

## **Alexander N. Miroforides**

- PhD in Creative Writing (University of Western Macedonia). Dissertation subject: *The plot as a structural element of prose: Theoretical approaches and principles of methodology*.
- State scholarship from the Greek Institution of State Scholarships (I.K.Y), as a PhD candidate, from May 2022-September 2023.
- Founder/Owner of *Gamecraft* creative agency (Interactive & Role Playing Games, Gamification, Content creation).
- Creator of *Fedora* series and its *Thessaloniki Noir* mini-series (Crime & Mystery fiction, city noir short stories collection).

## **About me**

### **Research Interests:**

Plot analysis, Narrative Structure, Speculative & Interactive Fiction (Literature), Gamification.

### **Author, Translator, Editor in:**

- 1) *Fedora* Crime and Mystery Fiction literary series (Archetypo), since 2019.
- 2) *Enigma* Crime and Mystery Fiction literary series (Bell), starting 1/1/2025.

**Content Writer, Game Designer, Storyteller in *Gamecraft* creative agency (founded in 2007):** Scenarios for games (board, card, puzzle, role playing games, gamebooks, videogames), interactive murder mysteries, treasure hunts, indoor/outdoor interactive games, escape rooms, digital storytelling.

### **Courses:**

Semester B: *Transreading Narrative and Narratology: Setting, Character, Plot* (in collaboration with Professor Triantafyllos H. Kotopoulos).

Semester G: *A Clue, a Maze and a Mystery: Investigating Crime Fiction*.

Semester H: *Creative Scenarios and Gamification*.

I adore a good mystery, and I enjoy playing a variety of games that serve as educational, entertaining, and cultural tools.

**Alexander Miroforides** is a PhD in Creative Writing from the University of Western Macedonia (UoWM) and a scholar of mystery fiction. His postgraduate thesis (2017) included, as a case study, the locked room mysteries in crime fiction (*Plot design in Crime Fiction. Case Study: The Locked Room Mysteries*). His doctoral thesis (2023) is an academic study of plot analysis in prose (*The plot as a structural element of prose: Theoretical approaches and principles of methodology*), a subject he also teaches in the Creative Writing Postgraduate Program of the UoWM. From May 2022 to September 2023 he received, as a PhD candidate, a Greek state scholarship from the Institution of Greek State Scholarships (I.K.Y.).

His creative work as the founder and general manager of Gamecraft Creative Agency since 2007 includes gamification, the design and implementation of interactive games, role-playing, indoor and outdoor live action games (supporting tour guides, children's literature, and educational programs), storytelling, multi-purpose and tailor-made game design, treasure hunts, mystery shows, and the creative writing of content and original scripts for use in education, entertainment, and culture. He is the creator of *Mystery Nights*, a live theatrical and role-playing event based on crime detection, with over 70 live performances. Gamecraft's game events have been mentioned and case studied in the *International Journal of the Inclusive Museum* (Vol. 6, Issue 3, 2014), as well as in numerous theses of graduate and postgraduate programs in cultural studies.

Since 2018, he has been the creator and senior editor of the *Fedora* crime fiction literary series (Archetypo Publishing), which also includes the *Thessaloniki Noir* miniseries. He is also a translator of literary works (English to Greek), including those of authors like Arthur Conan Doyle, Anna Katharine Green, and Richard Austin Freeman. From January 2025 on, he undertakes the creation of a new crime fiction literary series from Bell Publishing. He has published many short mystery stories in various collections.

In November 2023, he founded and remains the facilitator of the *Fedora* Crime Fiction Book Reading Club in Thessaloniki, Greece.

His research interests focus on Plot analysis, Narrative Structure, Speculative & Interactive Fiction (Literature), Gamification. His book *Plot: Theories and Methodologies* will be published in autumn 2024.

### **Recent Publications (indicatively)**

- Essay (Greek) titled "A playful approach of the Army of the East. Designing and implementing an adventure narrative for educational purposes", in *Wartime Archaeology in*

*Kilkis. From the battle trenches... to the excavation pits.* Greek Ministry of Culture, Ephorate of Antiquities of Kilkis, ISBN: 978-960-386-584-1, Kilkis, 2023.

- Participation and presentation (English) in the 5th International Conference "Creative Writing", Joint M.A. Program "Creative Writing" (Department of E.C.E./UoWM - Department of Cinema/AUTH) in collaboration with the Inter-Institutional – Inter-Departmental, M.A. Program "Rhetoric, Human Sciences and Education" (Department of Pedagogy and Primary Education, UoA - Department of E.C.E., UoWM) and Università degli Studi di Palermo, September 15<sup>th</sup>-18<sup>th</sup> 2023, University of Palermo, Italy. Presentation title: “What about my story?": Writing mystery fiction with the invaluable help of *Her Story* videogame”.

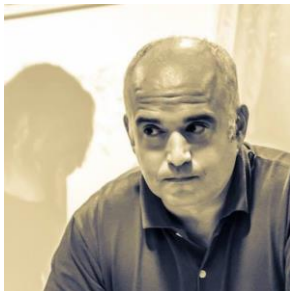
[https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df\\_5098/3/](https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df_5098/3/) (pp. 1256-1268).

- Participation and presentation (Greek) in the 4th International Creative Writing Conference, 12<sup>th</sup>-15<sup>th</sup> September, 2019, Florina, Greece. Presentation title: “The inverted detective story”.

[https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df\\_5113/3/](https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df_5113/3/) (pp. 1588-1600).

- Participation and presentation (English) in the 3rd International Creative Writing Conference, 6<sup>th</sup>-8<sup>th</sup> October 2017, Corfu, Greece. Presentation title: “Interactive parallel plot in crime fiction”.

[https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df\\_5121/3/](https://cwconf.uowm.gr/parelthonta-synedria/#flipbook-df_5121/3/) (pp. 1332-1336).



#### **CONTACT INFO**

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