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Here is a partial list of past talks/lectures

July 13-14 2005

"Learning To Play/Learning Through Play"
Format: Lecture & Workshop
University of Lugano
Corvara Summer School, Merano

June 16 2005

"Why We Play. The seductions of violent entertainment"
Format: Lecture
Digra Conference, Vancouver, Canada
More info [here](#).

April 8 2005

"Technoludic Cinema: Resident Evil"
Format: Lecture
Mediateca di Bergamo
5 - 7 PM

April 15 2005

"Technoludic Cinema: Lola Run"
Format: Lecture
Mediateca di Bergamo
5 - 7 PM
More information can be found [here](#)

February 5 2005

"Remake: Theory and Practice"
Format: Lecture & Workshop
Casa della Cultura, Milano, 11 AM -13 PM
Link: [Casa della Cultura](#)

January 21 2005

"Future Film Game"
[Future Film Festival](#), Bologna
Format: Presentation, 9 PM
Link: [Future Film Game](#)

December 8 2004

"(V)ideology. The War Machine "
format: lecture
University of Copenhagen, Denmark
3 pm - 5 pm
LINK: [Copenhagen University](#)

November 25 2004

"Ludologica presents: Videogames, Society and Culture"
format: one day conference
Libera Università di Lingue and Comunicazione (IULM); Milano
10 am - 5 pm

Link: [IULM](#)

October 11 2004

"Italian Game Design presents 2004-2005 Master in Game Design"
format: round table/presentation
IED Comunicazione, Via Pietrasanta 14, 20141, Milano
Link: [Italian Game Design](#)

October 14 2004

"Living in a Transmedia World. Cinema in the age of videogames"
format: round table
71° Edition of MIFED - International Film and Multi media Market, Milano
Link: [IBTS](#)

June 30th 2004

"CNN meets Counter-Strike: Fighting Terror in the Age of Videogames"
format: presentation
PlayTime. The Ludic Dimension and Digital Art - 6000 METRI CUBI
Turin (Italy).
Link: [MultiDams-University of Turin](#)

May 7th 2004

"Videogames as food for thought"
format. round table
Salone del Libro di Torino
Link. [Fiera del Libro](#)

May 5th 2004

"No time. No space. To live and die in SimCity"
format: lecture
University of the Sacred Heart, Milan.
Link: [Università Cattolica di Milano](#)

April 23 2004

"All too urban. SimCity, or the mapping of the virtual cities"
format: lecture
University of Copenhagen (Denmark)
Link: [University of IT](#)

March 24 2004

"Make Better Criticism: A Mature Form of Cultural Analysis"
Game Developers Conference, San José, California (USA).
Format: presentation
Link: [GDC2004](#)

February 15, 2004

"Videogames as new forms of socialization"
Format: round table
Galassia Gutenberg XV edition, Napoli, Italy
Link: [Galassia Gutenberg](#)

January 18, 2004

"Mom, I wanna be an avatar! Confessions of a game designer"

Format: presentation/round table
6th Future Film Festival
Bologna, Italy
Link: [Future Film Festival](#)

December 13, 2003
“Videogames as Electronic Arts”
Format: round table
Cinema and Electronic Arts
9th International Congress of Cinema Studies
Palladium Theatre, Rome, Italy