

Samuel Elias Ulbricht

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EDUCATION

Johannes Gutenberg University Mainz, Germany Expected 08.2027

- Doctor of Philosophy
- Dissertation: Ethics of Teaching
- Junior member of the “Gutenberg Academy” (04.2025 – 03.2027)

Seminar for Education and Training of Teachers Heidelberg, Germany 07.2021
(“Seminar für Ausbildung und Fortbildung der Lehrkräfte“)

- Second State Examination (“Staatsexamen”), “with distinction” (1,0)
- State-sponsored traineeship to become a teacher (“Referendariat”) with the subjects German, Philosophy and Ethics (01.2019 – 07.2020)
- Teaching at Liselotte-Gymnasium Mannheim (01.2019 – 07.2020)

University of Stuttgart, Germany 09.2019

- First State Examination (“Staatsexamen”), “with distinction” (1,0)
- Thesis: *Ethics of Computer Gaming. Attempting a Groundwork.* (“Ethik des Computerspielens. Versuch einer Grundlegung.”) Honored with the “Friends of the University” Award for outstanding scientific achievements, granted by the Association of Friends of the University of Stuttgart e. V. (08.2020)
- “Deutschlandstipendium” scholar (04.2017 – 10.2019)

EXPERIENCE

Johannes Gutenberg University Mainz, Germany

Research Assistant

Since 08.2021

- Exploring current challenges of (practical) philosophy for philosophy class and ethics class, in collaboration with colleagues from university and school.
- Coaching students to understand and apply theories of teaching philosophy and ethics.

University of Stuttgart, Germany

Assistant Lecturer (Institute of Philosophy)

10.2019 – 12.2019

- Introduced and discussed moral theory of Utilitarianism with students.

Student Assistant (Institute of Philosophy)

01.2017 – 07.2019

- Supported research and teaching in the field “Basic studies of Ethics and Philosophy” (“Ethisch-Philosophisches Grundlagenstudium“).
- Proofread manuscripts, especially concerning ethics and aesthetics of video games.
- Researched ethics of video games, in collaboration with colleagues and students from the Institute of Philosophy, resulting in one publication and several talks.

Tutor (Institute of Philosophy, Institute of Linguistics)

10.2015 – 07.2019

- Introduced students to basic functions of formal logic and semantics.

- Explained fundamental insights of traditional ethics and discussed their normative argumentations with students.
- Instructed students to normative implications of moral reasoning and basic theories of action and causality.

Stuttgart State Academy of Art and Design, Germany

Student Assistant

10.2018 – 03.2019

- Introduced students to the philosophy of design and to philosophical writing and argumentation.

PUBLICATIONS

- Ulbricht, S. (2023): Ethik in Computerspielen. Ralf Biermann, Johannes Fromme und Florian Kieffer (Hg.): *Computerspielforschung: Interdisziplinäre Einblicke in das digitale Spiel und seine kulturelle Bedeutung*, 171–190. Leverkusen: Barbara Budrich. <https://doi.org/10.3224/84742669>
- Ulbricht, S. (2022): *Ethics of Computer Gaming. A Groundwork*. Berlin: Palgrave Macmillan. <https://doi.org/10.1007/978-3-662-64397-6>
Reviewed in:
 - Grose, R. (2023): Ethics of Computer Gaming. *Press Start 9/1*, 79–82. <https://press-start.gla.ac.uk/index.php/press-start/article/view/265/139>
 - Švecová, M. (2022): Ethics of Computer Gaming: A Groundwork. *Acta Ludologica 5/2*, 108–109. <https://actaludologica.com/wp-content/uploads/2023/01/Acta-Ludologica-2022-Vol-5-No-2.pdf>
- Ostritsch, S., Ulbricht S. (2021): The immorality of computer games: Defending the endorsement view against Young’s objections. *Ethics and Information Technology 23*, 199–205. <https://doi.org/10.1007/s10676-020-09549-9>
- Ulbricht, S. (2020): *Ethik des Computerspielens. Eine Grundlegung*. Berlin: Metzler. <https://doi.org/10.1007/978-3-662-62397-8>
Reviewed in:
 - Daum, L. (2022): Handlung, Fiktion, Motivation. Neue Ansätze in der Ethik des Computerspiels. *Zeitschrift für Ästhetik und Allgemeine Kunstwissenschaft 67/1*, 109–118. https://doi.org/10.28937/9783787343089_8
 - Stelter, B. (2021): Review of Ethik des Computerspielens: Eine Grundlegung (Ethics of Video Gaming: A Groundwork). *Gamevironments 14*, 263–269. <https://doi.org/10.26092/elib/927>

TALKS (SELECTION)

- “Inhaltliche Kriterien zur Auswahl geeigneter Themen und Texte für den Philosophie- und Ethikunterricht” (“Criteria for selecting topics and texts for teaching philosophy and ethics”) at *Jahrestagung der GPED – Kenntnisse und Wissen im Philosophieunterricht*, Dortmund, 3.2023.
- “Eine Kantische Antwort auf das *Gamer’s Dilemma*” (“A Kantian Answer to the *Gamer’s Dilemma*”) at *GAP.11 Philosophie und Öffentlichkeit – Philosophy and the Public*, Berlin, 09.2022.
- “The Moral Status of Virtual Actions” at *11th International Philosophy of Computer Games Conference: Action in Computer Games*, Krakow, 11.2017.
- “Der moralische Status virtueller Handlungen” (“The Moral Status of Virtual Actions”) at *researching games BarCamp 2017*, Berlin, 04.2017.

PUBLICITY

- Participation at the workshop *Erzähl mir was! Philosophie im Magazin-Journalismus* („Tell me something! Philosophy in magazine journalism”) with Sven Behrisch (Das Magazin) and Birger Menke (Der Spiegel) in Berlin (8.9. – 10.9.2022). <https://philpublica.de/resources/2022-09-Magazin.pdf>
- Interview about the ethics and aesthetics of computer games at *WDR 5 – Das Philosophische Radio* (“Philosophical Radio”) with Jürgen Wiebicke at *Gamescom* in Cologne (27.8.2022). <https://www1.wdr.de/mediathek/audio/wdr5/wdr5-das-philosophische-radio/audio-ethik-und-aesthetik-von-computerspielen-100.html>
- Interview about the release of the book *Ethics of Computer Gaming: A Groundwork* in the podcast format *New Books Network* (8.7.2022). <https://newbooksnetwork.com/ethics-of-computer-gaming>
- Interview about the ethics of computer games in the podcast format of the game blog *spielvertiefung.de* (25.2.2022). <https://www.spielvertiefung.de/podcast/episode/b0975bb4/folge-017-im-gesprach-mit-samuel-ulbricht>
- Interview about the ethics of computer gaming in the online magazine *nahaufnahmen.ch* (29.11.2020). <https://www.nahaufnahmen.ch/2020/11/29/drei-fragen-an-samuel-ulbricht/>

ADDITIONAL ACTIVITIES

- Actor and director at “Holzwurm Theater & Film e. V.” in Weinheim, since 10.2021.
- Tutor at “Lernwerkstatt e. V.” of the Oscar-Paret-School in Freiberg am Neckar, 04.2017 – 07.2018.
- Actor at “KulturWelt e. V.” in Ludwigsburg, 10.2016 – 02.2018.
- Assistant at “Arbeitskreis Asyl Freiberg am Neckar”, offering German lessons for refugees and supporting *Café International*, a get-together for refugees and locals, 07.2015 – 03.2018.
- Actor at the student theatre group “Volles Rohr Theater”, University of Stuttgart, 10.2014 – 10.2015.
- Trainee at the editorial office “Fernsehen-Landesschau-Aktuell-Baden Württemberg“ (SWR) in Stuttgart, 06.2014.
- Trainee at Oscar-Paret-School in Freiberg am Neckar, 01.2014 – 02.2014.
- Tutor for the subjects of Math, German and English at “Schülerhilfe GmbH” in Ludwigsburg, 12.2013 – 03.2016.
- Trainee at the film production company “LosBanditos Films GmbH” in Stuttgart, 08.2013.
- Actor at “PiPaPo-Kellertheater e. V.” in Bensheim, 06.2009 – 02.2011.
- Actor at “Vornerum Theater e. V.” in Bensheim, 06.2007 – 12.2012.

TECHNICAL AND LANGUAGE SKILLS

- **Languages:** German (CEFR C2), English (CEFR C1), French (CEFR B1), Spanish (CEFR B1), Latin (intermediate proficiency certificate)
- **Software:** Microsoft Office, Adobe Creative Cloud

REFERENCE

Prof. Dr. Tim Henning
Johannes Gutenberg University
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Mainz, April 24th, 2023.
Samuel Ulbricht