(2), 176-178.

"Mind the Gap", essay, *Chto Delat Newspaper*, February 2013, 5.

2012:

"Rearticulating the Experience of War in 'Anonyma: Eine Frau in Berlin'", *Nordlit* Vol. 30, 15-33.

“Film som uløst gåte: en samtale med Knut Erik Jensen”, interview, in: Ingeborg Breines, Viggo Rossvær and Audun Øfsti (eds.): *Virkeligheten sett gjennom kunstnerøyne*. Stamsund: Orkana Akademisk, 144-161.

“Renegotiating Difficult Pasts: Two Documentary Dramas on Bloody Sunday, Derry 1972”, *Memory Studies*, 5(2), 206-222.

“Framing Narratives: Opening Sequences in Contemporary American and British War Films”, *Media, War, & Conflict* Vol. 5(2), 155-173.

"Imag(in)ing Painful Pasts: Mimetic and Poetic Style in War Films", in: Asbjørn Grønstad and Henrik Gustafsson (eds.) *Ethics and Images of Pain*. London: Routledge, 251-278.

“Aspects of Liminality in Knut Erik Jensen’s ‘Stella Polaris’”. *Folklore* Vol. 52 (special issue on 'Writing Cultures and Traditions at Borders'), 118-123.

"War's New Clothes? Diffusing Norway's Military Engagement in Afghanistan", in: Ned Rossiter and Anna Reading: *Digital Media Research #1: Data, Memory, Territory*. Sydney: School of Humanities and Communication Arts, University of Western Sydney, 21-24. (conference proceedings)

Between Constitutive Absence and Subversive Presence: Self and Other in the Contemporary War Film. Dissertation for the Degree of Philosophiae Doctor, 188 pages.

2011:

“Krigens nye klær: Perspektiver på nye medier, medievitenskap og politikk”. *Norsk Medietidsskrift*, 2/2011, 164-174.

“Borders, Barriers, and Grievable Lives: The Discursive Production of Self and Other in Film and Other Audio-Visual Media”. *Nordicom Review* 32(2), 75-94.

“Liminale Räume in Dragojevićs ‘Lepa Sela, Lepo Gore’ und Tanovićs ‘Nijica Zemlja’”, in: Bobinac, Luthar, Müller-Funk, Stern, Lauggas, Finzi (eds.): *Kulturanalyse im zentraleuropäischen Kontext*. Tübingen: Francke Verlag, 89-104.

2010:

“Challenging the Border as Barrier: Liminality in Terrence Malick’s ‘The Thin Red Line’”. *Journal for Borderlands Studies*, Vol. 25(1), 67-80.

“Articulating Threats/Threatening Articulations: The Discursive Impact of Persistent Organic Pollutants (POPs) on Local Systems of Meaning” in: Trine Fosslund and Kjersti Fjærtøft (eds.) *Approaching Citizenship, Encounters, and Place Enactment*. CEPIN Working Papers II, Univ. i Tromsø.

2009:

“‘Black Hawk Down’: Film zwischen Reflektion und Konstruktion gesellschaftlicher Wirklichkeit”. *International Review of Education* Vol. 55, 269-284.

TEACHING

Courses developed

HIF-6002: Generative språkmodeller (chatbotter) i videregående skoler (ISK/UiT; 10 credits; EVU) (with Christina Lentz; UiT)

Control and Resistance in the Digital Era (9 ECTS; BA). Institut für Kommunikationswissenschaften/Ludwig-Maximilians-Universität München (IfKW/LMU) (SS 2020 & 2022). With Kerem Schamberger (IfKW/LMU). More info [here](#) (2020) and [here](#) (2022).

Media, War, and Conflict: An introduction to key issues and debates (9ECTS; BA). Institut für Kommunikationswissenschaften/Ludwig-Maximilians-Universität München (IfKW/LMU) (WS 2018/19). More info [here](#).

HIF-3112: Film as Method and Data (10 credits; MA). Co-developed with Haile Seifu, Prudence Uriri, and Andreas Buch (all MediaLab HSL).

HIF-3111: Manufacturing Monsters (10 credits; MA). Co-developed with Emil Hammar, Juliane Bockwoldt, and Christian Beyer (all ISK).

MDV-3050: Teori og metode for medie- og dokumentasjonsvitenskap [Theory and Method in Media and Documentation Studies] (20 credits; MA). Syllabus and lecture plan for autumn term 2017 can be accessed [here](#).

MDV-1003: Medier, kommunikasjon og samfunn [Media, Communication, and Society] (20 credits; BA).

HIF-3201: Image/Culture/War (10 credits; MA).

DOK-6301: Informasjonskompetanse i en digital tid [Information Literacy in a Digital Age] (10 credits).

[Forskerprofil i Cristin](#)

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Research groups

[Engaging Conflicts in a Digital Era \(ENCODE\)](#) and [CRAFT](#) 

Research projects

[FUTURES4Fish](#) 