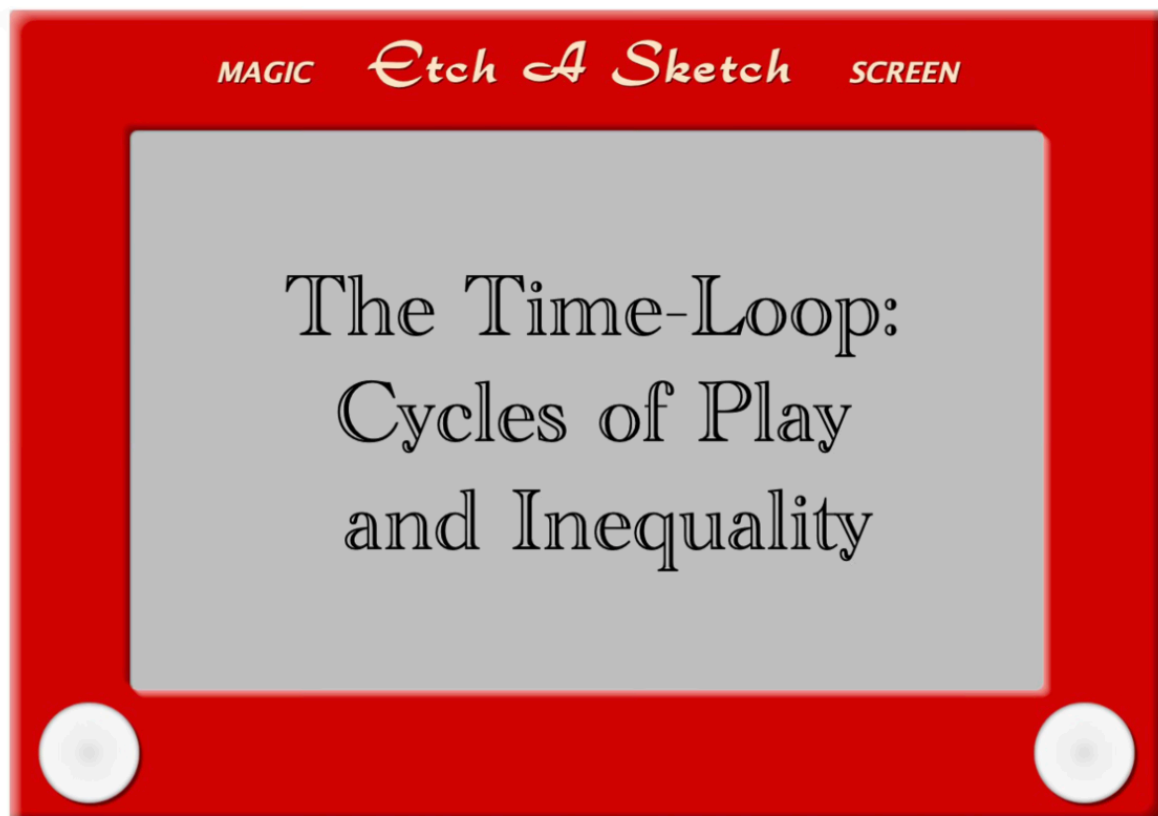# The Time-Loop: Cycles of Play and Inequality

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Daniel O'Brien is a Lecturer in Film and Digital Media at The University of Essex. His teaching and areas of research span across film, video game studies, interactive media art and video-essaying. He has published work in all these subjects. Recent publications include: "Zoom's Performative Window: Affordances and Constraints" (in *"You're Muted" Performance, Precarity, and the Logic of Zoom*, Bloomsbury, 2024) and "The Allure and Threat of the Onscreen Computer (Video Essay, ILUMINACE, Winter, 2024), which was also recognised in BFI's Sight and Sound Poll for best video-essays of 2024. Daniel is working on a monograph with Edinburgh University Press, *Postphenomenology and Narrative Across Cinema, Interactive Art, and Gaming*, exploring the shift from passive viewing to active co-creation of stories across diverse screen spaces. Email: d.obrien@essex.ac.uk.