

Matteo Bittanti's talks and lectures 2006-2008 (selected)

www.mattscape.com

"Metaverse U", organizing committee, Stanford University, Stanford, CA, Feb 16-17, 2008, [**conference**]
<http://metaverseu.stanford.edu/>

"Rethinking Digital Art in the Age of User-Generated Content", *TomorrowNow, FastForum*, Venice, Italy, Dec 18, 2007, [**presentation**], <http://www.videoludica.com/news.php?news=815>

"Game-induced hallucinations: On Synesthesia and Shumps", Pixxelmusic 2007, Gorizia, Italy, Dec 11, 2007, [**presentation**], <http://www.videoludica.com/news.php?news=796>

"Videogames: New Geographies, New Maps", *Festival of Architecture*, Modena, Italy, Dec 07 2007, [**presentation**], <http://www.videoludica.com/news.php?news=809>

"Parallel Convergences. Television 2.0", *CinemaZero. Digital Revolution/Digital Media/Digital Aesthetics*, Pordenone, Italy, April 18 2007, [**presentation**], http://www.cinemazero.org/news-scheda.asp?id_news=118

"Species of Spaces: Travels into the worlds of digital games", "Collaborative Design Survey" course, Anne-Catrin Schultz, San Francisco City College, San Francisco, California, March 22 2007, [**presentation**].

"Ten Games You Need to Play: The Digital Game Canon", Panel, with Henry Lowood et al. *Game Developers Conference 2007*, San Francisco, California, March 2007, [**presentation**], <https://www.cmpevents.com/GD07/a.asp?option=C&V=11&SessID=3885>

X-Fire Machinima Competition, with Henry Lowood et al., October 26 2006, Stanford University, October 12 2006, [**panel**].

"GameSpaces. Videogame Cities", Civic Gallery, Monza, Italy, October 12 2006, [**introduction**], <http://www.gamescenes.org>.

"DigitalKids: Games & Learning", Discussion on Games and Learning, Jane McGonigal, Matteo Bittanti & Rachel Cody, University of California Berkeley, June 17 2006 [**presentation**]

"Don't Fuck with the Warriors! Self-expression vs Copyright in the age of Machinima"
"The Consumer as Creator" (course), taught by Henry Lowood, Stanford University, June 5 2006, [**presentation**]

"From GunPlay to Gun Porn.. A techno-visual history of the First-Person Shooter"
Critical Media Studies workshop, Stanford University, presentation.
May 19 2006, [**presentation**]

"Games @ IULM, Milano, Italy", One day conference organized by the IULM Humanities Lab about videogames and their role in education, art, politics, [**presentation**], May 3, 2006.