



“Computer and video games: friends or foes?”
Roundtable conference

The Experts

Alessandro Antonietti

is Professor of Cognitive Psychology and Learning Psychology at the Catholic University of the Sacred Heart in Milano. Since 2002 he has been heading the Department of Psychology. He has conducted research in the field of new media and education.

Andrew Burn

is Senior Lecturer in Media Education in the School of Culture, Language and Communication and the London Knowledge Lab at the Institute of Education, University of London, and Associate Director of the Centre for the Study of Children, Youth and Media. He has published work on many aspects of the media, including young people’s production of computer games.

Guy Cumberbatch

is a Chartered Psychologist and Director of The Communications Research Group in Birmingham. He has carried out monitoring and evaluation research for the BBC, Ofcom (the new super regulator for the UK communications industry) and the British Board of Film Classification. He is an expert in the field of media violence and has been witness in numerous legal cases involving the media.

Thierry De Smedt

is an economist, doctor in social communication and professor in the Department of Communications of the Catholic University of Louvain-la-Neuve in Belgium. He manages the communication research unit and is a member of the knowledge mediation research group (GREMS). Thierry De Smedt teaches and researches the field of social usage of new technologies. He is coordinator of the Médiappro project and participated in the European projects Educaunet and Média-éduc.

Jeffrey Goldstein

is Professor in the Department of Social and Organizational Psychology at the University of Utrecht. He is the author of numerous publications on video games and was editor of the well-known “Handbook of computer games studies”. He is particularly interested in aggression and applied research on children and new media. Jeffrey is a member of the PEGI Advisory and Complaints Boards.

Mark Griffiths

is Professor of Gambling Studies at the Nottingham Trent University. He is internationally known for his work into gambling and gaming addictions. He has published many research papers, articles and books and has won several awards for his research. His most recent one is the “2006 Excellence in the Teaching of Psychology Award” by the *British Psychological Society*.

Wassilis Kassis

is Director of the educational department within the Philosophical Seminar of the University of Basel. He is an expert in youth violence, social and family structures and education.

Eva Petersson

is Assistant Professor at the Aalborg University in Esbjerg (Denmark) and is lecturer in modules on media and communication theory, media sociology, history of media, technology and art, digital culture, interaction design, creative scripting, research methodologies, scientific theories, human-computer interaction, computer games. Eva has been a member of the PEGI Complaints Board from the outset.

Michael Stora

is a psychologist, founder of the association OMNSH (Observatory of the Digital World and Human Science) which studies new forms of digital interactivity. As a psycho-analyst he uses video games in mediation therapy for children with behavioural problems.

Serge Tisseron

is psychiatrist, psycho-analyst, doctor in psychology, and research director in Paris X – Nanterre. He published a lot of his research around three main themes: family secrets, human relations with images and new media and human interaction with new technology.