

Maria Berenika Garda

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Degrees

- + 2015 **Doctor of Humanities**, Cultural Studies, University of Lodz
- + 2010 **Bachelor of Philology**, Spanish Language, University of Lodz
- + 2009 **Master of Cultural Studies**, Film Studies and New Media, University of Lodz

Current employment

- + 2026 – **Postdoctoral Researcher**, School of History, Culture and Art Studies, University of Turku, Finland (part-time)

Previous work experience

- + 2018 - 2025 **Postdoctoral Researcher**, Centre of Excellence in Game Culture Studies, UTU, Finland
- + 2017 – 2018 **Research Associate**, College of Humanities, Arts and Social Sciences, Flinders University, Australia
- + 2016 – 2017 **Research-and-Teaching Assistant**, Department of Electronic Media, University of Lodz, Poland
- + 2014 – 2015 **Research-and-Teaching Assistant**, Department of Cultural Theory, Faculty of Philology, University of Lodz, Poland

Research funding and grants

- + 2022 -2025 **Action Chair, COST Action 21141** Grassroots of Digital Europe: from Historic to Contemporary Cultures of Creative Computing (GRADE)
- + 2023 -2024 **Partner**, The Polish Video Game Heritage (1958-2025): A Catalog and a Bibliography (National Humanities Development Program, Poland),
- + 2021 -2024 **Partner**, Greening Games. Building HE Resources for Sustainable Video Game Production, Design and Critical Game Studies (Erasmus+ Cooperation partnerships in higher education)
- + 2021 -2024 **Partner**, Nordic Alliance for Sustainability in Gaming (Nordplus Higher Education)
- + 2021 **Personal Grant**, “Hilda Olson. A trilingual website documenting the life and work of the first known Finnish-Swedish game designer”, Svenska litteratursällskapet i Finland
- + 2017 – 2018 **Research Associate**, “Creative Micro-computing in Australia, 1976-1992” (Flinders University), Australian Research Council, Principal Investigator: Melanie Swalwell

- + 2013 – 2017 **Researcher**, “Alternative Usage of New Media Technology during The Decline of People’s Republic of Poland” (University of Lodz), National Science Center Poland, Principal Investigator: Piotr Sitarski
- + 2011 – 2014 **Project Leader**, “Redefinition of fantasy genre in digital games” (University of Lodz), National Science Center Poland, Principal Investigator: Maria B. Garda

Research output

Total number of publications: 33 (peer-reviewed: 27)

Peer-reviewed publications from the last 5 years

1. Jaakko Suominen, Maria Garda, Tytti Suominen (2025). Muistitieto pelihistorian lähteenä - Esimerkkeinä pelipostmortem-esitykset. In Elore, Finland. <https://doi.org/10.30666/elore.148233>.
2. Garda Maria B (2024). Hacking Diversity: The Politics of Inclusion in Open Technology Cultures by Christina Dunbar-Hester (review). In Technology and Culture. Johns Hopkins University Press, Baltimore, Maryland, USA. <https://doi.org/10.1353/tech.2024.a926354>
3. Wirman, Hanna; Bankler, Jon; Fiadotau, Mikhail; Prax, Patrick; Walliander, Haron; Engström, Henrik; Garda, Maria; Gissurardóttir, Salvor; Grabarczyk, Pawel (2024). Game Jams and 'Heavy' Topics: Navigating anxiety through game creation. Proceedings of DiGRA2024 Conference. <https://doi.org/10.26503/dl.v2024i1.2217>
4. Garda Maria, Nylund Niklas, Suominen Jaakko (2023). Unexpected Monument: Media Attention and Maintenance Work behind the Restoration of the Finnish Educational Game Promille (1990). In ROMchip journal.
5. Sonia Fizek, Mikhail Fiadotau, Hanna Wirman, Maria Garda (2023). Teaching Environmentally Conscious Game Design: Lessons and Challenges. In ACM Games: Research and Practice. Association for Computing Machinery, New York City, New York. <https://doi.org/10.1145/3583058>.
6. M. Felczak and M.B. Garda (2023). Żulionerzy and Polish independent video games of the early 2000s. In Studies in Eastern European Cinema. Taylor & Francis, Oxfordshire, United Kingdom. <https://doi.org/10.1080/2040350X.2022.2071519>.
7. M.B. Garda and P. Grabarczyk (2021). “The Last Cassette” and the Local Chronology of 8-Bit Video Games in Poland. In: Swalwell M. (eds) Game History and the Local. Palgrave Games in Context. Palgrave Macmillan, Cham. https://doi.org/10.1007/978-3-030-66422-0_3.
8. M.B. Garda and J. Suominen (2021). In memory of Memory Gliders: preservation of EU-funded serious games as digital heritage. In: Engaging with Historical Traumas. Experiential Learning and Pedagogies of Resilience. Routledge, London and New York. <http://dx.doi.org/10.4324/9781003046875>.
9. M.B. Garda, N. Nylund, A. Sivula, J. Suominen (2020): From Cultural Sustainability to Culture of Sustainability: Preservation of Games in the Context of Digital Materiality. Proceedings of DiGRA2020 conference.
10. P. Sitarski, M. B. Garda and K. Jajko (2020). New Media behind the Iron Curtain. Cultural History of Video, Microcomputers and Satellite Television in Communist Poland. Łódź-Kraków : Wydawnictwo Uniwersytetu Łódzkiego - Jagiellonian University Press.
11. P. Sitarski, M.B. Garda and K. Jajko (2020). Nowe media w PRL. Łódź, Wydawnictwo Uniwersytetu Łódzkiego.

12. M. B. Garda and P. Grabarczyk (2020). Technologiczna wzniosłość demosceny. In Sztuka ma znaczenie (tom jubileuszowy dla Profesora Ryszarda Kluszczyńskiego). Eds. Dagmara Rode, Marcin Składanek and Maciej Ożóg. Łódź, Wydawnictwo Uniwersytetu Łódzkiego, p. 269-80.

Top 5 most cited publications (Google Scholar, 15.9. 2026)

1. M.B. Garda, P. Grabarczyk (2016). Is Every Indie Game Independent? Towards the Concept of Independent Game. Game Studies 1 (16) 2016. [citations: 223]
2. M. B. Garda (2014). Nostalgia in Retro Game Design. DiGRA '13 - Proceedings of the 2013 DiGRA International Conference: DeFragging Game Studies, August 2014, Volume: 7. [160]
3. M.B. Garda and V.M. Karhulahti (2021). Let's Play Tinder! Aesthetics of a Dating App. Games and Culture. [77]
4. M.B. Garda (2013). Neo-rogue and the essence of roguelikeness. Homo Ludens 1 (5), 59-72. [63]
5. M.B. Garda (2016). Interaktywne fantasy. Gatunek w grach cyfrowych. [Interactive fantasy. Genre and Video Games; monograph based on my PhD]. Łódź : Wydawnictwo Uniwersytetu Łódzkiego. [46]

Research supervision and leadership experience

Co-supervising PhD students, as second supervisor: 3, completed: 2

- + 2015 - 2019 **Vice-President**, Game Research Association of Poland, www.ptbg.pl
- + 2014 - 2018 **Member of Steering Committee**, Central and Eastern European Game Studies annual conference, www.ceegs.eu
- + 2014 - 2017 **Founding Editor**, Replay. The Polish Journal of Game Studies, www.replay.uni.lodz.pl
- + 2013 - 2017 **Co-Chair**, Computer Games Culture biannual conference, www.kulturagier.uni.lodz.pl

Awards and honours

- + 2021 **Second-class University of Lodz Rector's Award** | for book New Media Behind the Iron Curtain, Cracow: Jagiellonian University Press, 2020.
- + 2017 **Second-class University of Lodz Rector's Award** | for book Interaktywne fantasy. Gatunek w grach cyfrowych, Łódź: Wydawnictwo UŁ, 2016.
- + 2012 – 2013 **Scholarship** | European Social Fund within Sub-Measure 8.2.1 of the Operational Programme 'Human Resources Development', a part of the project 'PhD. Students Regional Investment in Young Researchers – Acronym D-RIM SH'

Scientific and societal impact

- + 2019 - 2020 **Co-Organizer**, Collaborative Game Histories seminars, Suomen Pelimuseo, <https://sites.utu.fi/pelimuseoseminar/>
- + 2016 - 2018 **Expert**, Centre for Comics and Interactive Storytelling, EC1 City of Culture, Lodz
- + 2014 - 2016 **Co-Organizer**, Komiks Game Jam at the International Festival of Comics and Games in Lodz, www.komiksfestiwal.com

- + 2013 - 2017 **Co- Organizer**, local Global Game Jam site in Lodz, www.lodzkiGAMEjam.pl
- + 2011 - 2015 **Co-Organizer**, Video Games Panels at the International Festival of Comics and Games in Lodz, www.komiksfestiwal.com

Language skills

- + **Polish** (Native speaker),
- + **English** (C2, IELTS),
- + **Spanish** (C1, BA),
- + **French** (B2, DELF),
- + **Finnish** (B1 passive, A2 speaking),
- + **German, Italian, Slovak** (A1 passive)

Computer skills

- + **Basic coding skills** (Turbo Pascal, HTML/CSS),
- + **Graphic suites** (Canva, Adobe Creative Cloud),
- + **Office suites** (Microsoft 365),
- + **Survey and interview coding suites** (Dovetail, Webropol),
- + **Website CMS management** (Drupal, Joomla, Wordpress).