

SHORT CV
THOMAS BREMER

Thematic Area: 3.1



Key areas of Expertise:

- Game Studies
- Game Technology
- Game Design
- Virtual Reality
- Augmented Reality

Since 2006 Thomas Bremer has been conducting research in the areas of game studies, game technologies and game design.

From 2003 until 2010 he was a professor of media conception and design in the international Bachelor's program Media & IT.

In 2007 he constructed the competence field of digital games (today: GAME CHANGER) at the HTW Berlin.

Since 2010 he has been a professor of game design and the program director of the game design program at the Hochschule für Technik und Wirtschaft Berlin (HTW).

Since 2013 he has been the director of the research cluster GAME CHANGER and a member of the council of the Design Department and of the academic senate of the HTW Berlin.

2016 Foundation of the DE:HIVE Institute.

He has worked in partnerships with organisations such as Stiftung Preussischer Kulturbesitz and National Gallery London, and with commercial enterprises like Volkswagen AG and Deutsche Telekom AG.

<https://gamedesign.htw-berlin.de/en/personen/prof-thomas-bremer/>



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