Gabriele Ferri
Curriculum Vitae
May 2019

Amsterdam University of Applied Sciences
Leeuwenburg, room B1.24
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1097DZ Amsterdam
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
2017 - current Senior Researcher, Research Group in Play & Civic Media
Tenured Lecturer, School of Digital Media and Creative Industries, Amsterdam
University of Applied Sciences, Netherlands.
2015 - 2017 Postdoc Researcher, Research Group in Play & Civic Media, 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-
Games as Art, Media, Entertainment, 5/1, thematic issue “Games on Games. Game
design as critical reflexive practice”. Ludica, Bologna, Italy.
2015 Koenitz, H., Ferri, G., Haahr, M., Sezen, D., Sezen, T. (Eds.), Interactive Digital
Narrative: History, Theory, and Practice. Routledge, New York, USA.
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<tr>
<th>Year</th>
<th>Authors</th>
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**Book chapters**

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<tbody>
<tr>
<td>2018</td>
<td>Ferri, G.</td>
<td>“Interpretare il presente e il futuro con il design speculativo”. In Bottà, D., User eXperience design. Progettare esperienze di valore per utenti e aziende. Hoepli, Milan, Italy. 314-316.</td>
</tr>
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</table>
| 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. 64-82.


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. 175-186.


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.


2009 Ferri, G. “On Petroleum and the Uncanny: critical and satirical gaming practices”. In


Invited professional articles

2013 Ferri, G., “Tra advergame 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 award for Ph.D. dissertation”, Fondazione Benetton, Treviso, Italy.

Grants


2013 Youth in Action. Directorate-General for Education and Culture, European

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

**INVITED TALKS**

2018
“Progettare un parco giochi con Bert, un robot introverso” (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 Festivalletteratura, Mantova, Italy. September 10.

2015

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.

2013
“Play the Ads”. Invited Speaker at Videogame Design Day, University of Genoa, Italy. January 25.

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.

2012

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

The Ontology Project for Interactive Digital Narrative. Workshop co-organizer at ICIDS 2015 Conference, Copenhagen. December 2.


TEACHING EXPERIENCE

Amsterdam University of Applied Sciences. Lecturer
Design Ethics (fall and spring 2017/18; 2018/19)

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 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|A|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 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 GHItaly17 (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 SOCIOLLOGICA Journal
2015 Journal of Peer Production (JoPP)
2014 ACM CHI 2015. Seoul, South Korea
2014 ICIDS 2014. Singapore
NON-ACADEMIC WORK

Urban 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
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<tr>
<td>French</td>
<td>conversational</td>
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<td>Dutch</td>
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