

December 15, 2017: DiGRA ITALIA: Made in Italy, Vigamus, Rome. [CONFERENCE]

December 12, 2017: IULM eSports Summit, IULM, Milan. [CONFERENCE]

December 7, 2017: isthisIt? issue #3. [MEDIA COVERAGE]

December 2, 2017: Federico di Chio (A cura di), Mediamorfosi 2, LINK book. [ESSAY IN BOOK]

November 30, 2017: The Mythic Being in Liberty City is now available from Concrete Press. [BOOK]

November 17, 2017: Interview: Rete Due, Radiotelevisione Svizzera. [MEDIA COVERAGE]

November 14, 2017: RE/PLAY: Re-enactment Practices in Video Games, Hammer Museum, Los Angeles, California. [CURATION].

November 13, 2017: "Ricostruire il museo con Minecraft", LINK magazine. [WRITING]

October 20, 2017: Game Localization Summit, 10-12 am, IULM, Italy. [CONFERENCE]

October 19, 2017: Machinima. Dal videogioco alla videoarte is now available from Mimesis. [BOOK]

October 5, 2017: "Ascesa e declino dei Let's Play", LINK magazine. [WRITING]

October 4, 2017: CARSCAPES by COLL.EO is now live. [ART]

September 20, 2017: Master Day: Presentation M.A. in Game Design, 12 - 1 pm, IULM, Italy. [LECTURE]

September 4, 2017: Keith A. Spencer, "Games of labor: These video games celebrate workers and worker struggles", Salon. [MEDIA COVERAGE]

August 10, 2017: "The Streetviews of San Francisco", *The Point*, Vol. 17, Summer, 2017. [MEDIA COVERAGE]

July 16, 2017: Marco Benoit Carbone, Machinima. 32 conversazioni sull'arte del videogioco, *SegnoCinema*, no. 206. [MEDIA COVERAGE]

June 17 - July 4 2017: Simulacrum, De Altonale Art Festival, Greskewitz-Kleinitz, Hamburg, Germany. With Colleen Flaherty. [ART]

April 8, - June 25, 2017: Simulacrum, Noorderlicht Photogallery, Groningen, The Netherlands. With Colleen Flaherty. [ART]

June 15, 2017: Master Day: Presentation M.A. in Game Design, 16-17, Aula seminari IULM, Italy. [LECTURE]

May 30, 2017: "La società videoludica: giocare a lavorare", WIRED Italia. [WRITING]

May 29, 2017: HYPE, Marco Mendeni solo show, AmyD, Milan, Italy. [CURATION]

May 18, 2017: Andrea Peduzzi, "Intervista: Machinima. La 33sima conversazione", *Outcast*. [INTERVIEW]

May 18, 2017: Master Day: Presentation M.A. in Game Design, 11-12, Room 152, IULM, Italy. [LECTURE]

May 12, 2017: DiGRA ITALIA 2017, IULM, Milan, Italy. [CONFERENCE]

May 12, 2017: "Camera Ludica: Reflections on Artistic In-Game Photography" with Cindy Poremba, Marco de Mutiis, and Sebastian Möring, IULM, Milan, Italy. [PANEL] CameraLudicaDiGRAITALIA2017

February - May 2017: Introduction to Media Studies, IULM, Milan [COURSE]

April 14, 2017: Google Streetview Racing [ART]

April 4, 2017: Game Designers on Stage. Politecnico, Milan, Italy. [PANEL]

April 2, 2017: Duels magazine on MACHINIMA. [MEDIA COVERAGE]

March 2017: ART GAMES DEMOS. With Colleen Flaherty. Marseille, France. [ART]

March 22 - 25, 2017: Co-Existence, Eastern Kentucky University, Kentucky, USA. With Colleen Flaherty. [ART]

March 22, 2017: MACHINIMA. 32 Conversazioni sull'arte del videogioco now available [BOOK].

March 17, 2017: Video Games as Communication, MiCRI Master's Program in International Relations, IULM, Milan, Italy. [LECTURE]

February 18, 2017: I'M A MOD. With Colleen Flaherty. [ART]

February 1, 2017: Liberty City Crawl. With Colleen Flaherty. [ART]

February 1, 2017: LINK: Estetiche dei media #5: Machinima/MTV [WRITING]

January 26 - 29, 2017: The Fregoli Delusions (SITUATIONS_RE-ENACTMENT), foto_museum, Winterthur, Zurich, Switzerland [ART]

January 8, 2017: Massimo Rota (Duels magazine) on Flight Cancelled [MEDIA COVERAGE]

January 7, 2017: Daniel Oberhaus (VICE magazine) on Flight Cancelled [MEDIA COVERAGE]

January 7, 2017: STATUS UPDATE (TROLL) is live at colleo.org [ART]