

December 11 - December 24 2020: [VRAL #15: Antoine Chapon](#) [ART]

December 16 2020: [Game over. critica della ragione videoludica](#) [BOOK]

December 15 2020: [Nick Srnicek for Social Change in the Digital Age](#) [TALK]

November 27 2020 - December 10 2020: [VRAL #14: Mario Mu](#) [ART]

December 2 2020: [GAME TALK: Marco Benôit Carbone e Riccardo Fassone](#) [TALK]

December 1 2020: [Peter Frase for Social Change in the Digital Age](#) [TALK]

November 13 2020 - November 26 2020: [VRAL #13: Luca Miranda](#) [ART]

November 24 2020: [Silvio Lorusso for Social Change in the Digital Age](#) [TALK]

November 20 2020: [From video games to game videos, IULM FLOW Masterclass](#) (online)

November 16 2020: [James Bridle for Social Change in the Digital Age](#) [TALK]

October 30 2020 - November 12 2020: [VRAL #12: Mikhail Maksimov](#) [ART]

November 11 2020: [GAME TALK: Julián Palacios](#) [TALK]

November 5 2020: [Contribution to the book IL VIDEOGIOCO IN ITALIA](#) [WRITING]

October 16 - October 29 2020: [VRAL #11: fantastic little splash](#) [ART]

October 2 2020 - October 15: [VRAL #10: Edwin Lo](#) [ART]

November 11 2019 - October 09, 2020: [M.A. in Game Design](#), 3rd Edition, IULM, Milan, Italy

September 18 - October 1 2020: [VRAL #9: Brent Watanabe](#) [ART]

September 4 - 17 2020: [VRAL #8: David Blandy](#) [ART]

September 12 2020: [Machinima Vernacolare](#) is now available [BOOK]

August 21 - September 3, 2020: [VRAL #7: Jón Bjarki Magnússon](#) [ART]

July 17 - July 30, 2020: [VRAL #6: Brenton Alexander Smith](#) [ART]

July 3 - July 16 2020: [VRAL #5: Thomas Hawranke](#) [ART]

July 1 2020: [ART JOURNAL](#) [ART]

June 19 - July 2, 2020: [VRAL #4: Petra Széman](#) [ART]

June 5 - June 18, 2020: VRAL #3: Jordy Veenstra [ART]

June 2 2020: REASONABLE_3 [ART]

May 25 - May 30, 2020: MILAN MACHINIMA FESTIVAL 2020, online [ART]

May 8 - May 22, 2020: VRAL #2: Aleksandar Radan [ART]

April 25 - May 7, 2020: VRAL #1: Victor Morales [ART]

April 17 2020: VRAL is online [ART]

April 3-5 2020: NOW PLAY THIS. A Festival of an Experimental Game Design, London, UK [ART]