

December 31, 2019: [Best of 2019: Videogames with Daniel Bilenko](#), RadioTwo Switzerland [MEDIA COVERAGE]

December 28, 2019: [This is COLL.EO](#) [ART]

December 11, 2019: [Lorenzo Redaelli, From Zero to Game](#), IULM, Milan, Italy [TEACHING]

November 27, 2019: [Pietro Polsinelli, Concept Depth by Merging Narrative and Mechanics](#), IULM, Milan, Italy [TEACHING]

November 13, 2019: [Paolo Pedercini: Microgames](#), IULM, Milan, Italy [TEACHING]

October 16, 2019: [InterArtes](#), IULM, Milan, Italy [TALK]

October 13, 2019: [Arte e videogiochi, Voci Dipinte](#), Radiodue Svizzera, con Monica Bonetti [INTERVIEW]

November 13, 2018 - October 11, 2019: [M.A. in Game Design](#), 2nd Edition, IULM, Milan, Italy [TEACHING]

October 11, 2019: [GAME SHOW 2019](#), IULM, Milan, Italy [TALK]

October 11 2019: "[I videogiochi verso un'altra crisi?](#)" di Massimiliano De Marco, [DDAY.it](#) [INTERVIEW, MEDIA COVERAGE]

September 19, 2019: [Master of Arts in Game Design, 3rd Edition, Open Day, IULM, Milan, Italy](#) [TALK]

September 19, 2019: [SUPERNOVA festival](#), Denver, Colorado [ART]

July 31, 2019: [Fenomenologia di Grand Theft Auto, NERDCORE](#) [MEDIA COVERAGE]

July 1, 2019: [Grand Theft Studies](#), LUDICA [WORD]

June 21, 2019: [Fare videogiochi non è un gioco da ragazzi](#), LINK [WRITING]

June 19, 2019: [GAME TALK #9: Robert Yang](#), IULM, Milan, Italy [TALK]

June 9, 2019: [GAME VIDEO ESSAY](#), MIC, Milan, Italy [FESTIVAL]

June 7, 2019: [YOU, PORN](#), IULM, Milan, Italy [CONFERENCE]

June 5, 2019: [GAME TALK #8: Tatiana Vilela Dos Santos](#), IULM, Milan, Italy [TALK]

June 4, 2019: [GAME TALK #7: John Sharp](#), IULM, Milan, Italy [TALK]

May 24-25: FUNCTION, Mallorca, Spain [ART]

May 29, 2019: GAME TALK #6: Andrea Basilio, IULM, Milan, Italy [TALK]

May 23-24, 2019: Pratiche amatoriali e tecnologie dello sguardo, IULM, Milan, Italy [CONFERENCE]

May 15, 2019: GAME TALK #5: Matteo Lana, IULM, Milan, Italy [TALK]

May 13, 2019: Il podcast dalla radio al web, IULM, Milan, Italy [CONFERENCE]

May 14, 2019: Open Day: Master of Arts in Game Design, IULM, Milan, Italy [TALK]

May 8, 2019: Il podcast dalla radio al web, IULM, Milan, Italy [CONFERENCE]

May 15, 2019: TRAVELOGUE is now available [BOOK]

May 10, 2019: Grand Theft Studies, IULM, Milan, Italy [CONFERENCE]

April 17, 2019: GAME TALK #4: Kieran Nolan, IULM, Milan, Italy [TALK]

April 1 2018: FOCUS ON DIGITAL ART #2: MARCO DE MUTIIS, IULM, Milan, Italy [TALK]

March 27, 2019: GAME TALK #3: Joseph DeLappe, IULM, Milan, Italy [TALK]

March 18, 2019: FOCUS ON DIGITAL ART #1: Marco Mendeni, Milan, Italy [FESTIVAL]

March 15, 2019: MILAN MACHINIMA FESTIVAL, Milan, Italy [FESTIVAL]

March 13, 2019: GAME TALK #2: Jenna NG, IULM, Milan, Italy [TALK]

December 15 2018 - March 10, 2019: In a Gamescape Landscape, Reality, Storytelling and Identity in Video Games, Tokyo, Japan [ART]

March 1 2018: Riccardo Coluccini, Politics an videogames, Vice Italia [INTERVIEW]

February 27, 2019: GAME TALK #1: Jake Elliott and Tamas Kemenczy, IULM, Milan, Italy [TALK]

February 15, 2019: GAME TALK #0: Ben Babbitt, How to Listen to a Cave, IULM, Milan, Italy [TALK]

February 4-5 2019: Data Science & Social Research Conference 2019, Università Bicocca and IULM, Milan, Italy [CONFERENCE]