Lars de Wildt
Research Centre for Media and Journalism Studies (CMJS)

Visiting Positions

Heidelberg University
de Wildt, L. (Visiting researcher)
1-Apr-2025 → 1-Aug-2025

University of Bremen, ZeMKI [ZeMKI, Centre for Media, Communication and Information Research]
de Wildt, L. (Visiting researcher)
30-Oct-2024 → 1-Dec-2024

University of Jyväskylä
de Wildt, L. (Visiting researcher)
2024

Tampere University, Tampere, Finland
de Wildt, L. (Visiting researcher)
Feb-2021 → Jul-2021

Université de Montréal
de Wildt, L. (Visiting researcher)
24-Jun-2019 → 8-Oct-2019

Deakin University
de Wildt, L. (Visiting researcher)
Jun-2017 → Sept-2017

Grants and Awards

Carsey-Wolf Center (CWC) Media Industries and AI-grant [Project: "A Comparative Analysis of AI Production Logic in the US and Chinese Game Industries"]
de Wildt, L. (Recipient) & Huang [黄戈骏], G. (Recipient), 16-Oct-2025

CAPAS Fellowship 2025 [Project: "The Bio- and Necropolitics of Post-Apocalyptic Videogames"]
de Wildt, L. (Recipient), 1-Apr-2025

NWO Veni-grant 2023 [Project: "Reorienting Global Gaming: how Western games adapt to Chinese worldviews"]
de Wildt, L. (Recipient), 17-Jul-2024

JYU Visiting Fellow Programme Grant 2024 [Project: "A Cultural Sociology of Awkwardne(rd)ss"]
de Wildt, L. (Recipient), 2024

ZeMKI Visiting Research Fellowship 2024 [Project: "The Re-Orientation of Global Gamevironments toward China"]
de Wildt, L. (Recipient), 2024

Top 10 Articles in Digital Religion Research
de Wildt, L. (Recipient), 2021

Post-Doctoral Mandate
de Wildt, L. (Recipient), 2020

Shortlist Best Early Career Article
López López, L. (Recipient), de Wildt, L. (Recipient) & Moodie, N. (Recipient), 2019

GDC Scholarship
de Wildt, L. (Recipient), 2018

Porticus Foundation
de Wildt, L. (Recipient), 2018

JuMo Fellowship
de Wildt, L. (Recipient), 2017

Top 5 Paper at CHI Play
de Wildt, L. (Recipient), 2017

Book

Academic › Book

de Wildt, L. (2023). *The Pop Theology of Videogames: Producing and Playing with Religion*. (Games and Play in Contemporary Culture and Society). Amsterdam University Press. https://doi.org/10.5117/9789463729864

Journal Articles

1. de Wildt, L., & Aupers, S. (2024). Participatory Conspiracy Culture: Believing, doubting and playing with conspiracy theories on Reddit. *Convergence: The International Journal of Research into New Media Technologies*, *30*(1), 329-346. https://doi.org/10.1177/13548565231178914
2. de Wildt, L., & Aupers, S. (2023). Marketable religion: How game company Ubisoft commodified religion for a global audience. *Journal of Consumer Culture*, *23*(1), 63-84. https://doi.org/10.1177/14695405211062060
3. de Wildt, L., & Aupers, S. (2021). Eclectic Religion: The flattening of religious cultural heritage in videogames. *International Journal of Heritage Studies*, *27*(3), 312-330. https://doi.org/10.1080/13527258.2020.1746920
4. de Wildt, L., Apperley, T. H., Clemens, J., Fordyce, R., & Mukherjee, S. (2020). (Re-)Orienting the Video Game Avatar. *Games and Culture*, *15*(8), 962-981. https://doi.org/10.1177/1555412019858890
5. de Wildt, L., & Aupers, S. (2020). Pop theology: forum discussions on religion in videogames. *Information Communication and Society*, *23*(10), 1444-1462. https://doi.org/10.1080/1369118X.2019.1577476
6. de Wildt, L., & Aupers, S. (2019). Playing the Other: Role-playing religion in videogames. *European Journal of Cultural Studies*, *22*(5-6), 867-884. https://doi.org/10.1177/1367549418790454
7. de Wildt, L., Aupers, S., Krassen, C., & Coanda, I. (2018). 'Things greater than thou': Post-apocalyptic religion in games. *Religions*, *9*(6), Article 169. https://doi.org/10.3390/rel9060169
8. de Wildt, L. (2015). Rituals of Reading: Ergodic ways of reading through contemporary technology. *TXT Magazine*, *2*(1), 97-103.
9. de Wildt, L. (2014). Precarious Play: To Be or Not to Be Stanley. *Press Start*, *1*(1).

Book chapters, proceedings, etc.,

Hidden Monsters: Conspiracy Aesthetics in Video Games
de Wildt, L., 14-Jan-2025, *Monstrosity in Games and Play: A Multidisciplinary Examination of the Monstrous in Contemporary Cultures.* Stang, S., Meriläinen, M., Blom, J. & Hassan, L. (eds.). Amsterdam University Press, p. 163-181 19 p. (Games and Play).

Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

The Shapeshifting Paranoia of 'Who to Trust' in Marvel's Secret Invasion

de Wildt, L. & Nijtmans, H., 12-Nov-2025, *The Psychgeist of Pop Culture: Marvel Cinematic Universe.* Daneels, R., Vandewalle, A. & Kowert, R. (eds.). Psychgeist & Play Story Press, p. 147-163 17 p.
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Video-Game Religion beyond the Anthropocene

de Wildt, L., 19-Aug-2024, *End-Game: Apocalyptic Video Games, Contemporary Society, and Digital Media Culture.* DiTommaso, L., Crossley, J., Lockhart, A. & Wagner, R. (eds.). De Gruyter, p. 385-400 16 p. (Video Games and the Humanities; vol. 16).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Encoding/Decoding Entertainment Media

de Wildt, L., Grusauskaite, K. & Aupers, S., 7-Oct-2024, *Entertainment Media and Communication.* Bowman, N. D. (ed.). De Gruyter Mouton, p. 85-100 16 p. (Handbooks of Communication Science; vol. 20).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Making Religion at Ubisoft

de Wildt, L., 19-Apr-2023, *The Pop Theology of Videogames: Producing and Playing with Religion.* Amsterdam University Press, p. 33-53 21 p. (Games and Play in Contemporary Culture and Society).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Public Religion on Videogame Forums

de Wildt, L., 19-Apr-2023, *The Pop Theology of Videogames: Producing and Playing with Religion.* Amsterdam University Press, p. 81-102 22 p. (Games and Play in Contemporary Culture and Society).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Single-player Religion

de Wildt, L., 19-Apr-2023, *The Pop Theology of Videogames: Producing and Playing with Religion.* Amsterdam University Press, p. 103-124 22 p. (Games and Play in Contemporary Culture and Society).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Indie-pendent: the Arthouse Gods of Indie games

de Wildt, L., 19-Apr-2023, *The Pop Theology of Videogames: Producing and Playing with Religion.* Amsterdam University Press, p. 55-77 23 p. (Games and Play in Contemporary Culture and Society).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Conclusion: Pop Theology

de Wildt, L., 19-Apr-2023, *The Pop Theology of Videogames: Producing and Playing with Religion.* Amsterdam University Press, p. 127-154 28 p. (Games and Play in Contemporary Culture and Society).
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Franchised Esotericism: Religion as a Marketing Strategy for the Assassin's Creed Franchise

de Wildt, L., 27-Nov-2023, *Fictional Practices of Spirituality: Vol. 1: Interactive Media.* Marcato, L. & Felix, S. (eds.). Transcript Verlag / Columbia University Press, Vol. 1. p. 301-318 18 p.
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

"Everything is true; nothing is permitted": Utopia, Religion and Conspiracy in Assassin's Creed

de Wildt, L., 31-Dec-2019, *Playing Utopia: Futures in Digital Games.* Beil, B., Freyermuth, G. S. & Schmidt, H. C. (eds.). Transcript, p. 149-186 38 p.
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

'Things Greater than Thou': Post-Apocalyptic Religion in Games

de Wildt, L., Aupers, S., Krassen, C. & Coanda, I., Apr-2019, *The Sacred & the Digital: Critical Depictions of Religions in Video Games.* Bosman, F. G. (ed.). MDPI AG, p. 30-49 20 p.

Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Entwining the National and Personal: Art Spiegelman's Post-9/11 Shapeshifting
de Wildt, L., Jan-2014, *Body Horror and Shapeshifting: A Multidisciplinary Exploration.* Folio, J. & Luhning, H. (eds.). Brill, p. 123-136 14 p.
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Academic › peer-review

Post-apocalypse
de Wildt, L., 14-Feb-2020, *The SAGE Encyclopedia of the Sociology of Religion.* Possamai, A. & Blasi, A. J. (eds.). SAGE Publishing
Research output: Chapter in Book/Report/Conference proceeding › Entry for encyclopedia/dictionary › Academic › peer-review

Qualitative Data Analysis Software
de Wildt, L., 14-Feb-2020, *The SAGE Encyclopedia of the Sociology of Religion.* Possamai, A. & Blasi, A. J. (eds.). SAGE Publishing
Research output: Chapter in Book/Report/Conference proceeding › Entry for encyclopedia/dictionary › Academic › peer-review

Opening my Shinto Box: The Mixing of Religions, Traditions and Fictions in Japanese Role-Playing Games
de Wildt, L., 13-Aug-2020, *Replaying Japan 2020 Proceedings.* Kyoto: The Ritsumeikan Center for Game Studies (RCGS)
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution › Academic › peer-review

Bibles and BioShock: Affording religious discussion on video game forums
de Wildt, L. & Aupers, S., 15-Oct-2017, *CHI PLAY 2017 - Proceedings of the Annual Symposium on Computer-Human Interaction in Play.* New York: Association for Computing Machinery, Inc, p. 463-475 13 p.
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution › Academic › peer-review

Hidden Monsters: Conspiracy Aesthetics in Videogames
de Wildt, L., 20-Apr-2021.
Research output: Contribution to conference › Paper › Academic

Procedural Architecture: Meaningful Play as Appropriation
de Wildt, L., 16-Jan-2014.
Research output: Contribution to conference › Paper › Academic

Enstranging Play: Distinguishing Playful Subjecthood from Governance
de Wildt, L., 9-Nov-2014.
Research output: Contribution to conference › Paper › Academic

Illuminati
de Wildt, L. & Grusauskaite, K., 2021, *The Truth is Out There.* Harambam, J., Kuiper, M. & Vaessen, R. (eds.). Volt, p. 306-309 4 p.
Research output: Chapter in Book/Report/Conference proceeding › Chapter › Popular

Ph.D. Thesis

Playing at Religion: Encoding/decoding religion in videogames
de Wildt, L., 4-Sept-2020, KU Leuven. 282 p.