Ole Goethe

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Visiting Assoc. Professor, Excited LAB. NTNU/NORD University
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Curriculum Vitae

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https://kristiania.no/ansatt/ole-goethe
https://app.cristin.no/persons/show.jsf?id=451223
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BIOGRAPHY

Ole Goethe is an Associate Professor at Kristiania University, School of Arts, Design, and Media. He became the Program Director of the game design studies in 2015, where he administrated and taught students related to game development and player-centered design. From 2011 to 2015, he worked at Inland Norway University of Applied Sciences, where he revitalized the animation program. In 2013 he was also a creative technologist for Harvard metaLAB and is currently a visiting Assoc. Professor at Hyper Island and the Centre for Excellent IT Education.

FACULTY POSITIONS

Excited LAB. NTNU/NORD University · 2019 – present
- Associate Professor

Kristiania University · 2018 – present
- Associate Professor

Westerdals Oslo School of Arts, Communication and Technology · 2016 – 2018
- Associate Professor, Program Director for the Game Design Bachelor Program

Norwegian School of Information Technology · 2015 – 2016
- Associate Professor, Program Director for the Game Design Bachelor Program

Inland Norway University of Applied Sciences · 2011 – 2015
- Associate Professor

EDUCATION

Ex.Ed. Project Management, BI Norwegian Business School · 2010 – 2011
- Degree: Other Executive Education - Project Management, Credits: 30.

MFA. Motion Picture, Academy of Art University · 2005 – 2008
- Degree: Master MFA in Directing Faculty / Department: Motion Picture and Television, Credits: 60.

B.A. Computer Graphics, Academy of Art University · 1999 – 2004
- Degree: Bachelor Computer Arts Credits: 90.

BSC. Computer Science, University of Westminster · 1997 – 1999
- Degree: Bachelor Multimedia Computing Faculty / Department: Computer Science, Credits: 60.

RELEVANT PUBLICATIONS

Goethe, O., Palmquist, A., Munkvold, R. (2021) Gamification Design Predicaments for E-learning, International Conference on Human-Computer Interaction, 245-255

Goethe, O., Palmquist, A. (2020) Broader Understanding of Gamification by Addressing Ethics and Diversity, International Conference on Human-Computer Interaction, 688-699

Goethe et al., (2019) From UX to Engagement: Connecting Theory and Practice, Addressing Ethics and Diversity, International Conference on Human-Computer Interaction, 91-99. DOI:

Goethe, O., (2019) Gamification Mindset, Springer International Publishing. DOI: https://doi.org/10.1007/978-3-030-11078-9

PROJECT MANAGEMENT EXPERIENCE

Cities 2030 Project

Project Leader and Partner. (2020-2024) This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 101000640P (€ 12M)

FEMale framework

Project Leader and Partner. (2021-2024) This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 101017562 (€ 6M)