

Piotr Siuda



I hold a Ph.D. in sociology and habilitation (habilitacja) in media studies. I am an **Associate Professor** at the Faculty of Cultural Studies at the Kazimierz Wielki University in Bydgoszcz, Poland.

I am a **Chair** of the Department of Game Studies and Digital Culture.

Associate Editor, *[Journal of Creative Communications](#)* (SAGE Journals).

My **research interests** include digital culture, sociology of the internet, game studies, esports, and media literacy.

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<http://piotrsiuda.com>

Curriculum Vitae actualization: March 8, 2024.

Research projects and grants

1. **Principal Investigator** (grant from **Polish National Science Centre [NCN]**, call: **OPUS 22**; September 2022-August 2025; PLN 956 620).
Project title: *Rhizomatic networks, circulation of meanings and contents, and offline contexts of online drug trade [Sieci łączy, obieg znaczeń i treści oraz konteksty offline internetowego handlu narkotykami]*; ID number: UMO-2021/43/B/HS6/00710.
2. **Researcher** (grant from the Polish Ministry of Culture and National Heritage, program: **Observatory of Culture**; February-December 2015; PLN 40k).
Project title: *2.0 or 0? Cultural Blogging in the Light of Transformations of Participatory Culture [Dwa zero czy zero? Blogi kulturalne a przemiany kultury uczestnictwa]*; ID number of the project: 05802/15.

3. **Main Researcher** (grant from the Polish Ministry of Science and Higher Education, program: **National Program of the Development of Humanities** (NPRH) 2013, module 1.1.; July 2014-December 2018; PLN 400k).
Project title: *Contemporary Polish Humanities Against the Challenges of Measuring Science (Współczesna polska humanistyka wobec wyzwań naukometrii)*; ID number of the project: 0057/NPRH3/H11/82/2014.
4. **Principal Investigator** (grant from the Polish Ministry of Culture and National Heritage, program: **Observatory of Culture**; February-December 2013; PLN 70k).
Project title: *Prosumption in the Pop Industry: An Analysis of Polish Entertainment Companies (Prosumpcjonizm pop-przemysłów. Analiza polskich przedsiębiorstw z branży rozrywkowej)*; ID number of the project: 03184/13/DMP.
5. **Principal Investigator** (grant from the Polish Ministry of Culture and National Heritage, program: **Observatory of Culture**; February-December 2013; PLN 70k).
Project title: *Children of the Net 2.0: Media Literacy of the Young (Dzieci sieci 2.0 – kompetencje komunikacyjne młodych)*; ID number of the project: 03221/13/FPK/DMP.
6. **Principal Investigator** (grant from the Polish Ministry of Culture and National Heritage, program: **Media Education**; July-December 2012; PLN 57k).
Project title: *Children of the Net: Media Literacy of the Youngest (Dzieci sieci – kompetencje komunikacyjne najmłodszych)*; ID number of the project: 08010/12/FPK/DEK.

Academic Career, Employment, Education

1. September 2019; University of Warsaw, Faculty of Journalism, Information and Book Studies; **habilitation (habilitacja) in media studies**.
2. Since October 2011; Kazimierz Wielki University in Bydgoszcz, Poland (Uniwersytet Kazimierza Wielkiego w Bydgoszczy).

Positions taken at the Kazimierz Wielki University in Bydgoszcz:

Since October 2023; **Associate Professor** at the Faculty of Game Studies and Digital Culture. Chair of the Department of Game Studies and Digital Culture.

October 2019-September 2023; **Associate Professor** at the Institute of Social Communication and Media; **Chair** of the Department of Game Studies and Information Technologies.

October 2011-September 2019; Faculty of Administration and Social Sciences; **Assistant Professor** at the Department of Sociology.

September 2016-September 2019; **Dean** of the Faculty of Administration and Social Sciences, Kazimierz Wielki University in Bydgoszcz.

October 2012-August 2016; **Member** of the Council of Didactics and Education Quality; Faculty of Administration and Social Sciences, Kazimierz Wielki University in Bydgoszcz.

October 2011-December 2015; **Advisor** of the Scientific Circle of Sociology Students; Kazimierz Wielki University in Bydgoszcz.

3. 2007-2011; Nicolaus Copernicus University in Toruń, Poland (Uniwersytet Mikołaja Kopernika w Toruniu), Faculty of Humanities; **4-year Ph.D. study program** at the Institute of Sociology.

The award of a **Ph.D. degree in Sociology** during the meeting of the Faculty of Humanities Board of Nicolaus Copernicus University in Toruń on the 11th of October 2011.

The Ph.D. dissertation entitled: *Cultures of Prosumption. On the Impossible Formation of Global and Transnational Fandoms* [Kultury prosumpcji. O niemożności powstania globalnych i ponadpaństwowych społeczności fanów]. **Supervisor:** Professor Tomasz Szlendak; **reviewers:** Professor Wojciech J. Burszta, Professor Krzysztof Olechnicki.

Positions taken at the Nicolaus Copernicus University in Toruń:

2010-2011; **Advisor** of the Scientific Circle of Sociology Students; Nicolaus Copernicus University in Toruń.

2009-2011; **Ph.D. Students' Representative** in the Council of Sociology Institute; Nicolaus Copernicus University in Toruń.

2007-2009; **Deputy Chairman** of the Faculty Scholarship Commission of Ph.D. Students; Faculty of Humanities, Nicolaus Copernicus University in Toruń.

4. 2006-2010; University of Economy in Bydgoszcz, Poland (Wyższa Szkoła Gospodarki w Bydgoszczy); **Lecturer**.
5. 2006-2007; University of Humanities and Economics in Gdańsk, Poland (Wyższa Szkoła Humanistyczno-Ekonomiczna w Gdańsku); **Lecturer**.
6. 2001-2006; University of Gdańsk, Poland (Uniwersytet Gdański), Faculty of Social Sciences; **5-year M.A. study program** at the Institute of Philosophy and Sociology.

Positions taken at the University of Gdańsk:

2005-2006; **Head** of the Inter-Faculty Student Scientific Circle "Human @ New Media"; Institute of Pedagogy, University of Gdańsk.

Publications

Journal articles and conference proceedings

2024

1. Marak, K., Markocki, M., **Siuda, P.** (2024). The Next Level of Horror Entertainment: Facing Fear in Cooperative Interactive Drama Survival Horror Games [in:] *Proceedings of the 57th Annual Hawaii International Conference on System Sciences, HICSS 2024, Hilton Hawaiian Village Waikiki Beach Resort, Hawaii, USA, 3-6 January 2024, Honolulu, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 2674-2683.
[[pdf](#)] / **CORE Conference**
2. **Siuda, P.**, Behnke, M., Hedlund, D.P. (2024). Popularizing and Connecting Esports Research: Introduction to the Esports Minitrack [in:] *Proceedings of the 57th Annual Hawaii International Conference on System Sciences, HICSS 2024, Hilton Hawaiian Village Waikiki Beach Resort, Hawaii, USA, 3-6 January 2024, Honolulu, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 4441-4442.
[[pdf](#)] / **CORE Conference**
3. **Siuda, P.**, Harviainen, J.T., Hamari, J., Gehl, R.W. (2024). After the Attack: Introduction to the Cybercrime Minitrack [in:] *Proceedings of the 57th Annual Hawaii International Conference on System Sciences, HICSS 2024, Hilton Hawaiian Village Waikiki Beach Resort, Hawaii, USA, 3-6 January 2024, Honolulu, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 4204-4205.
[[pdf](#)] / **CORE Conference**

2023

4. **Siuda, P.**, Nowak, J., Gehl, R.W. (2023). Darknet imaginaries in Internet memes: the discursive malleability of the cultural status of digital technologies, *Journal of Computer-Mediated Communication* 28(1): 1-14.
doi: <https://doi.org/10.1093/jcmc/zmac023>
[[WWW/pdf](#)] / **Impact Factor: 7.200, CiteScore: 13.0**
5. **Siuda, P.**, Jasny, M., Mańkowski, D., Sitek, M. (2023). The problematic nature of evaluating esports' "genuineness" using traditional sports' criteria: In-depth interviews with traditional sports and electronic sports journalists, *Leisure Studies*.
doi: <https://doi.org/10.1080/02614367.2023.2215471>
[[pdf](#)] / **Impact Factor: 2.800, CiteScore: 3.8**
6. **Siuda, P.**, Reguła, D., Majewski, J., Kwapiszewska, A. (2023). Broken Promises Marketing. Relations, Communication Strategies, and Ethics of Video Game Journalists and Developers: The Case of *Cyberpunk 2077*, *Games and Culture* 0(0): 1-20.
doi: <https://doi.org/10.1177/15554120231173479>
[[pdf](#)] / **Impact Factor: 2.800, CiteScore: 4.7**

7. Nyčkowiak, J., Kołodziej, T., Jasny, M., **Siuda, P.** (2023). Toward Successful Esports Team: How Does National Diversity Affect Multiplayer Online Battle Arena Video Games [in:] *Proceedings of the 56th Annual Hawaii International Conference on System Sciences, HICSS 2023, Hyatt Regency Maui, Hawaii, USA, 3-6 January 2023, Maui, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 3902-3911.
[[pdf](#)] / [CORE Conference](#)
8. **Siuda, P.**, Behnke, M., Hedlund, D.P. (2023). Towards a Future Esports Research: Introduction to Esports Minitrack [in:] *Proceedings of the 56th Annual Hawaii International Conference on System Sciences, HICSS 2023, Hyatt Regency Maui, Hawaii, USA, 3-6 January 2023, Maui, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 3880-3881.
[[pdf](#)] / [CORE Conference](#)
9. Harviainen, J.T., **Siuda, P.**, Hamari, J., Gehl, R.W. (2023). Understanding and Moving Forward Research on Online Crime: Introduction to Cybercrime Minitrack [in:] *Proceedings of the 56th Annual Hawaii International Conference on System Sciences, HICSS 2023, Hyatt Regency Maui, Hawaii, USA, 3-6 January 2023, Maui, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 3609-3610.
[[pdf](#)] / [CORE Conference](#)

2022

10. Pluta, M., **Siuda, P.** (2022). Cancer entertainment education and Netflix – an exploratory study, *Educational Media International* 59(1): 80-93.
doi: 10.1080/09523987.2022.2054115
[[pdf](#)] / [Impact Factor: 2.800, CiteScore: 2.6](#)
11. Pluta, M., **Siuda, P.** (2022). Cancer on TikTok – Evaluating Online Self-Disclosure Using Directed Content Analysis and In-depth Interviews, *AoIR Selected Papers of Internet Research, 2022*.
doi: <https://doi.org/10.5210/spir.v2022i0.13070>
[[pdf](#)] / [CORE Conference](#)

2021

12. **Siuda, P.** (2021). Sports Gamers Practices as a Form of Subversiveness – the Example of the FIFA Ultimate Team, *Critical Studies in Media Communication* 38(1): 75-89.
doi: <https://doi.org/10.1080/15295036.2021.1876897>
[[pdf](#)] / [Impact Factor: 2.000](#)
13. Harviainen, J.T., Haasio, A., Ruokolainen, T., Hassan, L., **Siuda, P.**, Hamari, J. (2021). Information Protection in Dark Web Drug Markets Research [in:] *Proceedings of the 54th Hawaii International Conference on System Sciences, HICSS 2021, Grand Hyatt Kauai, Hawaii, USA, 4-8 January 2021, Maui, Hawaii*, (ed.) Tung X. Bui, Honolulu, HI, pp. 4673-4680.
[[pdf](#)] / [CORE Conference](#)
14. **Siuda, P.** (2021). Mapping Digital Religion: Exploring the Need for New Typologies, *Religions* 12(6), 373. <https://doi.org/10.3390/rel12060373>
[[pdf](#)] / [CiteScore: 0.7](#)

2020

15. **Siuda, P.** (2020). A city as a virtual community – Several perspectives, *First Monday* 25(12). doi: <http://dx.doi.org/10.5210/fm.v25i12.10596>
[[WWW](#)] / [CiteScore: 3.2](#)

- 2017** | 16. Siuda, P., Troszynski, M. (2017). Natives and tourists of prosumer capitalism: On the varied pro-prosumer activities of producers exemplified in the Polish pop culture industry, *International Journal of Cultural Studies* 20(5): 545-563. doi: 10.1177/1367877916666117
[[pdf](#)] / Impact Factor: 0.938
- 2016** | 17. Siuda, P. (2016). Information Competences as Fetishized Theoretical Categories. The Example of Youth Pro-Ana Blogs, *Education and Society* 34(2): 87-105.
[[pdf](#)]
- 2015** | 18. Siuda, P. (2015). Negative Meanings of the Internet: The Net Regulation from the Perspective of Jeffrey C. Alexander's Strong Program in Cultural Sociology, *Studia Socjologiczne* 3(218): 149-167.
[[pdf](#)] / CiteScore: 0.4
- 2014** | 19. Siuda, P. (2014). In pursuit of pop culture. Reception of pop culture in the People's Republic of Poland as opposition to the political system – Example of the science fiction fandom, *European Journal of Cultural Studies* 17(2): 187-208. doi: 10.1177/1367549413508100
[[pdf](#)] / Impact Factor: 0.547
- 2013** | 20. Siuda, P. (2013). Between Production Capitalism and Consumerism: The Culture of Prosumption and Discovering the Mechanisms of its Functioning, *Athens: ATINER'S Conference Paper Series 2013 CBC2013-0885*.
[[pdf](#)]
- 2010** | 21. Siuda, P. (2010). From deviation to mainstream – evolution of fan studies, *Studia Medioznawcze* 3(42).
[[pdf](#)]

Books

- 2024** | 22. Siuda, P., Majewski, J., Chmielewski, K. (eds.) (2024). *Gaming and Gamers in Times of Pandemic*, Bloomsbury Academic Press: New York-London-Oxford-New Delhi-Sydney.
[[pdf](#)]

Contributions to books

- 2024** | 23. Siuda, P., Majewski, J., Chmielewski, K. (2024). Introduction: Gamers and Gaming in the Strangest of Times [in:] *Gaming and Gamers in Times of Pandemic*, (eds.) P. Siuda, J. Majewski, K. Chmielewski, Bloomsbury Academic Press: New York-London-Oxford-New Delhi-Sydney, pp. 1-12.
[[pdf](#)]

24. **Siuda, P.**, Jasny, M., Mańkowski, D. (2024). "It Was All without Emotions, and This Wasn't the Same Anymore": "Replacing" Traditional Sports with E-Sports during the COVID-19 Pandemic [in:] *Gaming and Gamers in Times of Pandemic*, (eds.) **P. Siuda**, J. Majewski, K. Chmielewski, Bloomsbury Academic Press: New York-London-Oxford-New Delhi-Sydney, pp. 203-221. [pdf]

2022

25. **Siuda, P.**, Johnson, M.R. (2022), Microtransaction politics in FIFA Ultimate Team: game fans, Twitch streamers, and Electronic Arts [in:] *EA Sports FIFA: Feeling the Game*, (eds.) H. Lowood, C. Wing, R. Guins, Bloomsbury Academic Press: New York-London-Oxford-New Delhi-Sydney, p. 87-104. doi: 10.5040/9781501375378.ch-004 [pdf]

26. Majewski, J., **Siuda, P.** (2022) The most intimate conflict of all: marriage as conflict in digital games [in:] *Representing Conflict in Games: Antagonism, Rivalry and Competition*, (eds.) J. Björn, J. Linderöth, A. Frank, Routledge: New York, p. 208-225. [pdf]

27. Majewski, J., **Siuda, P.** (2022) All smoke, no fire: the post-mortem of conflicts in the "walking simulator" genre [in:] *Representing Conflict in Games: Antagonism, Rivalry and Competition*, (eds.) J. Björn, J. Linderöth, A. Frank, Routledge: New York, p. 226-240. [pdf]

2020

28. **Siuda, P.** (2020). The future of Netflix [in:] *Future of media, changing journalism and new communication*, (eds.) R. Sajna-Kunowsky, A. Garczewska, Kazimierz Wielki University Press: Bydgoszcz, p. 83-97. [pdf]

2014

29. **Siuda, P.** (2014). Fan Cultures: On the Impossible Formation of Global and Transnational Fandoms [in:] *Is It 'Cause It's Cool?: Affective Encounters with American Culture*, (eds.) A.M. Fellner, S. Hamscha, K. Heissenberger, J.J. Moos, LIT Verlag: Wien-Berlin, p. 295-318. [pdf]

30. **Siuda, P.** (2014). Between Production Capitalism and Consumerism: The Culture of Prosumption and Discovering the Mechanisms of its Functioning [in:] *Theoretical and Empirical Reflections in Marketing*, (eds.) N. Grigoriou, C. Veloutsou, ATINER: Athens, p. 1-13. [pdf]

31. Rozkosz, E.A., **Siuda, P.**, Stunża, G.D., Dąbrowska, A.J., Klimowicz, M., Kulczycki, E., Muszyński, D., Piotrowska, R., Sieńko, M., Stachura, K. (2014). Information and Media Literacy of Polish Children According to the Results of "Children of the Net" and "Children of the Net 2.0" Studies [in:] *Information Literacy: Lifelong Learning and Digital Citizenship in the 21st Century*, (eds.) S. Kurbanoglu, S. Špiranec, D. Mizrachi, R. Catts, Springer: Cham, p. 263-273. doi: 10.1007/978-3-319-14136-7_28 [pdf]

Research reports

2013

32. Siuda, P., Bomba, R., Kamińska, M., Stunża, G.D., Szylar, A., Troszyński, M., Żaglewski, T. (2013). *Prosumption in the Pop Industry: An Analysis of Polish Entertainment Companies*, Warsaw: Collegium Civitas Press, 27 pages.
[[pdf](#)]

Publications in Polish

For the full list of publications in Polish see the Polish-language CV [HERE](#).

Reviews in English

Reviewer for English language journals:

- *Association of Internet Researchers* (2022 – number of reviews: 2; 2023 – number of reviews: 4).
- *Central European Journal of Communication* (2020 – number of reviews: 1).
- *Culture and Religion* (2022 – number of reviews: 1).
- *First Monday* (2020 – number of reviews: 1).
- *F1000Research* (2023 – number of reviews: 1).
- *Hawaii International Conference on System Sciences* (2020 – number of reviews: 1; 2022 – number of reviews: 1; 2023 – number of reviews: 1).
- *Journal of Creative Communication* (2023 – number of reviews: 1).
- *Leisure Studies* (2023 – number of reviews: 1).
- *Nordic Digra 2023* (2023 – number of reviews: 1).
- *Quality and Quantity* (2021 – number of reviews: 1).
- *Religions* (2021 – number of reviews: 3).
- *Replay. The Polish Journal of Game Studies* (2016 – number of reviews: 1).
- *Sociological Inquiry* (2014 – number of reviews: 2).
- *Videojogos* (2023 – number of reviews: 3).

Membership

1. The Association of Internet Researchers (**standard individual member** since 2014).

2. Digital Games Research Association (**regular member** since 2022).
3. European Communication Research and Education Association (**regular member** 2022-2023).
4. Polskie Towarzystwo Komunikacji Społecznej [Polish Communication Association] (**regular member** since 2019).
5. Polskie Towarzystwo Socjologiczne [Polish Sociological Association] (**regular member**, 2011-2022; **member of the Management Board of the Toruń Branch**, 2011-2022).

International visiting scholarships and research stays

Biblioteca Complutense. Universidad Complutense de Madrid.

Research and Library Sessions.

Madrid, February 2015.

DCU Library. Dublin City Library.

Research and Library Sessions.

Dublin, July 2015.

Prizes/Awards

2022; Individual, 2nd level Award from the Rector of Kazimierz Wielki University for **awarding a research project**.

2022; Individual, 3rd level Award from the Rector of Kazimierz Wielki University for **scientific achievements** in 2021.

2019; Individual, 2nd level Award from the Rector of Kazimierz Wielki University for **scientific achievements** in 2018.

2017; Individual, 2nd level Award from the Rector of Kazimierz Wielki University for **scientific achievements** in 2016.

2013; Individual, 2nd level Award from the Rector of Kazimierz Wielki University for **outstanding scientific achievements** in 2013.

2011; Distinction in the 5th edition of the **competition for the best doctoral dissertation** on issues pertaining to the broadly perceived media studies and social communication, organized by the Institute of Journalism of the University of Warsaw and the scientific periodical *Media Studies (Studia Medioznawcze)*; awarded the publication of the Ph.D. dissertation.

2011; Individual, 2nd level Award from the Rector of Kazimierz Wielki University for **outstanding scientific achievements** in 2011.

2011; **Winner of the competition:** "Knowledge and Passion. Promoting Young Scientists" („Wiedza z pasją. Promujemy młodych naukowców”) organized by the Portal of Innovative Knowledge Transfer in Science (Portal Innowacyjnego Transferu Wiedzy w Nauce).

2008; **2nd place in the competition** "Popular Culture in Poland" („Kultura Popularna w Polsce”) organized by the *Popular Culture (Kultura Popularna)* quarterly and the Institute of Culture and Communication, University of Social Sciences and Humanities, Poland (Szkola Wyższa Psychologii Społecznej).

2006; Listed as one of the **best students of Gdańsk University**, Poland; academic year 2005/2006.

Conference talks and invited lectures in English

Organizer: International Communication Association, University of Warsaw.

Conference: 2024 International Communication Association (ICA) regional conference Human Tech Transition: Crises in Mediatized Politics, Society & Economy, Warsaw, March 13-15, 2024.

Paper: Comparing Drug Trade on Tor in Finnish, Polish, and English Speaking Cultures.

Workshop: Writing for Top-Tier Journals. Learn How to Impress the Editors and Increase Your Chances.

Venue: Pre-Conference Publication Workshop. The 9th World Conference on Media and Mass Communication (MEDCOM 2024), January 15, 2024.

Organizer: The International Institute of Knowledge Management (TIKM).

Organizer: University of Hawaii at Manoa.

Conference: 57th Annual Hawaii International Conference on System Sciences, HICSS 2024, Hilton Hawaiian Village Waikiki Beach Resort, Hawaii, USA, January 3-6, 2024.

Paper: The Next Level of Horror Entertainment: Facing Fear in Cooperative Interactive Drama Survival Horror Games.

Lecture: Media sports and esports during the COVID-19 pandemic – project report.

Venue: International Scientific Seminar „The World of Media Transition”, June 20, 2023.

Organizers: The Laboratory of Media Studies at the University of Warsaw, Faculty of Journalism, Information, and Book Studies, University of Warsaw.

Organizers: The European Association for Sociology of Sport.

Conference: 19th EASS conference 2023: Transitioning Sport, transitioning European societies, Budapest, May 30-June 2, 2023.

Paper: "Replacing" Traditional Sports with Esports during the COVID-19 Pandemic. In-depth Interviews with Top-Tier Media Journalists.

Online lecture: Darknet imaginaries: The discursive malleability of the cultural status of digital technologies.

Venue: Ethotic Thurs seminars, March 9, 2023.

Organizer: Laboratory of The New Ethos.

Organizer: University of Hawaii at Manoa.

Conference: 56th Annual Hawaii International Conference on System Sciences, HICSS 2023, Hyatt Regency Maui, Hawaii, USA, January 3-6, 2023.

Paper: Toward Successful Esports Team: How Does National Diversity Affect Multiplayer Online Battle Arena Video Games.

Organizer: MultiPlay.

Conference: World Cup Conference, online, December 1, 2022.

Paper: Microtransaction Politics in FIFA Ultimate Team: Game Fans, Twitch Streamers, and Electronic Arts.

Organizer: Association of Internet Researchers.

Conference: 2022 Internet Research conference (AOiR 2022), Dublin, November 2-5, 2022.

Paper: Cancer on TikTok–Evaluating Online Self-Disclosure Using Directed Content Analysis and In-depth Interviews.

Organizers: The European Association for Sociology of Sport, International Sociology of Sport Association.

Conference: EASS & ISSA 2022 World Congress of Sociology of Sport, Tübingen, June 7-10, 2022.

Paper: Discovering Relations Between Esports, Sports, and Covid-19 Pandemic – In-depth Interviews with Top-Tier Media Journalists.

Organizer: University of Hawaii at Manoa

Conference: 54th Hawaii International Conference on System Sciences, HICSS 2021, Grand Hyatt Kauai, Hawaii, USA, January 4-8, 2021.

Paper: Information Protection in Dark Web Drug Markets Research

Online lecture: Film on Demand.

Venue: #WednesdayWisdom webinar series, May 20, 2020.

Organizer: Staffordshire University.

Organizers: Communication & Media Studies Research Network, University of Bonn.

Conference: The Fourth International Conference on Communication & Media Studies: The Future of Democracy in the Digital Age, Bonn, September 26-28, 2019.

Paper: „It is simply scripted” – gamers practices as a form of resistance: an example of Fifa Ultimate Team.

Organizers: The Department of Journalism, New Media and Communication of the Kazimierz Wielki University in Bydgoszcz, Poland.

Conference: The Future of Media, Mediatization, Journalism and Communication, Bydgoszcz, May 7-8, 2019.

Paper: The Future of Netflix. Rise and (possible) demise of leading VOD platform.

Organizers: DAKAM (Eastern Mediterranean Academic Research Center), BILSAS (Science, Art, Sport Productions).

Conference: CUI '18, Contemporary Urban Issues Conference, Istanbul, December 7-8, 2018.

Paper: The City as a (Informal) Virtual Community.

Organizer: The International Academic Forum (IAFOR).

Conference: MediAsia2017, The Asian Conference on Media, Communication & Film, Kobe, October 27-29, 2017.

Paper: Natives and Tourists of Prosumer Capitalism: On the Varied Pro-Prosumer Activities of Producers Exemplified in the Polish Pop Culture Industry.

Organizer: Athens Institute for Education and Research Business and Law Research Division & Social Science Research Division.

Conference: 7th Annual International Conference on Business and Society in a Global Economy, Athens, December, 19-22, 2013.

Paper: Between Production Capitalism and Consumerism: The Culture of Prosumption and Discovering the Mechanisms of Its Functioning.

Organizers: Universität Des Saarlandes, Universität Wien, Austrian Association for American Studies.

Conference: AAAS Conference 2011 "Is It 'Cause It's Cool? Affective Encounters with American Culture", Salzburg, November 4-6, 2011.

Paper: Globalizing Pop-Cultural Prosumption: About the Impossibility of Forming Global and Transnational Fan Communities (Fandoms).

Organizers: Department of Language Studies Umeå University, Umeå Centre of Gender Excellence i HUMlab, Umeå University.

Conference: Textual Echoes: Fan Fiction and Sexualities, Umeå, February 11-13, 2010.

Paper: Promiscuity or Puritanism? Sexualities and Romance in Polish Sci-Fi Fan Fiction.