

## CONTRIBUTORS

**Katherine E. Bishop** is an Assistant Professor of Literature at Miyazaki International College in Japan, whose research interests center on ecology, aesthetics, and empire. Her recent publications have appeared in *Green Letters: Studies in Ecocriticism*, *American Studies Journal*, and the *Journal of the Fantastic in the Arts*. Along with Jerry Määttä and David Higgins, she is editing a forthcoming volume entitled *Speculative Vegetation: Plants in Science Fiction*.

**Paweł Frelik** is an Associate Professor in the American Studies Center, University of Warsaw. His research interests include science fiction, video games, fantastic visualities, digital media, and transmedia storytelling. He has published widely in these fields, serves on the advisory boards of *Science Fiction Studies*, *Extrapolation*, and *Journal of Gaming and Virtual Worlds*, and is the co-editor of the *New Dimensions in Science Fiction* book series at the University of Wales Press.

**Lil Hayes** has a Bachelor of Creative Arts (Creative Writing), a Master of Arts (English), Diploma of Education (High School English), and a PhD (English literature). Wherever possible in her tertiary studies, she focused on deepening her knowledge of postmodern culture and the work of William Gibson, both of which have long since been a source of fascination for her. Her PhD thesis titled *Surface Inscriptions: Implications of the Postmodern in William Gibson's Future Worlds*, explores the impact of the technological spectacle and postmodern culture on language, body, history and memory in Gibson's *Sprawl* and *Bridge* trilogies. Lil has extensive experience teaching high school English, and is now employed full-time as a Learning Adviser at the University of Newcastle, Australia.

**Zofia Kolbuszewska** is an Associate Professor in the Department of English, University of Wrocław. The author of *The Poetics of Chronotope in the Novels of Thomas Pynchon* (2000) and *The Purloined Child: American Identity and Representations of Childhood in American Literature 1851-2000* (2007), and several articles on Thomas Pynchon, American postmodernism, American Gothic, ekphrasis, neobaroque, and forensic imagination. She edited a collection of essays *Thomas Pynchon and the (De)vices of Global (Post)modernity* (2012) and co-edited, with Barbara Klonowska and Grzegorz Maziarczyk, a collection of essays on utopia *Echoes of Utopia: Notions, Rhetoric, Poetics* (2012) and *(Im)perfection Subverted, Reloaded and Networked: Utopian Discourse*

*across Media* (2015). In the years 2009-2016 she conducted doctoral seminars on the aesthetics and politics of neobaroque. Her current project is concerned with contemporary expressions of forensic imagination.

**Anna Krawczyk-Łaskarzewska** is an Assistant Professor in the Department of English Philology at the University of Warmia and Mazury in Olsztyn, Poland, where she teaches film and media studies. She has published articles and edited volumes devoted to contemporary scripted television and film, conspiracy theories, William Gibson's prose and cultural representations of the city. Her current research focuses on the theoretical and practical aspects of reimagining and repurposing iconic literary characters.

**Glyn Morgan** is an Honorary Research Fellow at the University of Liverpool, the co-editor of a collection of essays on alternate history fiction, *Sideways in Time*, forthcoming from Liverpool University Press, and is currently working on his monograph: *Imagining the Unimaginable: Alternate History, Dystopia, and the Holocaust* (Bloomsbury). He is chair of the executive committee for the annual *Current Research in Speculative Fiction* (CRSF) conference and was formerly the editor of *Vector: The Critical Journal of the British Science Fiction Association*.

**Paweł Stachura** is an Associate Professor with the Faculty of English at Adam Mickiewicz University in Poznań. He has published on 19th-century American literature, American science fiction, literary theory, and comparative literature. He has recently published a book-length study of neobaroque stylistics in American pop-fiction, and an article on computer games based on H.D. Thoreau's *Walden*.

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