GUEST EDITORS' PROFILES

RAINE KOSKIMAA is a Professor of Contemporary Culture Studies at the University of Jyvaskyla and the Vice Director of the Finnish Center of Excellence in Game Culture Studies. He conducts research in the fields of digital textuality, programmable media, and game studies. Currently Koskimaa is working on projects dealing with *Overwatch* as eSport practice and transmedia franchise, as well as with the *Game of Thrones* transmedia universe.

KRZYSZTOF M. MAJ is a founder and board member at the Facta Ficta Research Centre in Kraków, specializing in transmedial game and narrative studies. Since 2015 he has been the editor-in-chief at Creatio Fantastica journal. He is the author of *Allotopie. Topografia światów fikcjonalnych* [*Allotopias. Toward the Topograhy of Fictional Storyworlds*] (2015), as well as a number of Polish and English articles in various topics.

KSENIA OLKUSZ is a literary historian, critic, and an Assistant Professor at the head of Facta Ficta Research Centre in Kraków as well as editor-in-chief of the *Facta Ficta* Journal. Olkusz has authored three books as well as edited volumes like *Zombie w kulturze* [*Zombies in Culture*] (2016). Her research interests span across popular culture, postclassical narratology, literature studies, dystopian studies, horror, gothic, and crime fiction.