

# CURRICULUM VITAE

## 1. PERSONAL INFORMATION

Family name: **Barnabé**  Rue Jonruelle 22/3, 4000 Liège (Belgium)  
First name(s): **Fanny** Chantal Léon Laura  (+32) 476 38 57 44  
Date of birth: 23/04/1989  [fanny.barnabe@uliege.be](mailto:fanny.barnabe@uliege.be)  
Nationality: Belgian  
Date of the CV: January 7, 2021

## 2. DEGREES

2013–2017 **Ph.D. in Languages, Letters and translation studies**  
Dissertation entitled: *Rhétorique du détournement vidéoludique. Le cas de Pokémon [Rhetoric of Video Game Détournement. The Pokémon Case]*  
University of Liège, Belgium, <https://www.uliege.be/>

2012–2013 **Master in French and Romance Languages and Literatures (Teaching Focus)**  
Faculty of Philosophy and Letters, University of Liège, Belgium  
Distinction: *summa cum laude*

2010–2012 **Master in French and Romance Languages and Literatures (Research Focus)**  
Faculty of Philosophy and Letters, University of Liège, Belgium  
Distinction: *summa cum laude*

2007–2010 **Bachelor in French and Romance Languages and Literatures**  
Faculty of Philosophy and Letters, University of Liège, Belgium  
Distinction: *magna cum laude*

## 3. LANGUAGE SKILLS

French	Native language	
English	B2	<i>Self-assessment</i>
Spanish	B1	<i>Master in French and Romance languages and literatures and Erasmus at the University of Cádiz (Spain)</i>

Japanese

A2

*Certificate of completion of the Japanese language course:  
Level III, taught by Kanako Goto and organized by the CEJ at the  
University of Liège*

#### 4. CURRENT POSITION

2018–2021      **FNRS Postdoctoral Researcher**  
Employer: The National Fund for Scientific Research - FNRS  
Place of work: University of Liège, Belgium  
Stage of the academic research career: II  
*Postdoctoral position of FNRS Research Fellow dedicated to the study of video  
game tutorials at the University of Liège*

#### 5. PREVIOUS WORK EXPERIENCE

2017–2018      **Postdoctoral research stay at the Ritsumeikan Center for Game Studies**  
Place of work: Ritsumeikan University, Kyoto, Japan  
Funding organization: Marie-Curie COFUND postdoctoral fellowship, co-funded by  
the European Union  
*Postdoctoral stay dedicated to the study of video game paratext, under the  
supervision of Professor Hiroshi Yoshida*

#### 6. RESEARCH FUNDING AND GRANTS

(other than the doctoral and postdoctoral fellowships mentioned above)

01/04/2017-  
20/06/2017      **FNRS Scientific Stay Grant and Grant of the University of Liège for Scientific  
Missions** for a 3-months research stay at the Université du Québec à Montréal,  
Canada, under Pr. Maude Bonenfant's supervision

01/10/2017-  
30/09/2018      **Wallonia Brussels International (WBI) World Excellence Fellowships** for the  
completion of my one-year postdoctoral stay at the Ritsumeikan Center for Game  
Studies (in addition to the Marie-Curie COFUND fellowship mentioned above)

01/10/2017-  
30/09/2018      **Postdoctoral Fellowship of the Japan Society for the Promotion of Science (JSPS)**  
obtained for the completion of my one-year postdoctoral stay at the Ritsumeikan  
Center for Game Studies, but declined in favor of the Marie-Curie COFUND  
postdoctoral fellowship

01/10/2019- 22/12/2019	<b>FNRS Scientific Stay Grant and Grant of the University of Liège for Scientific Missions</b> for a 3-months research stay at the Center for Computer Games Research at the IT University of Copenhagen, Denmark, under Pr. Espen Aarseth's supervision
01/07/2020- 31/08/2020	<b>Japan Foundation Grant Program for Intellectual Exchange Conferences</b> for the organization of the international conference "Replaying Japan 2020"

## 7. RESEARCH OUTPUT

Total number of publications	10 Examples of important publications
2 Books	Barnabé, F. (2014), <i>Narration et jeu vidéo. Pour une exploration des univers fictionnels [Narration and Video Game. Toward an Exploration of Fictional Universes]</i> , Liège, University Press of Liège. URL: <a href="https://books.openedition.org/pulg/2613?lang=en">https://books.openedition.org/pulg/2613?lang=en</a>
3 Direction of collective works	Barnabé, F., Cayatte, R., & Bazile, J. (2019), eds., « Comment les jeux font-ils société ? Contenus, pratiques et médiations ludiques » [ <b>"How Do Games Make Society? Game Contents, Practices and Mediations"</b> ], <i>Émulations</i> , n° 30. URL: <a href="https://doi.org/10.14428/emulations.030">https://doi.org/10.14428/emulations.030</a>
18 Peer reviewed papers (in journal, books or proceedings)	<p>Barnabé, F. (2020), « Rhétorique narrative du machinima : polyphonies et saillances d'une narration sous contrainte » [<b>"Narrative Rhetoric of the Machinima: Polyphonies and Prominences of a Narrative Under Constraint"</b>], <i>Cahiers de Narratologie</i>, n° 37. URL: <a href="https://journals.openedition.org/narratologie/10441">https://journals.openedition.org/narratologie/10441</a></p> <p>Barnabé, F. (2019), "Video Game Détournement: Playing Across Media", in <i>DiGRA '19 - Proceedings of the 2019 DiGRA International Conference: Game, Play and the Emerging Ludo-Mix</i>. URL : <a href="http://www.digra.org/digital-library/publications/video-game-detournement-playing-across-media/">http://www.digra.org/digital-library/publications/video-game-detournement-playing-across-media/</a></p> <p>Barnabé, F. (2016), « Le speedrun : pratique compétitive, ludique ou créative ? Trajectoire d'un détournement de jeu vidéo institué en nouveau game » [<b>"Speedrun: A Competitive, Playful or Creative Practice? Trajectory of a Video Game Détournement Instituted as a New Game Structure"</b>], <i>Interfaces Numériques</i>, vol. 5, n° 3. URL: <a href="http://hdl.handle.net/2268/171705">http://hdl.handle.net/2268/171705</a></p> <p>Barnabé, F. (2015), « Les détournements de jeux vidéo par les joueurs : une incarnation du play » [<b>"The Détournements of Video Games by Players: An</b></p>

	<p><b>Embodiment of Play”]</b>, <i>Recherches en Sciences Sociales sur Internet</i>, n° 4. URL: <a href="http://reset.revues.org/527">http://reset.revues.org/527</a></p> <p>Barnabé, F. (2014), « La ludicisation des pratiques d’écriture sur Internet : une étude des fanfictions comme dispositifs jouables » [“<b>The Ludicization of Writing Practices on the Internet: A Study of Fanfictions as Playable Devices”]</b>, <i>Sciences du Jeu</i>, n° 2. URL: <a href="https://sdj.revues.org/310">https://sdj.revues.org/310</a></p>
30 Communications at conferences and 2 posters	<p>Barnabé, F. (2019), “<b>Narrativization Processes of Video Game Tutorials: From EarthBound to Undertale”</b>, Paper presented at <i>DiGRA 2019: Game, Play and the Emerging Ludo-Mix</i>, Kyoto, Japan. URL: <a href="http://hdl.handle.net/2268/238907">http://hdl.handle.net/2268/238907</a></p> <p>Barnabé, F. (2018), “<b>Redefining Creativity in Gaming Culture: Reviving the Situationist Concept of Détournement”</b>, Paper presented at the conference day <i>On Playbour: Laborization of Affect and Play in Participatory Culture / 遊び化する労働—参加型文化における遊びと情動</i>, Kyoto, Japan. URL: <a href="http://hdl.handle.net/2268/225863">http://hdl.handle.net/2268/225863</a></p> <p>Barnabé, F. (2018), “<b>Between Freedom and Constraint: ROM Hacking of Pokémon Games”</b>, Paper presented at <i>DiGRA JAPAN 8th Annual Conference: 「ゲーム、その自由な世界」</i>, Fukuoka, Japon. URL: <a href="http://hdl.handle.net/2268/220966">http://hdl.handle.net/2268/220966</a></p>
23 Conferences at universities or research centers	
7 Book reviews or non-peer-reviewed articles	
9 General public or popularization papers and 17 conferences given outside the academic context	

## 8. RESEARCH SUPERVISION AND LEADERSHIP EXPERIENCE

### 8.1.SUPERVISION OF STUDENTS

2018-Present	<p>Member of the Support Committee of <b>2 PhD students</b>:</p> <ul style="list-style-type: none"> <li>- Thomas Dedieu (Catholic University of Louvain-la-Neuve, Belgium)</li> <li>- Bertrand Grimonprez (Catholic University of Louvain-la-Neuve, Belgium)</li> </ul>
2019-2020	<p>Director of <b>1 Master’s thesis</b> successfully completed in the Media, Culture and Communication Department and <b>1 Master’s thesis</b> in the Department of French and Romance Languages and Literatures (University of Liège, Belgium)</p> <p>Tutor of <b>3 trainee Master students</b>: from the Master in Digital Humanities of the École nationale des chartes, Paris, France; from the Master in Design of Game Devices of the Lorraine University, Metz, France; and from the DUT (Technology</p>

University Degree) Multimedia and Internet professions of the Vélizy ITU, Vélizy-Villacoublay, France

2018-2019 Director of **2 Master's thesis** successfully completed in the Media, Culture and Communication Department (University of Liège, Belgium)

## 8.2. INSTITUTIONAL RESPONSIBILITIES

2019-2021 **President of the scientific personnel** of the Faculty of Philosophy and Letters of the University of Liège

2018-2019 **Vice-president of the scientific personnel** of the Faculty of Philosophy and Letters of the University of Liège

2013-2015 **President** of the research group of PhD students **Intersections**

## 9. TEACHING ACTIVITIES

All the courses mentioned are given at the Faculty of Philosophy and Letters of the University of Liège

2018-2020 **Lecturer** of the course "History and Analysis of Video Game Practices", *30-hour course given each year to bachelor students*

**Co-lecturer** (with Björn-Olav Dozo) of the course "Paraliterary genres (French field)", *30-hour course given each year to bachelor students*

**Co-creator** (with the Liège Game Lab) of the MOOC "Introduction to videogame culture", FUN-MOOC, URL: <https://www.fun-mooc.fr/courses/course-v1:ulg+108012+session02/about>

2015-2018 **Co-lecturer** (with the Liège Game Lab) of the course "History and Analysis of Video Game Practices", *30-hour course given each year to bachelor students*

2013-2016 **Co-lecturer** of the course "Commentary on French Authors of the 19th and 20th Centuries" (tenured: Jean-Pierre Bertrand), *30-hour course given each year to bachelor students*

**Coordinator** of one module of the advanced research seminar "Literature (19th-21st): History, Society, Institutions, Discourse, *30-hour seminar given each year to master students*

2011-2013      **Teaching assistant** for the course “Commentary on French Authors of the 19th and 20th Centuries” (tenured: Jean-Pierre Bertrand), *30-hour course given each year to bachelor students*

## 10. AWARDS

2012              **BILA Prize**, awarded by the Library of Literatures of Adventures (BILA) for my Master's thesis: *Narration et jeu vidéo. Pour une exploration des univers fictionnels*

## 11. ORGANISATION OF SCIENTIFIC MEETINGS

2020              **Chair** of the **international conference** “Replaying Japan 2020”, 40 participants, University of Liège, Belgium

2019              **Co-organizer** (with the Leipzig [j]Games Lab and the Ritsumeikan Center for Game Studies) of the **international workshop** “Japan’s Videogames and Digital Cultures Between the Local and the Global”, 16 participants, Leipzig University, Germany

2018              **Co-chair** (with the Liège Game Lab) of the **international conference** « Entre le jeu et le joueur: écarts et mediations » [“Between the Game and the Player: Gaps and Mediations”], 38 participants, University of Liège, Belgium

2018              **Co-chair** (with Hiroshi Yoshida) of the **international workshop** “Liège Game Lab x RCGS Joint Research Jam”, 15 participants, Ritsumeikan University, Japan

2016              **Co-chair** (with Intersections) of the **conference day** “Crise”, 17 participants, University of Liège, Belgium

2015              **Co-chair** (with Intersections) of the **conference day** “Transmedial Serialities / Sérialités transmédia”, 14 participants, University of Liège, Belgium

## 12. MEMBERSHIPS OF SCIENTIFIC SOCIETIES

2019-Present      **Secretary** of the International Research Association in Popular Literature and Media Culture (**LPCM**)

2017-Present      **Member** of the research group Observatoire des Mondes Numériques en Sciences Humaines (**OMNSH**)

2016-Present      **Founding member** of the **Liège Game Lab**, University of Liège, Belgium

- 2014-Present      **Founding member** of the research network **Ludiverse** (formerly known as the Laboratoire Jeux et Mondes Virtuels - LabJMV), Belgium
- Member** of the research laboratory **LEMME** (Laboratoire d'Études sur les Médias et la Médiation), University of Liège, Belgium
- 2013-2017        **Member** of the research group of PhD students **Intersections**
- Member** of the editorial board of the journal *COntEXTES. Revue de sociologie de la littérature*
- Member** of the ANR project **CÉMÉS** : Cultures émergentes et médiations sémiotiques [Emerging Cultures and Semiotic Mediations] (ANR-13-CULT-0005, program: Métamorphoses des sociétés)

### 13. REVIEWING ACTIVITIES

- 2020-Present      Member of the **editorial board** of *The Replaying Japan Journal*
- Member of the **editorial board** of *Belphégor* (international refereed journal dedicated to the study of popular literature and media culture)
- Member of the **editorial board** of *Eigensinn* (scientific journal of philosophy and literature under development)
- 2020                Member of the **Programme Committee** of the **international conference** “Le jeu vidéo, une herméneutique en acte”, organized by the Liège Game Lab, University of Liège, Belgium
- Member of the **Scientific Committee** of the **international conference** “Temporalités et imaginaires du jeu”, organized by Rémi Cayatte, Laurent Di Filippo and Audrey Tuillon Demésy, Lorraine University, France
- Member of the **Scientific Committee** of the **international conference** “GAME-ON 2020 : 21st annual Simulation and AI in Games Conference”, organized by The European Technology Institute and University of Aveiro/DigiMedia, University of Aveiro, Portugal
- Reviewer** for the thematic issue of the journal *Émulations*, “Effervescence et enchantement: scènes, organisations et expériences”, edited by Rachel Brahy and Catherine Bourgeois

- 2019-2020 Member of the **Scientific Committee** of the **international conferences** DiGRA 2019 (organized by the Ristumeikan Center for Game Studies, Ritsumeikan University, Japan) and DiGRA 2020 (organized by DiGRA Finland, Tampere University, Finland)
- Member of the **Scientific Committee** of the **international conferences** Videojogos 2019 and 2020, organized by EsACT - IPB and the Portuguese Society of Videogames Sciences (SPCV), University of Aveiro, Portugal
- 2019 Member of the **Scientific Committee** of the **international conference** “Les langages du jeu video: codes, discours et images en jeu”, organized by the UNIL Game Lab, University of Lausanne, Switzerland
- Member of the **Scientific Committee** of the OMNSH **Doctoral Conference**, “Appropriation des objets numériques”, organized by Gaël Gilson, Gabrielle Lavenir, Charles Meyer and Charlotte Prémat, University of Louvain-la-Neuve, Belgium
- Reviewer** for the thematic issue of the **journal** *Comicalités*, “Bande dessinée et culture matérielle”, edited by Sylvain Lesage and Bounthavy Suvilay
- Reviewer** for the issue n° 22 of the **journal** *COntEXTES*, “La fiction contemporaine face à ses pouvoirs”, edited by Jean-Pierre Bertrand, Frédéric Claisse and Justine Huppe
- Member of the **Scientific Committee** of the **international conference** “Transmédia et réel”, organized by Sébastien Fevry, Sarah Sepulchre, Marie Vanoost and Anne-Sophie Collard, Catholic University of Louvain-la-Neuve and University of Namur, Belgium
- 2018 Member of the **Scientific Committee** of the **international conference** “Central and Eastern European Game Studies (CEEGS) 2018”, organized by Mateusz Felczak *et al.*, Jagiellonian University and the Institute of Audiovisual Arts, Poland
- Reviewer** for the **multi-authored book** *Le transmédia, ses contours et ses enjeux*, edited by Anne-Sophie Collard and Stéphane Collignon, Namur, Namur University Press
- Reviewer** for the issue n° 12 of the **journal** *ReS Futurae*, “Science-fiction et jeu vidéo”, edited by Julie Delbouille, Björn-Olav Dozo and Lison Jousten
- Reviewer** for the issue n° 46 of the **journal** *Recherches en communication*, “Du rétro au néo, entre nostalgie et réinvention. Discours, objets, usages dans les cultures médiatiques contemporaines”, edited by Sébastien Fevry, Sarah Sepulchre and Marie Vanoost



- 2017 Member of the **Scientific Committee** of the “**Conference day** on Transmédia”, organized by Stephane Collignon and Anne-Sophie Collard, University of Namur and Haute École Albert Jacquard, Belgium
- Reviewer** for the issue n° 10 of the **journal** *Sciences du jeu*, “À quoi nous engage le jeu ?”, edited by Baptiste Campion, Sébastien Kapp and Thibault Philippette
- Reviewer** for the issue n° 9 of the **journal** *Sciences du jeu*, “Du ludique au narratif. Enjeux narratologiques des jeux vidéo”, edited by Sébastien Genvo
- 2016 **Reviewer** for the issue n° 2016-2 of the **journal** *Itinéraires. Littérature, textes, cultures*, “Livre, sérialité et transmédiabilité”, edited by Claire Cornillon and Danièle André
- Reviewer** for the issue n° 7 of the **journal** *Signata, Annales des sémiotiques/Annals of Semiotics*, “Traduire : signes, textes, pratiques”, edited by Jacques Fontanille, Marco Sonzogni and Rovena Troqe
- 2015-2017 Member of the **Programme Committee** of the annual Intersections **conference day** in 2015, 2016 and 2017, University of Liège, Belgium

#### 14. NON-ACADEMIC GAME-RELATED ACTIVITIES

- 2017-Present **Consultant** for the “Technosphère” project, a series of ludo-educational activities using video games and virtual reality created annually by the **Province of Liège** for highschoools’ students
- 2016-Present **Secretary** of the **nonprofit organization** « Les Interactifs Associés (IA asbl) », whose aim is to promote, develop, preserve and study video games as a cultural object in Liège ; the association organizes, in particular, a monthly Gaming Club in Liège
- 2016 Participation in the organization of the **exhibition** “Avatars: entrez dans le jeu video !” [“Avatars: Enter the Video Game!”], coordinated by Olivier Servais, Catholic University of Louvain-la-Neuve