

Maria Katsaridou

Studies/Education:

PhD Aristotle University of Thessaloniki

Dissertation Title: *Social Semiotics in Animation Films*

Fields: Social Semiotics, Animation Studies, Narratology, Visual Culture

Master in European Literature and Culture. Aristotle University of Thessaloniki,

Interdepartmental Postgraduate Studies Program

Bachelor in European Culture. EAP University of Patras

Degree in Art Conservation. IEK Educational Organization of Applied Arts and Culture

Academical Positions:

2019 – 2021: Visiting Professor in Semiotics of Interactive Narrative: Interactive media, Animation Novels, Video Games, Educational Games. Aristotle University of Thessaloniki

2016 – 2017: Lecturer (Academic Fellow) in Scriptwriting and Storyboarding. Department of Audio and Visual Arts. Ionian University.

2018 – 2020: Course Design and Development: a) *Semiotics and Narrative* and b) *Social Semiotics and Methods of Communication*. New Bulgarian University.

Research Supervisor:

2021: Papanastasiou Sofia-Triada. *The Art of the Ephemeral. The Creation of the Live Action Role-playing Game “Gaia.”*

2021: Paraskeva Eleni. *Semiotic analysis of the depiction of social roles and identities in Playmobil games.*

2021: Chatziemmanouil Sotiria. *Semiotics of digital educational games and their use in teaching.*

2021: Tsiorlini Anastasia. *Semiotic analysis of audiovisual texts - gender identity in mass culture texts for children. Case study: the Disney Princesses movie series.*

2021: Zompanaki Katerina. *Interactive Storytelling and Communication in Reality TV shows.*

2020: Kavakidou Domna. *Semiotic analysis of the film «La vie devant soi» (Moshé Mizrahi. 1977).*

2020: Lazaridou Eleni. *Black Mirror-Bandersnatch* (David Slade, 2018): *Socio-semiotic and anthropological study of interactive narrative as a factor in shaping social relations and transforming culture.*

Collaborations:

2021 - : Associate Editor in the fields of Animation, video games, film, interactive storytelling PopMeC Research Blog on the representations of the US in popular media and culture.

2020 - 2021: Program Committee. FDG2021 Foundation of Digital Games Conference 2021

2019 - : Research Fellow. Semiotics Laboratory (SemioLab). Aristotle University of Thessaloniki, Greece.

2017 - : Academic Judge in the category: *Music, Film & Theatre*. The Global Undergraduate Awards (UA) Academic Program, Ireland.

Research Interests:

Interactive narratives: Theory, applications and new technologies

Semiotics of the moving image

Social semiotics

Visual communication

Semiotics of video games

Games and applications for social and ecological purposes

Recent publications:

Monographs

2022: *Writing for Interactive Narratives: Theory and Creative Practice* (Expected publication date: 2022).

2021: *Sylvain Chomet's Distinctive Animation: From the Triplets of Belleville to The Illusionist*. Chris Pallant (ed.). Bloomsbury Publishing, London. (In press)

Book Chapters, Articles in Academic Journals and Conference Proceedings

2021: Addressing the video game to film adaptation "curse": the case of Assassin's Creed (Kurznel, 2016).

- 2016: From Literature Texts to Video Games: Recent adaptations of Sherlock Holmes. Maureen Furniss (ed.). *Animation Journal (Special Issue on Adaptation)*, pp 17 – 32
- 2016: Social Construction and Ideology in Animation Films. In *New Semiotics. Between Tradition and Innovation: proceedings of the 12 World Congress of Semiotics*. K. Bankov (ed.). IASS Publications & NBU Publishing House (ISSN 2414-6862)
- 2016: Adaptation of Video Games into Films: The adventures of the Narrative. In *New Semiotics. Between Tradition and Innovation: proceedings of the 12 World Congress of Semiotics*. K. Bankov (ed.). IASS Publications & NBU Publishing House (ISSN 2414-6862)
- 2015: Architextuality and video games: a semiotic approach. In *Contemporary Research on Intertextuality in Video Games*. Christophe Duret and Christian-Mari Pons (eds). IGI Global, pp 253 – 270
- 2013: Silent Hill: Adapting a Video Game. In *Literature/Film Quarterly*, 41:4, pp 266-277

Conferences

Panels Organized

- 2022: *Animation: Language and Technique*. 15th World Congress of Semiotics: Semiotics in the Lifeworld. 30 August – 3 September (forthcoming)
- 2014: *Adaptations in the Digital Age*. Conference of the International Society for Intermedial Studies: Rethinking Intermediality in the Digital Age. Cluj-Napoca, Romania. 24-26 October
- 2014: *Author-player, Interactive and Transmedial Storytelling*. Conference of the International Society for Intermedial Studies: Rethinking Intermediality in the Digital Age. Cluj-Napoca, Romania. 24-26 October

Conference Presentations and Workshops

- 2022: *Animation: Language and Technique*. 15th World Congress of Semiotics: Semiotics in the Lifeworld. 30 August – 3 September (forthcoming)
- 2021: *Age Through the Looking Glass: Myths of Age in Video Games*. 4th International Conference on Semiotics and Visual Communication, Limassol, Cyprus, 13-15 November (forthcoming)
- 2019: *Games and European Socio-political Challenges*. 12th International Semiotics Conference “Signs of Europe”, Thessaloniki, Greece, 1-3 October

2016: *Enhanced and multisensorial interaction: a social semiotic approach*. XI International Conference on Semiotics, Thessaloniki, Greece, 14-16 October

2014: *Social construction and ideology in animation films*. 12th World Congress of Semiotics: Between Tradition and Innovation, Sofia, Bulgaria, 16-20 September

2014: *Adaptation of video games into films: The adventures of the narrative*. 12th World Congress of Semiotics: Between Tradition and Innovation, Sofia, Bulgaria, 16-20 September

2014: *Transmedia Sherlock Holmes: Recent adaptations of Sir Arthur Conan Doyle's writings to video games*. Stuttgart International Festival of Animated Film: Adaptation: Animation, Comics and Literature, Stuttgart, Germany, 24 April

2013: *Intermedial Transposition: Video Game Adaptations into Films*. Conference of the International Society for Intermedial Studies: Rethinking Intermediality in the Digital Age, Cluj-Napoca, Roumania, 24-26 October

2013: *The Adventure of Growing Up in the films Finding Nemo (2003) and Spirited Away (2001)*. Conference of Hellenic Semiotic Society, Thessaloniki, Greece, 18 May

2013: *The Storyworld of Resident Evil: From games to animation and live-action films*. Stuttgart International Festival of Animated Film: Change and Continuity: Interdisciplinary Aspects of Animation, Comics and Literature, Stuttgart, Germany, 25 April

2013: *Between and between: The liminal space on animation films*. EFSS, Sozopol, Bulgaria.

2011: *Anime: From Akira (1988) to Spirited Away (2001)*. 1st International Conference on Semiotics and Visual Communication, Limassol, Cyprus, 25-27 November

2011: *Every Sunday Morning: Animation Series on Greek Television*. Hellenic Semiotic Society: Semiotics of the Everyday, Thessaloniki, Greece, 2 April

2011: *Greek animation – from the translation of traditional characters into classic animation, to trials and innovation*. 23rd Society for Animation Studies Conference: The Rise of the Creative Economy – Digital Animation, Visual FXS, and Allied Technologies, Athens, Greece, 19-21 March

2011 *Animation Workshop with Artemis Valanis*. 23rd Society for Animation Studies Conference: The Rise of the Creative Economy – Digital Animation, Visual FXS, and Allied Technologies. Athens, Greece, 19-21 March