

Contributors

Edward Choy is currently finishing honours at the National University of Singapore. He is a part-time card gamer, a part-time role-player, a part-time actor and an aspiring theatre academic. He hails from sunny and humid Singapore.

Martin Ericsson is a fully employed larp-artist and researcher. He is currently working at the Zero-Game Studio of the Interactive Institute, Gotland, Sweden. His larp credits include organising twenty-odd games including *Carolus Rex* and *Hamlet*, co-organizing *Trenne byar* and working as leading writer for *Knappnålsbuvudet*. He has presented at several conferences, including a paper at the 2003 *Computer Games and Digital Cultures* conference in Utrecht, and was guest of honour at *Ropecon* in the same year.

Tova Gerge is a student of theatre as well as other humanistic and aesthetic subjects at the University of Stockholm, Sweden. After joining the larp movement in 1996, she has been writing fiction for and organising several larps, amongst others *Mellan himmel och hav* and *Futuredrome*. She is also one of the editors of the Swedish larp magazine *Fäa Livia*. Whenever she is not busy studying, she writes articles or makes feministic counter-art out of dusty literature from the 16th century.

J. Tuomas Harviainen has studied textual analysis for over a decade and works as a librarian-in-chief in Turku, Finland. As a side job, he is a game theorist and designer. He is responsible for several provocations against the larp community, chief among them creating of the Post-Bjorneborgan game writing style.

Satu Heliö is an avid gamer and researcher from the Game Research lab at the University of Tampere Hypermedialab, in Finland. Her day job is studying digital games. She has been playing role-playing games starting 1990 and participated in larps as a player and a game-writer since 1996. Her co-written game theory articles have been published at several conferences. Her background is in media and literary studies and she is currently writing her master's thesis on the narrativity in computer games.

Thomas Duus Henriksen is a cand. Psych from the University of Copenhagen, majoring industrial and organisational psychology, specialised in educational role-play. Thomas has been larping since 1992 and organizing games since 1997, both as a volunteer and as a professional, and is devoted to the scientific exploration of larp. He has been engaged with the Danish Ministry of Education for some years, and is currently privately employed as a developmental consultant.

John H. Kim has been role-playing since 1978. He got a PhD in physics from Columbia University, and did two years of post-doctoral work before leaving academia for a programming career. He currently lives in the San Francisco Bay area with his wife and 3-year old son. He was active in the newsgroup *rec.games.frp.advocacy* from 1992 to 1998, and wrote the *Threefold Model FAQ*. He maintains an extensive website on RPGs and RPG theory, which was started in 1994. He is currently active on *The Forge* bulletin board and in some Bay area gaming conventions. www.darksbire.net/~jbkim/rpg/

Johanna Koljonen is a working journalist, film critic and television game-show host, and the founder of the provocative larp fanzine *Panclou*. She is an expert on the Scandinavian larp avant-garde and has written about interactive culture in media ranging from the Knudebook *As Larp Grows Up to Elle*. She has not presented a larp of her own since 2001, but has contributed modest amounts of text to recent high-profile games including *Hamlet*. She has studied journalism and general literature, and is wrapping up a five-year stint in Stockholm, Sweden to move on to Oxford University this fall.

Petri Lankoski works as an assistant professor at the Hypermedia Laboratory at the University of Tampere, Finland, where he has held various positions since 1999. He holds a Master of Arts degree in New Media. His master's thesis explored issues of game design for interactive television. His research interests include game design, experience design, multiplayer games and new game forms (e.g. pervasive games and mobile games). He has authored and co-authored several larps and been an active tabletop player and game master for the most of his life.

Ari-Pekka Lappi studies philosophy, computer science, mathematics and physics at the University of Helsinki, Finland. For now, his major interest is philosophy of language, especially David Bohm's holistic philosophy. He has played role-playing games for ten years, and thinks that there is no relevant difference between tabletop role-playing games and larps.

Elge Larsson is an academic scholar with wide interests in most forms of humanistic and behavioral studies. He lives in Stockholm, Sweden. A translator by profession and a larper by interest, he divides his life between books and larping, which he's been doing since 1994. He looks at larping with an analytic mind, and considers it the noblest of arts. He is in the process of writing a book on participatory arts with Gabriel Widing.

Merja Leppälahti (Ph.L.) works as a researcher at the Department of Cultural Studies, University of Turku, Finland. Her licentiate thesis (2002) was an ethnographical study on playing role-playing games, and her doctoral thesis will deal with fantasy as folklore.

Mika Lopenon is a Finnish documentation specialist and a student at the University of Helsinki, Finland. So far, he has studied English, aesthetics, semiotics, cinema and television research, literature, and comparative religions. He has co-written several games, including the award-winning *Imperium* series, and participated in the manifesto spree by authoring the *Roibuvuori Manifesto*.

Paul Mason is a lecturer at Nanzan Junior College, Nagoya, Japan. He started role-playing (having previously wargamed) in 1978, and was soon published in both amateur and professional publications. His own fanzine, *Imazine*, started in 1983 and has been off-and-on ever since (currently off). After a brief stint on the editorial team of *White Dwarf* magazine he wrote a number of fantasy gamebooks, and was production manager of Games International and Strategy Plus magazines. Since moving to Japan in 2001 he has failed to make any progress with his historical Chinese tabletop role-playing game, *Outlaws of the Water Margin*.

Markus Montola is a Master of Social Sciences from the University of Helsinki, Finland. He majored in communication in 2003, writing a thesis on the organisations and communities in cyberspace. He's been role-playing since 1987 and larping since 1995, organising a number of tabletop campaigns and larps. Before editing the book for Solmukohta 04, he has published articles and essays in the Knudebook 2003, *Panclou* and Finnish *Magus* among others. Currently he works as the information officer of the Finnish national shipping enterprise.

Frans Mäyrä (PhD) works as a Research Director at the University of Tampere, Finland. He has studied the relationship of culture and technology, specialising in conflicting and heterogeneous elements in culture. He has published on topics that range from science fiction and fantasy to the demonic tradition, identity and role-playing games. Currently he teaches and heads research projects in the development and examination of games, new media and digital culture. He is the President of Digital Games Research Association. Publications include *Koneihminen* (Man-Machine; ed., 1997), *Demonic Texts and Textual Demons* (1999), *Jobdatus digitaaliseen kulttuuriin* (Introduction to Digital Culture; ed., 1999), *CGDC Conference Proceedings* (ed., 2002).

Juhana Pettersson is a Finnish freelance journalist and media artist. His controversial column *No Good*, about experimental role-playing for dummies, is featured at *rpg.net*. He has participated in the production of a number of entertainment and experimental larps, although the main body of his work in role-playing has been in tabletop. He currently lives in Lille, France and studies and works at Studio national des arts contemporains le Fresnoy.

Mike Pohjola is a larpwright, an author, a poet and a playwright. He is widely known as the author of the *Manifesto of the Turku School*, recently re-published in *As Larp*

Grows Up. His RPG-related writings have also been published in *Panclou*, *rpg.net*, *Magus*, *Larppaaja*, *Kosmoskynä*, *The Larper*, *The Book of LARP* and *Fëa Livia*. His better known larps include *File Not Found* (2003), *inside:outside* (2001–2002), *Jaitos* (1997), and the *Myrskyn aika* campaign (1997–2001) which spawned a book by Johnny Kniga Publishing, 2003. He lives in Turku, Finland.

Erling Rognli is a student of folk art and metalcraft, living in Rauland, Norway. He sometimes finds time for larping between his studies and raising his two year old daughter.

Christopher Sandberg has been active in participatory arts productions and new media start-ups for more than a decade. His larp projects include *Trenne byar* (1992–1994) and *Hamlet* (2002), as well as one year at the national board of Sverok. He has been founding member in the following companies: Ministeriet (larp team building), Kramgo (marketing firm), Skeppsakademin (school) and Namni (game company). During 2002 he founded the participative DTV channel Mediteve and produced the location-based computer game *Visby Under*. Currently he is Acting Studio Manager at Zero-Game Studio. In his spare time he is active in *Payasos sin Fronteras* Sweden.

Jaakko Stenros has never organized a larp. Instead he has spent his energy studying and writing about the various side-products and cultural fallout of role-playing games, both tabletop and live-action. He has been the co-editor of *Panclou* since 1998, and his texts have also appeared in *As Larp Grows Up*, *Larppaaja*, *Magus*, *The Larper*, *Fëa Livia* and *Interacting Arts Magazine* among others. He studies sociology and communication at the University of Helsinki, Finland, and works as a technical trainer and a film critic.

Henrik Summanen, a larp-organiser since 1990, has recently been involved in *Nyteg*, *Carolus Rex*, *Knappnålsbuvudet* and *Futuredrome*, and an author of the larp-organising handbook *Saga mot verklighet* (1998), together with Tomas Walch. He is active at the Electroacoustic Music Studio in Stockholm, and is the secretary of the Society for Electro Acoustic Music in Sweden (SEAMS). In 2003 he created the music for *Mellan himmel och bav*. He works as a project manager at the Museum of National Antiquities in Stockholm, Sweden.

Terhi Säilä is an entrepreneur co-ordinating a large network of translators living in Helsinki, Finland. She will soon graduate as BBA in international business. She has larped since 1993; her other hobbies include Bujinkan Budo Taijutsu and singing. During the 1990s she was more active in Finnish larpdom as a member of the board of SuoLi, gamemaster in *Wanderer* projects and was also one of the organisers of *Solmukobta 2000*.

Karin Tidbeck is a writer living in Stockholm, Sweden. She has been involved in role-playing and larping for about ten years, during which she has become specialised in writing fiction and characters for larps. Recently she worked with developing characters for *Mellan Himmel och Hav* and organised the 70s larp *Ringblomman*.

Aksel Westlund studies music in Norway. He has been larping since 2000, and playing tabletop role-playing games since he was 10 years old. He has organised two larps. At the moment he is working on another few games, including *Dragonbane*. His interests in larpmaking veer towards narrativism and sestia. He is a member of Elysium, a young larp-group based in Oslo, Norway.

Gabriel Widing is an old organiser and a theorist from Stockholm, Sweden, studying contemporary aesthetics and media/communication studies. He is currently experimenting with different ways of applying live role-playing methods to reality games and activism. He is co-editor at *Interacting Arts Magazine* and in the process of writing a book on participatory arts with Elge Larsson.

<http://interactingarts.org>

Emma Wieslander works as a management and organizational consultant, focusing mainly on NGO/NPIsh organisations. In this area she has published several articles and two books, *Med idén i centrum* and *Mönster för ledarskap*. She has been active in role-playing since 1989 both as participant and as organizer and administrator. During 1993–1999 she was heavily involved in Sverok, a Swedish organisation for role-players, three years as the chairperson of the national organization. She's been head organizer of two major gaming conventions and a number of smaller larps. Recently she did *Mellan bimmel och hav* with Katarina Björk.