CIRRICULUM Vit ae

Name: Henrik Smed Nielsen

Present at ions

Nielsen, Henrik Smed (2008) - *The Computer Game as a Bodily Experience* - at Nordic Game Research Network: Theory and Methodology in Game Research, Dronninglund, 18.06.2008, Denmark

Nielsen, Henrik Smed (2008) - *Bodies in the First-Person-Shooter* - at Uncanny Media (University of Utrecht), 08.08.2008, Holland

Nielsen, Henrik Smed (2008) - *Computerspillet som en kropslig erfaring* - at Forskningsnetværket for Materiel kultur, kognition og natur, Aarhus, 26.11.2008, Denmark

Publications

Nielsen, Henrik Smed (2008) - The Real Thing is Something Else - in 16:9, vol. 6, no. 27

Personal Interests

I will characterise myself as a curious and perceptive individual. As indicated by my educational choices, a part of this 'openness' to the world is meet through my occupation with media, aesthetics, and culture. In consequence, these interests also play a big part of my spare time. This means that I am an eager 'consumer' of cultural products and mediated experiences, mainly within: film, music, and computer games.

As I believe practice is an important aspect of understanding and appreciating such phenomena, I also engage in similar mediated expressions through music, my computer, and drawing/painting. Running, cooking, and fishing are other activities I enjoy to pursue in my spare time.