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Ph.D. Student

B.A. in

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Research Interests:

- Digital Heritage
- Edutainment
- Extended Reality

Conference Abstract Presentation:

Pan, H., **Paulus, O.** (2026, August 12). *Playful Cultural Heritage: Exploring Embodied Interaction of Museum Artifacts* [Abstract presentation]. Foundations of Digital Games(FDG 2026), Copenhagen, Denmark.

Organization of Conferences & Exhibitions:

[Gotland Game Conference: Academic Track](#) (Conference section, 2026)

Lead organizer and moderator.

[Digital Heritage Up Close](#) (Exhibition, 2026)

Lead organizer and one of the creators of the exhibition in Campus Gotland.

[Games for Preserving Cultural Heritage](#) (Conference, 2025)

Organizer and moderator.

Thesis's:

Pan, H., **Paulus, O.** (2026) *Playful Cultural Heritage: How the digital representation of Along the River During the Qingming Festival enhances the audience's aesthetic appreciation.*

Biekirova, E., Hoang,N., **Paulus, O.** ,& Huang,Y. (2024) *Digital Emulation of Claymation for Video Games.*

Awards:

[*Checkout Showdown*](#) received the Public Choice Nomination at GGC 2024 (Gotland Game Conference, 2024).

[*Bullet Dance*](#) received the Best Audio Award and Student Choice Award at GGC 2023 (Gotland Game Conference, 2023).

[*Rug Racers: Ultimate*](#) received the Best Art Nomination and Best Audio Nomination at SGA 2022 (Swedish Game Awards 2022).

[*Rug Racers: Ultimate*](#) received the Best Presentation Award and Student Choice Award at GGC 2022 (Gotland Game Conference 2022).