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## Exploration through video games

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# **Exploration Through Video Games**

Marcello A. Gómez-Maureira



# **Exploration Through Video Games**

Proefschrift

ter verkrijging van  
de graad van doctor aan de Universiteit Leiden,  
op gezag van rector magnificus prof.dr.ir. H. Bijl,  
volgens besluit van het college voor promoties  
te verdedigen op woensdag 26 april 2023  
klokke 15:00 uur

door

Marcello Andres Gómez Maureira  
geboren te Wenen, Oostenrijk  
in 1984

**Promotores:**

Prof.dr. A. Plaat

Prof.dr. C. Rieffe

**Co-Promotor:**

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*Dedicated to my life partner and fellow unicorn  
Isabelle Kniestedt*



# About the Author

Marcello (“Maro”) A. Gómez Maureira is an interactive media researcher and designer drawn to projects involving crossdisciplinary challenges and creative exploration possibilities. He is fascinated by the potential of technologically facilitated creation and playful interactions while remaining invested in questions about the impact of technology on life and society.

Marcello was born in 1984 in Vienna, Austria. He completed an Engineering Diploma in Mechatronics (2006) at the Federal Technical College of Engineering in Mödling (Austria), a Bachelor of Engineering in Game Architecture and Design (2013) at Breda University of Applied Sciences (The Netherlands), and a Master of Science at Leiden University (The Netherlands). He completed these diplomas with the Cum Laude distinction and published his Bachelor’s and Master’s theses at international peer-reviewed conferences. As of the beginning of 2023, Marcello has 31 internationally peer-reviewed publications, developed four highly rated University courses at Bachelor and Master levels, and supervised 16 Master students. He has successfully acquired scholarships, seed investments, and academic funding throughout his career. In addition to his academic career, he has worked as a commercial game designer and developer, and continues to pursue creative projects through his company “Dandy Unicorns”.



