

January 23, 2018: Sightings [ART]

December 12, 2018: REASONABLE\_2 [ART, as COLL.EO]

November 29, 2018: "Walkthrough: documentare gli iperluoghi dei videogiochi", LINK [WRITING]

November 22, 2018: REASONABLE\_1 [ART, as COLL.EO]

November 17, 2018: Paura del nuovo: il videogioco nella contemporaneità, Piazza Affari, Milan [BOOK PRESENTATION]

November 14, 2018: Stefano Felici, Le nuove forme di fruizione del videogioco, LUDICA [INTERVIEW]

November 9, 2018: GENDER PLAY, IULM, Milan, Italy [CONFERENCE]

October 26, 2018: Game Localization Summit 2018, IULM, Milan, Italy [CONFERENCE]

October 12, 2018: GAME SHOW, IULM, Milan, Italy [CONFERENCE]

September 27-28, 2018: "MEETmeTONIGHT La notte dei ricercatori", Giardini di Montanelli, Milan, Italy [WORKSHOP]

September 21, 2018: "Jon Rafman, il pittore della vita postmoderna", DUELS [ARTICOLO]

September 19, 2018: IULM MASTER DAY, Milan, Italy [PRESENTATION]

July 17 2018: Stefano Felici, GIOCHI VIDEO. Performance, spettacolo, streaming, Minima & Moralia. [MEDIA COVERAGE]

June 23 - September 16, 2018: NextNewGames, Institute of Contemporary Art (ICA), San José, California [ART, as COLL.EO]

July 25-28, 2018: DiGRA 2018, University of Turin, Italy [CONFERENCE]

July 5, 2018: "Un Netflix dei videogiochi?", LINK [WRITING]

July 3, 2018: Gemma Fantacci, POST-FOTOGRAFIA, ATP Diary [MEDIA COVERAGE]

July 2018: "Italia cineludica", 8 1/2, issue 39, pp. 84-85.

June 7 - June 12 2018: "Electric Avenues 2" screening program, 25th Sheffield Doc/Fest, Sheffield, United Kingdom [ART, as COLL.EO]

June 20, 2018: AAA Collective, GAME TALKS 2018, IULM [LECTURE]

June 13, 2018: MASTER DAY: MA IN GAME DESIGN, IULM [PRESENTATION]

June 6, 2018: Pietro Polsinelli, GAME TALKS 2018, IULM [LECTURE]

June 8, 2018: POST-FOTOGRAFIA, IULM [PANEL]

May 30, 2018: foci + loci, GAME TALKS 2018, IULM [LECTURE]

May 29, 2018: Brandon Roos, "South Bay Summer: Sights and Sounds in San Jose and Beyond", KQED Arts [MEDIA COVERAGE as COLL.EO]

May 16, 2018: MASTER DAY: MA IN GAME DESIGN, IULM [PRESENTATION]

May 16, 2018: Marina Rossi, GAME TALKS 2018, IULM [LECTURE]

May 2, 2018: Alex Camilleri, GAME TALKS 2018, IULM [LECTURE]

May 2, 2018: Andrea Babich, Outcast Podcast [MEDIA COVERAGE]

April 30, 2018: Andrea Peduzzi, "Mario + Rabbids Kingdom Battle, racconto di due team di sviluppo", Badgames [MEDIA COVERAGE]

April 18, 2018: Andrea Babich, GAME TALKS 2018, IULM [LECTURE]

Aprile 11 2018: "Camminare con le dita. Fenomenologia della passeggiata videoludica," LINK [ARTICLE]

March 20, 2018: "Ask not what games can do for you. Ask what you can do with games", IULM. [LECTURE]

March 16, 2018: MILAN MACHINIMA FESTIVAL, IULM [SCREENING]

February 24, THE CHASE is now live [ARTWORK]

February 15, 2018: Giochi video is now available from Mimesis. [BOOK]

February 5, 2018: Gross Domestic Product is now live at COLL.EO [ARTWORK]

January 9, 2018: "Stasera mi guardo Minecraft", LINK magazine. [ARTICLE]

January 6, 2018: "Il machinima a teatro: il Libro di Giobbe secondo Pietro Babina," Machinima. [WRITING]