

Curriculum Vitae

Marinka Copier was born on 1 November 1976 in Heemstede. She went to primary school *De Sparrenbos* in Bennebroek and meanwhile developed an interest in computers and performance. In 1995 she received her secondary school diploma from the *Eerste Christelijk Lyceum* in Haarlem, and started studying History with a specialization in new media, gender studies and cultural education at *Utrecht University*. Early 2001 she finished her master thesis on the female warriors Joan of Arc and Lara Croft. In 2001 and 2002 she studied elderly gamers at the *University of Maastricht* and the *International Institute for Infonomics*. In 2002 she became a teacher and researcher at the Faculty of Humanities (the Department for Media and Re/Presentation (IMR) and the Research Institute for History and Culture (OGC) of *Utrecht University*. She was co-organizer of the first Digital Games Research Association Conference (DiGRA, Level Up, 2003) at *Utrecht University*, DiGRA board member and co-founder of many game research initiatives in the Netherlands. Currently she is a teacher and post-doctorate game researcher at Utrecht University and director of the Utrecht School of Art and Technology (USAT) at the Faculty of Art, Media and Technology of the *Utrecht School of the Arts*.

YOU NEED TO BELIEVE IN THINGS THAT
AREN'T TRUE.
HOW ELSE CAN THEY *BECOME*?

Terry Pratchett, Hogfather

Currently, game research is characterized by the (re)construction of contested boundaries such as the "magic circle" of the game experience. These boundaries create dichotomies between the real and the imaginary that hide the complexity of actual play, design and research. Marinka Copier proposes to go "beyond the magic circle" in order to understand games and play from a network perspective. Her case study is role-play in the online game *World of Warcraft*, whereby players act out the roles of their Fantasy characters.