



CRADLE

Entertainment Video Games As European Culture Networking conference



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Where gaming meets cultural heritage.
Join the "Entertainment Video Games as
European Culture" conference.

29-30 June, 2026

Breda University of Applied Sciences

**ENROL BEFORE
27 FEBRUARY 2026**



Meet the experts



Dr. Mata Haggis-Burridge

Mata Haggis-Burridge is a professor at Breda University of Applied Science, where they lead the research line in Creative and Entertainment Games. Their research spans video games' content, creation processes, and cultural context.



Tuki Clavero

Tuki Clavero is a Research Coordinator at the Academy for AI, Games & Media at Breda University of Applied Sciences in the Netherlands. Tuki specialises in coordinating cross-disciplinary teams to explore the intersection of creative video games, AI-driven research processes, XR technologies, and human-computer interaction (HCI).



Dr. A. Treshi-Marie Perera

A. Treshi-Marie Perera is a senior researcher at the Academy for AI, Games & Media, Breda University of Applied Sciences, Netherlands. Her current research focuses on the cultural relevance of video games.



Silke Hassreiter, M.A.

Silke Hassreiter is a researcher at the Academy for AI, Games & Media at Breda University of Applied Sciences in the Netherlands. Her current research interests include workplace ethnography and diversity in the animation, games, and VFX industries.



Lindsey Bouwels, M.Sc.

Lindsey Bouwels is a researcher at the Academy for AI, Games & Media at Breda University of Applied Sciences, Netherlands. Her research interests lie in entertainment games, user experience, and video game accessibility.