Gabriele Ferri
Curriculum Vitae
February 2020

Amsterdam University of Applied Sciences
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Netherlands

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EDUCATION
Ph.D. SUM Istituto Italiano di Scienze Umane, Firenze, Italy
School of Literature and Philosophy, University of Bologna, Italy, 2011.
M.A. School of Semiotics, University of Bologna, Italy, 2006.
B.A. School of Communications, University of Bologna, Italy, 2002.

PROFESSIONAL ACADEMIC APPOINTMENTS
2020 - current Senior Researcher, Research Group in Play & Civic Media
Senior Lecturer in Urban Interaction Design, School of Digital Media and Creative Industries, Amsterdam University of Applied Sciences, Netherlands.
2017 - 2020 Senior Researcher, Research Group in Play & Civic Media
Tenured Lecturer, School of Digital Media and Creative Industries, Amsterdam University of Applied Sciences, Netherlands.
2013 - 2015 Postdoc Researcher, School of Informatics and Computing, Indiana University, Bloomington, USA.
2010 - 2012 Contract Lecturer (Italian: Attività di Supporto alla Didattica), School of Literature and Philosophy, University of Modena and Reggio Emilia, Italy.
2009 - 2013 Contract Lecturer (Italian: Attività di Supporto alla Didattica), School of Literature and Philosophy, University of Bologna, Italy.

PUBLICATIONS
Edited volumes
2017 Ferri, G., de Waal, M. (Eds.), A Lab of Labs: Methods and Approaches for a Human-Centered Design. Amsterdam Creative Industries Publishing, Amsterdam, Netherlands.
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”. Ludica, Bologna, Italy.

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<th>Year</th>
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**Peer reviewed journal articles**

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**Book chapters**

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2014 Ferri, G., “Gioco e narrazione”. In Bertolo, M., Mariani, I. (Eds.), *Game design. Gioco e giocare tra teoria e progetto*, Pearson, Torino, Italy


**Peer reviewed conference proceedings**


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, La Coruna, Spain.


2010

2009

2009

2009

2007

2007

2005

Invited professional articles
2020
Ferri, G., Gloerich, I. “Take root among the stars: if Octavia Butler wrote design fiction.” *ACM Interactions* 27/1: 22–23.

2019

2016

2013

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 award for Ph.D. dissertation”, Fondazione Benetton, Treviso, Italy.

GRANTS
2018

2018
SPRONG Speerpunt (seed funding). Amsterdam U. of Applied Sciences. Project: “OnTrack Companion: An application to collect and share health status data to


2011 UNAR. Province of Reggio Emilia, Italy. Project: “Mettiti in Gioco”.

INVITED TALKS


2019 “Games For Commoning”. Invited Speaker at Waag, Amsterdam. September 5.


2018 “Progettare un parco giochi con Bert, un robot introvesso” (with Perna, V.). Invited Speaker at FARM Cultural Park, Favara, Agrigento, Italy. June 1.

2017 “Una ricerca ben giocata. Il game design come metodologia di ricerca qualitativa”. Invited Speaker at “Gamification. Soglie e limiti dell’offerta culturale”, University of Bologna, Italy. May 22.

2017 “Serious games e migranti. Il videogioco come ponte tra popoli e culture”. Invited Speaker at LET’S PLAY Festival, Rome, Italy. March 15.

2016 “Macchine Narranti. Videogiochi e letteratura”. Invited Speaker at APICE, University of Milan, Italy. December 12.

2016 “Playmakers. Il videogioco come strumento di design”. Invited Speaker at Festivaletteratura, Mantova, Italy. September 10.


2015 “Playmakers. Fiction and role play in the construction of public spaces”. Invited Speaker at University of Torino, Italy. May 6.

2013 “Serious Urban Games: playing for good”. Invited Speaker at Creativity Day 2013, University of Modena and Reggio Emilia, Italy. June 17.

2013 “Advergames: between gaming and advertising”. Invited Speaker at Ca’ Foscari University, Venice, Italy. April 2.

2012  “Computer Games, Cinema, Videoart”. Invited Speaker at Alchimie Digitali, Università per Stranieri di Perugia, Italy. December 5.

2012  “Playing Away from Home”. Invited Speaker at Indie Now Reboot, IULM University, Milan, Italy. June 8.

2012  “Serious Games and Gamification”. Invited Speaker at L’Immagine Videoludica, Università per Stranieri di Perugia, Italy. May 29.


2011  “Serious Games and Serious ARGs”. Invited Speaker at Videogame Design Day, University of Genoa, Italy. October 21.

2011  “On the Edge of Games”. Invited Speaker at GameCamp2011, Centro Culturale Candiani, Mestre, Italy. October 4.

2011  “I videogiochi salveranno (davvero!) il mondo”. Invited Speaker at Knowcamp, Modena, Italy. March 19.

2010  “That black sticky stuff. Considerazioni semiotiche sull’advergaming”. Invited Speaker at Videogiocando, Reggio Emilia, Italy. March 6.

CONFERENCE ACTIVITY
Presentations


2012  “Serious Urban Games. From play in the city to play for the city” (with Coppock, P.). ECREA, Media and the City Workshop, Milan, Italy. February 10.


Workshops & exhibitions at academic events


TEACHING EXPERIENCE
Amsterdam University of Applied Sciences. Lecturer
   Design Futures (spring 2020)
Amsterdam University of Applied Sciences. Lecturer
   Design Ethics (fall and spring 2017/18, fall and spring 2018/19; fall 2019)
Politecnico di Milano. Visiting lecturer
   Interactive Narrative (spring 2019)
Amsterdam University of Applied Sciences. Advisor for practical projects
   Mobile Development (fall 2016)
   Persuasive Design (fall 2015, fall 2016, spring 2016)
Indiana University. Lecturer
   Interaction Design Methods (spring 2015)
University of Bologna. Lecturer
   Game Design and Analysis (spring 2010-2013)
University of Modena and Reggio Emilia. Lecturer
   Games for Change Design (spring 2011)
   Inter-Cultural Urban Game Design (spring 2010)
University of Bologna. Teaching assistant (tutor)
   BA program in Communications (academic years 2008/09, 2009/10)
Other teaching. Workshop leader
   Urban game design, European Alternatives NGO, Bologna, Italy (2013)
   Digital media literacy, Handmedia Training Center, Bologna, Italy (2013)
   Video game design, Public Libraries of Modena, Modena, Italy (2013)
   Persuasive game design, Inside-Training Adobe Center, Reggio Emilia, Italy (2012, 2013)

SERVICE
Service to university and department
2018 - 2019 Member of the Hiring Committee, M.Sc. program Digital Design, Amsterdam University of Applied Sciences.
2018 Member of the Hiring Committee, Research Group (lectoraat) Play & Civic Media, Amsterdam University of Applied Sciences.
External examining
2019 M.Sc. examining committee. Program in Information Studies, University of Amsterdam (UvA), the Netherlands.
2019 Ph.D. examining committee. Program in Information Engineering and Computer Sciences, University of Trento, Italy.
2019 Ph.D. examining committee. Program in Industrial Design, Eindhoven University of
Technology, the Netherlands.

2018 - 2019 M.Sc. examining committee. Program in Digital Games, University of Malta.
2018 Ph.D. examining committee. Program in Semiotics, University of Bologna, Italy.
2016 M.Sc. examining committee. Program in Artificial Intelligence, University of Amsterdam, the Netherlands.

Service to the academic community
2012 - current Member, Editorial Board. G|M|E Games as Art, Media, Entertainment.
2014 - 2018 Member, Steering Committee. ICIDS Conference.
2018 Track Chair. DiGRA 2018, Turin, Italy.
2018 Associate Chair, Late-Breaking Works. CHI 2018, Montreal, Canada.
2018 Member, Steering Committee. Association for Research in Interactive Digital Narrative (ARDIN).
2017 Co-Chair, Exhibition. CHI Play 2017, Amsterdam, Netherlands.
2016 Chair, Workshops and Labs. Member of the Organizing Committee. Design & The City Conference, Rotterdam, Netherlands.
2013 Program Co-Chair. International Conference on Interactive Digital Storytelling (ICIDS), Istanbul, Turkey.

Peer review
2019 ACM CHI 2020. Hawaii, USA
2019 New Media and Society Journal
2019 ACM DIS 2019. San Diego (CA), USA
2018 ACM CHI 2019. Glasgow, UK
2018 EC Journal
2018 ICIDS 2018. Dublin, Ireland
2018 International Journal of Human-Computer Interaction
2018 TODigra Journal
2018 ACM CHI Play 2019. Melbourne, Australia
2018 TOCHI Journal
2018 ACM DIS 2018. Hong Kong
2018 ACM CHI 2018. Montreal, Canada
2017 Urban Planning journal
2017 BioMedical Engineering OnLine journal
2017 La Valle dell'Eden journal
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 SOCIOLÓGICA 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

**NON-ACADEMIC WORK**

**Game design**
2019 “Peak Shaving Time” (with Karpinski, T., Cila, N., Gloerich, I., Meys, W., de Waal, M.). We Make The City festival, Amsterdam, the Netherlands.

**Urban & pervasive game design**
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 “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.

**Computer game design**

**Other related work**
2013  Project Manager, European Alternatives NGO, Bologna, Italy.

**LANGUAGES**
Italian  native
English  fluent
French  conversational
Dutch  basic understanding