

Matteo Bittanti 2021

December 1 - 23 2021: VRAL #36: Grayson Earle [ART]

December 21 2021: A conversation about "pollution" with Whitney Phillips and Ryan M. Milner, *Social Change in the Digital Age* (online)

November 26 - December 9 2021: VRAL #35: Chloé Desmoineaux [ART]

December 6 2021: *Giocare a camminare* is now available from Concrete Press [BOOK]

November 30 2021: A conversation about "crisis" with Martin Gurri, *Social Change in the Digital Age* (online)

November 12 - November 25 2021: VRAL #34: Benjamin Hall [ART]

November 14 2021: *Jazz is a (video) game*, Teatro Caio Melisso, Spoleto [ART]

October 29 2021 - November 11: VRAL #33: Benoit Paillé [ART]

November 6, *Jazz is a (video) game*, 45th Roma Jazz Festival, Auditorium Parco della Musica, Rome [ART]

November 7, *Jazz is a (video) game*, M9 – Museo del Novecento di Mestre [ART]

November 2 2021: A conversation about the "Apocalypse" with Srećko Horvat, *Social Change in the Digital Age* (online)

July 20 - October 31 2021: *Homo Ludens*, CaixaForum Madrid, Madrid, Spain [ART]

October 15 - 28 2021: VRAL #32: Jamie Janković and Deborah Findlater, online. [ART]

October 1 - 14 2021: VRAL #31: Amir Yatziv, online. [ART]

October 10 2021: A conversation about "failure" with Neta Alexander, *Social Change in the Digital Age* (online)

June 5 - October 10 2021: *How to Win at Photography*, Fotomuseum, Winterthur, Switzerland [ART]

October 9, 2021: *Who Did It Better in In-Game Photography World Championship*, 4 pm, Fotomuseum, Winterthur, Switzerland [ART]

September 17 - September 30 2021: VRAL #30: Kara Güt, online. [ART]

September 30 2021: "*How To Win at Photography: Game Travel*", online. [ART]

September 23 2021: "*How To Win at Photography: Camera Play*", online. [ART]

September 22 2021: *Screen Walk: Total Refusal*, online. [ART]

September 16 2021: "*How To Win at Photography: Replay*", online. [ART]

September 03 2021 - September 16 2021: *VRAL #29: The Cool Couple* [ART]

September 13 2021: "Influencers" and "Content Creators" in the age of playbor, Ph.D program in Visual and Media Studies, IULM University, Milan

September 09 2021: "*How To Win at Photography: Role-Play*", online. [ART]

September 02 2021: "*How To Win at Photography: Gameplay*", online. [ART]

August 16 2021: "Netflix and video games", Diderot, Swiss Radio (interview, in Italian) [MEDIA COVERAGE]

August 15 2021: *A NEW AMERICAN DREAM* update [ART]

August 12 2021: *REMEMBER REMEMBER THE FIFTH OF NOVEMBER* [ART]

August 11 2021: *NERO* [ART]

August 6 2021: *VRAL Season One* [BOOK]

July 23 - August 5 2021: *VRAL #28: Theo Triantaphyllis* [ART]

July 9 - July 22 2021: *VRAL #27: Kent Sheely* [ART]

July 15 2021: Neil Postman's *Divertirsi da morire* is now available [BOOK]

July 10 2021: *METROPOLITAN, 14th MFFA ANIMATOR Festival*, Poznań, Poland [ART]

January 11 2021 - July 9 2021: *M.A. in Game Design*, 4th Edition, IULM, Milan, Italy

June 25 2021 - July 8 2021: *VRAL #26: UBERMORGEN* [ART]

July 8 2021: *The gamification of photography*, Ph.D program in Visual and Media Studies, IULM University, Milan [TALK]

June 11 - June 24 2021: *VRAL #25: Li Zhu* [ART]

June 14 2021: *Supermova episode #3* [MEDIA COVERAGE]

June 5 2021: *How to Win at Photography: Exhibition Tour*, Fotomuseum, Winterthur, Switzerland [ART]

May 28 - June 10 2021: *VRAL #24: Gweni Llwyd and Owen Davies* [ART]

May 27 2021: *GAME TALK: Nick Crockett* [ART]

May 14 - 27 2021: *VRAL #23: Cassie McQuater* [ART]

May 21 2021: Machinima tra arte e vernacolare, a cura della Prof.ssa Simonetta Fadda nell'ambito del corso di *Fenomenologia dei media*, Accademia G. Carrara di Bergamo [TALK]

May 20 2021: The Art of the Interface, GAIA 2021 [TALK]

April 30 - May 13 2021: VRAL #22: Florian Hofnar Krepčik [ART]

May 6 2021: GAME TALK: Mario Von Rickenbach [GAME DESIGN]

April 16 - April 29 2021: VRAL #21: Mateus Domingos [ART]

April 29 2021: GAME TALK: Stefano Gualeni [GAME DESIGN]

April 16- April 28 2021: GAME TALK: Alan Kwan [GAME DESIGN]

April 2 - April 15 2021: VRAL #20: Carson Lynn y [ART]

April 15 2021: GAME TALK: Verena Kyratzesy [GAME DESIGN]

April 8 2021: GAME TALK: Anthony Jauneaud [GAME DESIGN]

March 25 2021: GAME TALK: Florent Maurin [GAME DESIGN]

March 15 - 21 2021: MILAN MACHINIMA FESTIVAL, Milan, Italy [ART]

February 13 - February 25 2021: VRAL #19: COLL.EO [ART]

January 29 - February 12 2021: VRAL #18: Total Refusal [ART]

January 15 - January 28 2021: VRAL #17: Isabelle Arvers [ART]

December 31 2020 - January 14 2021: VRAL #16: Bob Bicknell-Knight [ART]