

Gabriele Ferri
Curriculum Vitae
July 2017

Amsterdam University of Applied Sciences
Lectoraat Play and Civic Media
Leeuwenburg, room B1.24
Weesperzijde 190
1097DZ Amsterdam
Netherlands

g.ferri@hva.nl
skype: gabriele.ferri

EMPLOYMENT

- 2017 - current Member of the Executive Committee / Curriculum Development
M.Sc. Digital Design
Amsterdam University of Applied Sciences, Netherlands
- 2015 - current Postdoctoral Researcher
Lectoraat Play & Civic Media
Amsterdam University of Applied Sciences, Netherlands
- 2013 - 2015 Postdoctoral Researcher
Program in HCI Design, School of Informatics and Computing
Intel Science and Technology Center for Social Computing (ISTC-Social)
Indiana University, Bloomington, USA
- 2010 - 2012 Contract Lecturer (Italian: Attività di Supporto alla Didattica)
Dpt. of Economics and Communications, School of Literature and Philosophy
University of Modena and Reggio Emilia, Italy
- 2009 - 2013 Contract Lecturer (Italian: Attività di Supporto alla Didattica)
Dpt. of Communications, School of Literature and Philosophy
University of Bologna, Italy
- 2008 - 2013 Research/Teaching Assistant (Italian: Attività di Tutorato)
School of Literature and Philosophy
University of Bologna, Italy

Other teaching positions (NGOs and private sector)

- 2013 Workshop Leader / Grant Co-manager
European Alternatives NGO
Bologna, Italy
Youth in Action grant (Directorate-General for Education and Culture, European Commission)
- 2013 Workshop Leader
Handmedia Training Center
Bologna, Italy
- 2013 Workshop Leader

Public Libraries of Modena
Modena, Italy
2012 - 2013 Workshop Leader
Inside-Training Adobe Center
Reggio Emilia, Italy

EDUCATION

2011 Ph.D. in Semiotics (Italian: Dottore di Ricerca in Semiotica)
Dpt. of Communications, School of Literature and Philosophy
University of Bologna, Italy / Istituto di Scienze Umane, Firenze, Italy

2009 Visiting Researcher
Program in Digital Media, School of Language, Literature and Culture
Georgia Institute of Technology, Atlanta, USA

2007 Visiting Researcher
Program in Digital Media, School of Language, Literature and Culture
Georgia Institute of Technology, Atlanta, USA

2006 M.A. in Semiotics (Italian: Laurea Specialistica in Semiotica)
Dpt. of Communications, School of Literature and Philosophy
University of Bologna, Italy

2002 B.A. in Communication Sciences (Italian: Laurea in Scienze della Comunicazione)
Dpt. of Communications, School of Literature and Philosophy
University of Bologna, Italy

PUBLICATIONS

Edited volumes

2016 Caruso, G., Fassone, R., Ferri, G., Gualeni, S., Salvador, M. (Eds.), *G|A|M|E Games as Art, Media, Entertainment*, 5(1), thematic issue “Games on Games. Game design as critical reflexive practice”

2015 Koenitz, H., Ferri, G., Haahr, M., Sezen, D., Sezen, T. (Eds.), *Interactive Digital Narrative: History, Theory, and Practice*. Routledge

2013 Koenitz, H., Ferri, G., Haahr, M., Sezen, D., Sezen, T., Çatak, G. (Eds.), *Interactive Storytelling. Proceedings of the ICIDS 6th International Conference*. Lecture Notes in Computer Science, vol. 8230, Springer

Refereed journal articles

2017 Ferri, G., Bardzell, J., Bardzell, S., “Rethinking Age in HCI Through Anti-Ageist Playful Interactions”. *Interacting with Computers*, 1-15

2014 Compagno, D., Ferri, G., Lozza, E., “La comunicazione sociale contro l’evasione fiscale: un contributo nella prospettiva della psicologia fiscale”. *Giornale Italiano di Psicologia*

2014 Ferri, G., Russo, G., “Corpi sportivi e pratiche di ben-essere: il caso degli Urban Game a Bologna”. *La Ricerca Folklorica*

- 2013 Ferri, G., “Rhetorics, Simulations and Games: The Ludic and Satirical Discourse of Molleindustria”. *International Journal of Gaming and Computer-Mediated Simulations*, 5(1)
- 2013 Koenitz, H., Ferri, G., Haahr, M., Sezen, T., “First Steps Towards a Unified Theory for Interactive Digital Narrative”. *Lecture Notes in Computer Science*, 7775 (special issue: Transactions on Edutainment)
- 2011 Caruso, G., Fassone, R., Ferri, G., Salvador, M., “Check-in Everywhere. Places, People, Narrations, Games”. *Comunicazioni Sociali Online*
- 2009 Ferri, G., Fusaroli, R., “L’Arco e i Trecento: politica, democrazia e competizione nello spazio semantico del Partito Democratico”. *Versus, Quaderni di Studi Semiotici*
- 2009 Ferri, G., “Between Interpretive Cooperation and Procedurality”. *E|C* (special issue: “Computer games, between text and practice”)
- 2006 Ferri, G., “Macchine narranti. Videogiochi e produzione di occorrenze testuali”. *E|C*

Book chapters

- 2017 Ferri, G., “Playful Design Strategies Towards Place-oriented interactive TV”. In Nakatsu, R., Rauterberg, M., Ciancarini, P. (Eds.), *Handbook of Digital Games and Entertainment Technologies*. Springer
- 2016 Schouten, B., Ferri, G., de Lange, M., Millenaar, K. “Games as Strong Concepts for Citymaking”. In Nijholt, A. (Ed.), *Playful Cities*. Springer
- 2016 Salvador, M., Ferri, G., “3Cities – Pic Your Story. Il Design Partecipativo di una Ludicizzazione Urbana”. In Bittanti, M., Zilio, E. (Eds.), *Oltre il Gioco. Critica della Ludicizzazione Urbana*. Unicopli, Milano, Italy
- 2016 Ferri, G., “Playmaking. Giochi pervasivi e futuri (im)possibili”. In Thibault, M. (Ed.), *Gamification urbana. Letture e riscritture ludiche degli spazi cittadini*. Aracne, Roma, Italy
- 2015 Ferri, G., “Narrative Structures in IDN Authoring and Analysis”. In Koenitz, H., Ferri, G., Haahr, M., Sezen, D., Sezen, T. (Eds.), *Interactive Digital Narrative: History, Theory, and Practice*. Routledge
- 2014 Ferri, G., “To Play Against: Describing Competition in Gamification”. In Fuchs, M., Fizek, S., Ruffino, P., Schrape, N., (Eds.) *Rethinking Gamification*, Meson Press, Lüneburg
- 2014 Ferri, G., “Gioco e narrazione”. In Bertolo, M., Mariani, I. (Eds.), *Game design. Gioco e giocare tra teoria e progetto*, Pearson, Torino, Italy
- 2013 Caruso, G., Fassone, R., Ferri, G., Salvador, M., “Persone, narrazioni, giochi. Un modello di analisi per app geolocalizzate”. In Bisoni, C., Innocenti, V. (Eds.), *Media Mutations*, Mucchi, Modena, Italy
- 2013 Caruso, G., Fassone, R., Ferri, G., Salvador, M., “People, Places, Games: A Model To Analyse Location-Based Mobile Applications”. In Tosoni, S., Tarantino, M., Giaccardi, C. (Eds.), *Media and The City: Urbanism, Technology and Communication*, Cambridge Scholar Press
- 2013 Ferri, G., Coppock, P. “Serious Urban Games. From play in the city to play for the city”. In Tosoni, S., Tarantino, M., Giaccardi, C. (Eds.), *Media and The City: Urbanism, Technology and Communication*, Cambridge Scholar Press

Refereed conference proceedings

- 2016 Kors, M., Ferri, G., van der Spek, E., Ketel, C., Schouten, B., “A Breathtaking Journey. On the Design of an Empathy-Arousing Mixed-Reality Game”. In *Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play CHI PLAY 2016*. New York, NY, USA: ACM [honorable mention, top 5%]
- 2016 Kors, M., van der Spek, E., Ferri, G., Schouten, B., “Occasionally a Dull Moment. Designing for Introspection and Retrospection in Persuasive Games”. In *Proceedings of Morality Play 2016, DiGRA/FDG Workshop on The Design of Games for Moral Engagement*
- 2016 Vosmeer, M., Ferri, G., Schouten, B., Rank, S., “Changing Roles in Gaming: Twitch and new gaming audiences”. In *DiGRA/FDG '16 - Abstract Proceedings of the First International Joint Conference of DiGRA and FDG*
- 2016 Ferri, G., Sluis-Thiescheffer, W., Booten, D., Schouten, B., “Playful Cognitive Behavioral Therapy Apps. Design Concepts and Tactics for Engaging Young Patients”. In *Proceedings of the 2016 Interaction Design and Children IDC*. New York, NY, USA: ACM
- 2015 Ferri, G., “Touchscreen Poetry: Analyzing Gestural Digital Poems”. In *Interactive Storytelling Proceedings of the ICIDS 2015 Conference*. Springer
- 2014 Ferri, G., Bardzell, J., Bardzell, S., Louraine, S., “Analyzing Critical Designs: Categories, Distinctions, and Canons of Exemplars”. In *Proceedings of the 2014 Conference on Designing Interactive Systems DIS*. New York, NY, USA: ACM
- 2013 Koenitz, H., Haahr, M., Ferri, G., Sezen, T. I., Sezen, D., “Mapping the Evolving Space of Interactive Digital Narrative - From Artifacts to Categorizations”. In *Interactive Storytelling Proceedings of the ICIDS 2013 Conference*. Springer
- 2013 Ferri, G. “Satire, Propaganda, Play, Storytelling. Notes on Critical Interactive Digital Narratives”. In *Interactive Storytelling Proceedings of the ICIDS 2013 Conference*. Springer
- 2012 Koenitz, H., Haahr, M., Ferri, G., Sezen, T. I., Sezen, D., “Where’s the Story? Forms of Interactive Narrative in Current Digital Games and Other Digital Forms”. In *Interactive Storytelling Proceedings of the ICIDS 2012 Conference*. Springer
- 2012 Ferri, G., “Between procedures and computer games: semiotics of practices as a unifying perspective”. In *Proceedings of the 10th World Congress of the International Association for Semiotic Studies*. IASS/AIS
- 2011 Koenitz, H., Haahr, M., Ferri, G., Sezen, T. I., “Towards a Unified Theory for Interactive Digital Storytelling - Classifying Artifacts”. In *Interactive Storytelling Proceedings of the ICIDS 2011 Conference*. Springer
- 2010 Koenitz, H., Haahr, M., Ferri, G., Sezen, T. I., “Towards a Shared Vocabulary for Interactive Digital Storytelling”. In *Interactive Storytelling Proceedings of the ICIDS 2010 Conference*. Springer
- 2010 Ferri, G., “Satira politica tramite videogioco”. In *Proceedings of the AISS 2009 Conference*, Italian Association for Semiotic Studies

- 2009 Koenitz, H., Haahr, M., Ferri, G., Sezen, T. I., “Do We Need a New Narratology for Interactive Digital Storytelling?”. In *Interactive Storytelling Proceedings of the ICIDS 2010 Conference*. Springer
- 2009 Ferri, G. “On Petroleum and the Uncanny: critical and satirical gaming practices”. In *Proceedings of the DiGRA 2009 Conference*, London, UK
- 2009 Ferri, G., Fusaroli, R., “Which narrations for persuasive technologies? Habits and procedures in Ayiti: The Cost of Life”. In *Proceedings of the AAAI Symposium on Intelligent Narrative Technologies II*, Stanford, USA
- 2007 Ferri, G., “Narrating machines and interactive matrices: a semiotic common ground for game studies”. In *Proceedings of the DiGRA 2007 Conference*, Tokyo
- 2007 Ferri, G., “Making sense of a game: a preliminary sketch for a semantic approach to games”. In *Proceedings of the International Conference on Advances in Computer Entertainment Technology – ACE 2007*, New York: ACM
- 2005 Ferri, G., “Cibo officinale: un farmaco di automedicazione piacevole”. In *Proceedings of the AISS 2005 Conference*, Italian Association for Semiotic Studies

Other publications

- 2016 Toombs, A., Ferri, G., Grimme, S., Gross, S., Stallings, M., Bardzell, J., Bardzell, S. “Making a Critical Playshop.” *ACM Interactions* 24, no. 1 (December 2016): 34–37
- 2013 Ferri, G., “Tra advergaming e mappe online”. *G|A|M|E Games as Art, Media, Entertainment*, 2(2)
- 2012 Ferri, G., “Phone Story. Un mobile game discute la mobile phone industry” *G|A|M|E Games as Art, Media, Entertainment*, 1(2)

AWARDS

- 2013 “Gaetano Cozzi” Ph.D. Dissertation Award, Fondazione Benetton, Treviso, Italy

GRANTS

- 2013 Youth in Action grant (Directorate-General for Education and Culture, European Commission). Project: “Dialogue at Play” Organization: European Alternatives NGO. Bologna, Italy
- 2011 UNAR, Province of Reggio Emilia, Italy. Project: “Mettiti in Gioco” Organization: University of Modena and Reggio Emilia, Italy

INVITED TALKS

- 2017 Ferri, G., “Una ricerca ben giocata. Il game design come metodologia di ricerca qualitativa”. Invited Speaker at “Gamification. Soglie e limiti dell’offerta culturale”, Bologna, Italy
- 2017 Ferri, G., “Serious games e migranti. Il videogioco come ponte tra popoli e culture”. Invited Speaker at LET’S PLAY Festival, Rome, Italy

- 2016 Ferri, G., “Macchine Narranti. Videogiochi e letteratura”. Invited Speaker at APICE, University of Milan, Italy
- 2016 Ferri, G., “Playmakers. Il videogioco come strumento di design”. Invited Speaker at Festivaletteratura, Mantova, Italy
- 2015 Ferri, G., “Playmakers. Speculative fiction in public spaces”. Invited Speaker at Ecole Polytechnique de Lausanne, Switzerland
- 2015 Ferri, G., “Playmakers. Fiction and role play in the construction of public spaces”. Invited Speaker at University of Torino, Italy
- 2013 Ferri, G., “Serious Urban Games: playing for good”. Invited Speaker at Creativity Day 2013, University of Modena and Reggio Emilia, Italy
- 2013 Ferri, G., “Advergames: between gaming and advertising”. Invited Speaker at Ca’ Foscari University, Venice, Italy
- 2013 Ferri, G., “Play the Ads”. Invited Speaker at Videogame Design Day, University of Genoa, Italy
- 2013 Ferri, G., “Computer Games, Cinema, Videoart”. Invited Speaker at Alchimie Digitali, Università per Stranieri di Perugia, Italy
- 2012 Ferri, G., “Playing Away from Home”. Invited Speaker at Indie Now Reboot, IULM University, Milan, Italy
- 2012 Ferri, G., “Serious Games and Gamification”. Invited Speaker at L’Immagine Videoludica, Università per Stranieri di Perugia, Italy
- 2012 Ferri, G., “Urban Games and Multi-Cultural Dialogue”. Invited Speaker at Semiofest, London, UK
- 2011 Ferri, G., “Serious Games and Serious ARGs”. Invited Speaker at Videogame Design Day, University of Genoa, Italy
- 2011 Ferri, G., “On the Edge of Games”. Invited Speaker at GameCamp2011, Centro Culturale Candiani, Mestre, Italy
- 2011 Ferri, G., “I videogiochi salveranno (davvero!) il mondo”. Invited Speaker at Knowcamp, Modena, Italy
- 2010 Ferri, G., “That black sticky stuff. Considerazioni semiotiche sull’advergaming”. Invited Speaker at Videogiocando, Reggio Emilia, Italy

CONFERENCE PRESENTATIONS

- 2017 Korte, G., Ferri, G., Schouten, B. “SUBMERGED. How the story of Amsterdam’s destruction brings us to research insights”. ISAGA 2017 conf., Delft
- 2016 Ferri, G., “Games, Places, Stories”. Playable Cities workshop, INTETAIN 2016 conf., Utrecht
- 2016 Ferri, G., “Stories, Games and Design Fictions. Narrative agency in video games as a resource for speculative design research”. International Conference on Narrative, Amsterdam

- 2014 Ferri, G., Koenitz, H., “Interactive Horror. Creating the Experience of Fear in Multilinear Narratives”. International Conference on Narrative, MIT, Boston
- 2012 Ferri, G., “Serious Urban Games”. Tavola Esagonale: Il gioco è ben-essere, PLAY 2013, Modena, Italy
- 2012 Ferri, G., Coppock, P. “Serious Urban Games. From play in the city to play for the city”. ECREA, Media and the City Workshop, Milan, Italy
- 2012 Caruso, G., Fassone, R., Ferri, G., Salvador, M., “Check-in Everywhere. Places, People, Narrations, Games”. ECREA, Media and the City Workshop, Milan, Italy
- 2011 Caruso, G., Fassone, R., Ferri, G., Salvador, M., “Check-in Everywhere. Perspectives on gamified practices”. Media Mutations III, University of Bologna, Italy
- 2010 Ferri, G., “Satira politica tramite videogioco”. AISS 2009, Italian Association for Semiotic Studies, Bologna, Italy
- 2009 Ferri, G., “Between procedures and computer games: semiotics of practices as a unifying perspective”. IASS 2009, 10th World Congress of Semiotics, La Coruna, Spain
- 2009 Ferri, G., “On Petroleum and the Uncanny: critical and satirical gaming practices”. DiGRA 2009 Conference, London, UK
- 2009 Ferri, G., Fusaroli, R., “Which narrations for persuasive technologies? Habits and procedures in Ayiti: The Cost of Life”. AAAI Symposium on Intelligent Narrative Technologies II, Stanford, USA
- 2008 Ferri, G., Fusaroli, R., “Life in Haiti is a serious game. Aesthetics of frustration meets effective didactics”. ESSE 2008 Conference, Aarhus, Denmark
- 2008 Ferri, G., “Documentary, drama or computer game? A semiotic and procedural analysis of Bow Street Runner”. FROG 2008 Conference, Vienna, Austria
- 2007 Ferri, G., “Making sense of a game: a preliminary sketch for a semantic approach to games”. ACE 2007 Conference, Salzburg, Austria
- 2005 Ferri, G., “Cibo officinale: un farmaco di automedicazione piacevole”. AISS 2005 Conference, Arcavacata di Rende (CS), Italy

FURTHER TRAINING & SUMMER/WINTER SCHOOLS

- 2017 Inspiration Session. Butterflyworks, Amsterdam, Netherlands
- 2016 Tøyen Replanted, Training Workshop, Ideal Lab. Oslo Architecture Triennale, Oslo, Norway
- 2016 Design Meets Fiction, Training Workshop, University of Southern Denmark, Kolding, Denmark
- 2016 Mediated Urban Landscapes, EU COST Action TU1306, School of Architecture, Aristotle University of Thessaloniki, Greece

TEACHING EXPERIENCE

Graduate courses

Interaction Design Methods, 3 credits. Spring 2015. Indiana University, Bloomington. M.S. in Human Computer Interaction design.

Games for Change Design, 3 credits. Spring 2011. University of Modena and Reggio Emilia, Italy. M.A. and B.A. in Communications and Economics.

Inter-Cultural Urban Game Design, 3 credits. Spring 2010. University of Modena and Reggio Emilia, Italy. M.A. and B.A. in Communications and Economics.

Undergraduate courses

Game Design and Analysis, 6 credits. Spring 2011, Spring 2012, Spring 2013. University of Bologna, Italy. B.A. in Communication Sciences.

Game Design and Analysis, 5 credits. Spring 2010. University of Bologna, Italy. B.A. in Communication Sciences.

Paid visiting expert positions

Visiting expert / project coach. Persuasive Design. Winter 2016. Amsterdam University of Applied Sciences, B.A. in Communication and Media Design.

Visiting expert / project coach. Persuasive Design. Fall 2016. Amsterdam University of Applied Sciences, B.A. in Communication and Media Design.

Project owner. Mobile Development. Spring 2016. Amsterdam University of Applied Sciences, Netherlands. B.A. in Information and Communication Technology.

Visiting expert / project coach. Persuasive Design (Games for Therapy project). Fall 2015. Amsterdam University of Applied Sciences, Netherlands. B.A. in Communication and Media Design.

Visiting expert in Procedural Screenwriting. Fall 2012. Università per Stranieri di Perugia, Italy. B.A. in Communications.

Visiting expert in Urban Game Design. Fall 2012. IULM University, Milan, Italy. M.A. in Digital Entertainment Media and Design.

SERVICE TO ACADEMIC PROFESSION

Appointments

Doctoral Consortium Organizer. Games for Cities 2017 conference, Rotterdam, Netherlands.

Exhibition Co-Chair. CHI Play 2017, Amsterdam, Netherlands.

Co-organizer. "Games for Cities" training school. EU COST Action TU1306. Amsterdam University of Applied Sciences. 2016.

Workshops and Labs Chair. Member of the Organizing Committee. Design & The City conf 2016.

Program Co-Chair. International Conference on Interactive Digital Storytelling (ICIDS). 2013.

Member of the Steering Committee. ICIDS Conference.

Member of the Editorial Board. G | A | M | E Games as Art, Media, Entertainment.

Peer reviewer

- 2017 ICIDS 2017. Madeira, Portugal
- 2017 GHIItaly17 (1st Workshop on Games-Human Interaction). Cagliari, Italy
- 2017 ACM Multimedia 2017. Mountain View, CA USA
- 2017 EC Journal
- 2017 ACM CHI Play 2017. Amsterdam, Netherlands
- 2017 ACM DIS 2017. Edinburgh, Scotland
- 2017 ACM IDC 2017. Stanford, CA, USA
- 2016 CoDesign Journal
- 2016 ACM CHI 2017. Denver, USA
- 2016 ICIDS 2016. Los Angeles, USA
- 2016 ACM NordiCHI 2016. Gothenburg, Sweden
- 2016 ACM CHI Play 2016. Austin, USA
- 2016 ACM TOCHI Journal
- 2016 ACM DIS 2016. Brisbane, Australia
- 2016 Design & Emotion. Amsterdam, Netherlands
- 2015 ACM CHI 2016. San Jose, USA
- 2015 ICIDS 2015. Copenhagen, Denmark
- 2015 SERIES Journal
- 2015 SOCIOLOGICA Journal
- 2015 Journal of Peer Production (JoPP)
- 2014 ACM CHI 2015. Seoul, South Korea
- 2014 ICIDS 2014. Singapore
- 2014 ACM DIS 2014. Vancouver, Canada
- 2014 ACM CHI 2014. Toronto, Canada
- 2013 ICIDS 2013. Istanbul, Turkey

Workshops organized at academic events

- 2017 Killer Robots or Self-Driving Cars? Geolocalized Games as Design Fiction. Workshop co-organizer at ISAGA 2017 Conference, Delft
- 2015 The Ontology Project for Interactive Digital Narrative. Workshop co-organizer at ICIDS 2015 Conference, Copenhagen

- 2014 Future Perspective for Interactive Digital Narrative. Workshop co-organizer at ICIDS 2014 Conference, Singapore
- 2013 Mapping the Evolving Space of Interactive Digital Narrative. Workshop co-organizer at ICIDS 2013 Conference, Istanbul, Turkey
- 2013 Defragging the Divide: Narrative Practices in Current Videogames (And How to Understand Them). Workshop co-organizer at DiGRA 2013 Conference, Atlanta
- 2012 Where's the story? Interactive Narrative in Current Digital Games and other Digital Forms. Workshop co-organizer at ICIDS 2012 Conference, San Sebastian, Spain
- 2011 Towards a Unified Theory for Interactive Digital Storytelling: Classifying Artifacts. Workshop co-organizer at ICIDS 2011 Conference, Vancouver, BC, Canada
- 2010 Towards a Shared Design Vocabulary for Interactive Digital Storytelling. Workshop co-organizer at ICIDS 2010 Conference, Edinburgh, UK
- 2009 Do we Need a New Narratology for Interactive Digital Storytelling? Workshop co-organizer at ICIDS 2009 Conference, Guimaraes, Portugal

CREATIVE PRACTICE

Urban game design

- 2017 "Project SUBMERGED". With Genèviève Korte. Games for Cities conference, Rotterdam, Netherlands
- 2016 "Tøyen Reframed". Oslo Architecture Triennale, Oslo, Norway
- 2015 "The Curse of Media Mutations". University of Bologna, Italy
- 2015 "COGNOSCENTI". Indiana University, Bloomington, USA
- 2013 "Three Cities". European Alternatives NGO. Bologna, Italy; London, UK; Barcelona, Spain
- 2012 "Ludo Europa". Fondazione ERT / Associazione L'APE. Modena, Italy
- 2012 "La Banca delle Storie". Municipality of Maranello, Italy / Associazione L'APE. Maranello, Italy
- 2012 "PLAYlist". Fondazione CRMO / Associazione L'APE. Modena, Italy
- 2012 "Transnational Walk". European Alternatives NGO. Bologna, Italy
- 2012 "Safari!". PLAY Festival / University of Modena and Reggio Emilia / University of Bologna. Modena, Italy
- 2011 "Legends". Municipality of Maranello, Italy / Associazione L'APE. Maranello, Italy
- 2011 "Pie' Veloci". Municipality of Bologna, Italy / Sottobosco.info. Bologna, Italy
- 2011 "Festa delle Culture". Municipality of Maranello, Italy / Associazione L'APE. Maranello, Italy
- 2011 "No Borders". Istituto Motti / Province of Reggio Emilia, Italy / University of Modena and Reggio Emilia

- 2011 “MiG. Mettiti in Gioco!”. Province of Reggio Emilia, Italy / University of Modena and Reggio Emilia. Castelnovo ne’ Monti, Italy
- 2010 “Highscore”. Far Game 2010 Conference. Bologna, Italy

Apps and computer games

- 2014 “Pantagruel”. Android game. Lead game designer.

LANGUAGES

- Italian native
- English fluent
- French conversational
- Dutch basic understanding