

Curriculum Vitae – Margarete Jahrman

Showroom DieAngewandte: <https://base.uni-ak.ac.at/showroom/margarete-jahrman-2THPc>

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Academic Milestones and Relevant Positions

Higher Education

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| 1995 –2011 | Arts Based PhD/ Dr.Phil., CAIIA all Stars program, Supervisor Prof. Roy Ascott, School of Computing and Communication, University of Plymouth, Great Britain |
| 1995 | Magister Artis, summa cum laude, University of Applied Arts Vienna |

Academic Appointments & Positions

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| 2021 - | Univ. Prof., head of Experimental Game Cultures, University of Applied Arts Vienna |
| 2019 - 2021 | Univ. Professor, head of Artistic PhD Program/ University of Applied Arts Vienna |
| 2007 - 2021 | Professor Game Design, Zurich University of the Arts |
| 2000 - 2007 | Professor, head of Media Arts, Zurich University of the Arts |

Academic Research Experience/ Selected Grants and Awards/ PI of following projects:

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| 2024 - 2027 | PI of Robopsychologists: An Artistic Exploration of Collective Memory through Role-Playing with AI Language Models. Co-PIs: Thomas Brandstetter, Barbi Markovic, (University of Applied Arts Vienna). Partners: Mark Coeckhelbergh (University Vienna), Stefan Glasauer (Brandenburg Technical University). 10.47379/ICT23-020 (WWTF) (589.922 €) |
| 2023 - 2026 | PI of The Psycho-Ludic Approach: Exploring play for a viable future. With Matthew Pelowski, Brigitte Felderer, Stefan Glasauer (dieAngewandte/ Uni Wien/ BTU) AR787 (FWF/PEEK) (410.903,34 €) |
| 2020 - 2023 | PI of Neuromatic Game Art - Critical Play with Neurointerfaces. Partners: Mark Coeckhelbergh (University Vienna), Stefan Glasauer (Brandenburg Technical University). AR 581 (FWF/PEEK) (369.754,35 €) |
| 2020 | Media Art Award of the City of Vienna |
| 2019 | Fellow, Center for Advanced Studies, Ludwig-Maximilians-Universität München |
| 2016 - 2017 | Fellow, Zentrum für Literatur und Kulturwissenschaftliche Forschung Berlin (ZfL), Verlagshaus Mosse Berlin. Project: Warburg memnosyne atlas and pathos-formula. |
| 2009 | Artist residency at MIT Medialab, Gamebit Lab, Comparative Media Studies CMS, Boston. Project: Ludic Society plays– We Sell Play no Games! |
| 2004 | transmediale Berlin Software arts award. with Max Moswitzer for Nybble Engine Toolz, anti-war shooter/ exhibition Haus der Kulturen der Welt Berlin. |
| 2003 | Prix Ars electronica. Distinction Interactive Arts, with Max Moswitzer for Nybble Engine Toolz, anti-war shooter/ OK Center for Contemporary Arts, Ars Electronica exhibition. |

Main Research Areas and Research Results

Margarete Jahrman is an experienced artist and artistic researcher, as professor at the study area Experimental Game Cultures she is an expert on game mechanics and personal emotional experience design. Jahrman exhibited internationally. She has shown relevant pieces on experimental games and is featured artist in international art shows. As active artistic researcher Jahrman builds her art on drawings of unconventional game mechanics and explores experimental systems in art science collaborations. Themes include games for/with non-human actants, AI, the cognitive, emotional and political condition and ludic method and games for a sustainable world. She works on AI, facial recognition and neuro-interfaces as LUDIC OBJECTS

Margarete Jahrman is a game art pioneer, artist and adept at artistic research. Since 2021 she is professor and head of the newly founded department EXPERIMENTAL GAME CULTURES at the University of Applied Arts Vienna. As Principal Investigator/Head of Department, she launched international and interdisciplinary artistic research projects: At the end of 2024, the research project 'ROBOPSY. An artistic exploration of collective memory through role-playing games with AI language models' (2024-2027) in the highly competitive Digital Humanities call of the WWTF Vienna Science and Technology Fund. In 2023, she was able to acquire another project, the Austrian Science Fund FWF-funded project 'The psycholudic approach. Researching play for a sustainable future.' (2023- 2026) (FWF/PEEK) and developed and led 2021-2023 'Neuromatic Game Art: Critical Play with Neurointerfaces' (FWF/ PEEK), also fully supported by the Austrian Science Fund FWF, which was featured in the FWF SCIOLOG. As an active artist and author, she regularly publishes and exhibits artworks that deal with play, playful methods, AI and neuroscience. She published a monograph on 'KOPFGELD and Other Ludic Experiments' in 2024/ reprint 2025 edition dieAngewandte and developed a university-wide public Ringvorlesung on LUDIC METHOD (with renown international lecturers) in 2025.

Jahrman curates international game art and research shows, supports emerging artists in projects of the Applied INTRA Programme, such as 2024 'NEST. XenoLudic Games and Nonhuman Intelligence (Hollow Group, HU), founded in 2023 the 'BIOLUDIC LAB' (with Biolab, JP) and hosts in 2025 the 'LUDIC Method symposium. In 2024 she acquired a BIP+ Summerschool on the topic of SITUATED PLAY in collaboration with the Athens University of Art in Crete and the Merz Akademie Stuttgart. The Experimental Games department was presented at the AMAZE Playful Media Festival in Berlin in 2023 and 2024.

Description of Previous Research Achievements

Academic publications

Brandstetter T, Jahrman M, Glasauer S. (2025). *TREEgame* Design Reflections and Dispatches from Treewhere. Proceedings of DiGRA 2025, Valetta. (in print).

Jahrman M, Brandstetter T, Glasauer S. (2024). KOPFGELD. DARK PLAY IN AN AI BASED INDIVIDUALIZED MONEY GAME. In: Koenig N, Denk N, Pfeiffer A, Wernbacher T, Wimmer S (Eds.), MONEY | GAMES | ECONOMIES, University Press Krems, pp. 171-188. DOI: [10.48341/pwsk-m637](https://doi.org/10.48341/pwsk-m637)

Jahrman, M (2024). Ludic Neuro-Performances: An Approach Towards Playful Experiments. In: [Live Performance and Video Games](#), Inspirations, Appropriations and Mutual Transfers. Hg. Dreifuss R, Simon Hagemann S, Pluta S. [Theater](#) Band 165. Pp 73–84. transcript Verlag, DeGruyter Zürich. DOI: [10.1515/9783839471739-006](https://doi.org/10.1515/9783839471739-006)

Jahrman M (2023). The Neuromatic Game Art lab: critical play: with AI & neuro interfaces Vademecum (FWF/PEEK/ AR 581) In: NEUROMATIC PLAY: KOPFGELD AND OTHER EXPERIMENTS, Eigenverlag Experimental Game Cultures. https://doi.org/10.57752/uaav_neuromatic-game-art_critical-play-with-neurointerfaces

- Ruth, C, Jahrman, M, Luif, G (2022). Brain Machine Dérive. IN proceedings of CARPA/, Helsinki.
<https://nivel.teak.fi/carpa7/brain-machine-derive/>
- Jahrman M (2021). Ludic Meanders through Defictionalization: The Narrative Mechanics of Art. Games in the Public Spaces of Politics. In: Suter B, Bauer R, Kocher M (Hg.), Narrative Mechanics. Strategies and Meanings in Games and Real Life, 257–278, Bielefeld: transcript. DOI: [10.14361/9783839453452-014](https://doi.org/10.14361/9783839453452-014)
- Jahrman M (2021). LUDICS: The Art of Play and Societal Impact. In: Franke B (ed.). NOT AT YOUR SERVICE. MANIFESTOS FOR DESIGN. Birkhäuser Verlag, Basel, pp.319-329. DOI: [10.1515/9783035622751-017](https://doi.org/10.1515/9783035622751-017)
- Dobrosovestnova A, Coeckelbergh A, Jahrman M. (2021). Critical Art with Brain-computer Interfaces: Philosophical Reflections from Neuromatic Game Art Project. In: Stephanidis C et al. (Eds.) HCI International 2021 – Late Breaking Papers Cognition, Inclusion, Learning, and Culture. Springer Nature, pp. 558–574. DOI: [10.1007/978-3-030-90328-2_38](https://doi.org/10.1007/978-3-030-90328-2_38)
- Jahrman M (2020). Expanded Game Art and Neurointerfaces as Means of Produsage. In: Playful Participatory Practices. Theoretical and Methodological Reflections. Eds.: Abend P, Beil B, Ossa V. Springer Fachmedien Wiesbaden, pp 131-147, DOI: [10.31235/osf.io/qn65k](https://doi.org/10.31235/osf.io/qn65k)
- Jahrman M (2020). LUDIC GAMES: PLAYFUL FORMS OF INSIGHT. In: Teaching Artistic Research. Ed. Ruth Mateus-Berr, De Gruyter, Berlin, pp 30-40. DOI: [10.1515/9783110665215-toc](https://doi.org/10.1515/9783110665215-toc)
- Jahrman M (2020). Augmented Play, Art, and Space. The Cognitive Coupling of Avant-Garde Games with Unexpected Mental Spaces. In: Architecture | Volume 50. The architectonics of game spaces. Eds. Gerber A, Götz U, Transcript, Berlin, pp 249-265. DOI: [10.14361/9783839448021-017](https://doi.org/10.14361/9783839448021-017)
- Jahrman M (2020). Expanded Game Art and Neurointerfaces as Means of Produsage. In: Playful Participatory Practices. Theoretical and Methodological Reflections. Eds.: Abend P, Beil B, Ossa V. Springer Fachmedien Wiesbaden, pp 131-147. DOI: [10.31235/osf.io/qn65k](https://doi.org/10.31235/osf.io/qn65k)

Additional Scientific, Scholarly, Arts and Research Achievements

Art exhibitions

- 5.5. – 27.6.2025. **Monkeys, Machines, and Multiperspectivities. Transmissions from within the ludic mind.** Psycholudic research group, **solo-show. AIL Gallery**, Haus für Wissenschaft und Kunst, ehem. Otto-Wagner PSK. 1010 Wien. <https://ail.angewandte.at/program/monkeys-machines-and-multiperspectivities>
- 7.12.2024 – 26.1.2025. Multiperspectivity (**ZooPhytosymbiosis**). Installation Jahrman/Glasauer, Exhibition „AUS LICHT UND WASSER. VOM STREBEN NACH »OBERFLÄCHLICHKEIT«“, Kunstverein Ulm. <https://kunstverein-ulm.de/ausstellungen/aus-licht-und-wasser-vom-streben-nach-oberflaechlichkeit/>
- 21.6. – 7.7.2024. **What is it Like to Play a Tree?** Filmessay by Glasauer/Jahrman, exhibition BECOMING HUMAN IN TIMES OF POST-HUMANISM, **Kuandu Museum of Fine Arts**, Taipei, Taiwan. https://kdmofa.tnua.edu.tw/en/mod/exhibition/index.php?REQUEST_ID=e1626ae68798853bcff9a390f902a9df61d831027c2c342e16497aa6c7376112
28. – 29.10.2023. **CreAId**. Installation by Jahrman/Glasauer. Chubu University CMSAI International Symposium 2023 “Mathematics and Data Science for Expanding Intelligence in Computers and Brains”, **Chubu University, Japan**. <https://base.uni-ak.ac.at/showroom/4E2o94ZNKf73SACwvZVMMb/>
5. – 7.6.2023. Jahrman, M, Glasauer, S. **KOPFGELD**. LUDIC EIGENFACE CURRENCY CONVERTER GAME | **RE:PUBLICA Berlin**. Installation Kreuzberghalle Berlin. <https://re-publica.com/de/session/kopfgeld-ludic-eigenface-currency-converter-game>
- March - April 2023. Jahrman, M, Glasauer, S, Luif, G, Moswitzer, M (2023). **[A]I MAZE**. Das Spielerische AI Labyrinth. Installation. **Solo-Show OHO Oberwart/ A MAZE**. 12th

International Games and Playful Media Festival Berlin. <https://neuromatic.uni-ak.ac.at/blog/ai-maze/>

7. Jahrman, M, Glasauer, S, Kedl, T (2022). **Nubes Mental. Objeto de Juego.** Invited artist at **14th Biennale de Habana.** <http://www.wlam.cult.cu/page57.html>
 8. Since 2022 **Mindworm: Narrenturm.** Augmented reality piece. Part of Permanent Collection of the **[Artificial Museum]** (Jahrman/Glasauer/Luif/Wagensommerer). <https://artificialmuseum.com/vienna/#z=18&lat=48.21836&lng=16.35317&s=list-locations&d=narrenturm&p=narrenturm>
 9. 30.10.2021. Jahrman, M, Glasauer, S, Wagensommerer, T (2021). **SPIKE_Clouds_Climate.Mind.** Play concert performance for non-human actors and various minds. Festival #Hybrid Play #RealityCheck, **Festspielhaus Hellerau Dresden.** https://www.hellerau.org/de/event/spike_clouds_climate-mind/
 10. 12.11.2021. **Pink Noise Brain Jam Session.** Installation/ performance by Jahrman/ Glasauer. **Vienna Art Week.** <https://www.viennaartweek.at/de/program/pink-noise-brain-jam-session/>
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