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Event Archive

Year: 2015

December 29, 2015: *Courier International on After Cars* [MEDIA COVERAGE]

December 16, 2015: "Modi di vedere: *Shining*", IULM Milano [LECTURE]

December 1, 2015: *Status Update* is live on colleo.org [ART]

November 24, 2015: "*Google Street View Racing*" [ESSAY]

November 18, 2015: *Oro En Paz...* featured on the *San Francisco Weekly* [MEDIA COVERAGE]

November 7 - 15, 2015: *Game on! El arte en juego*, San Martín Cultural Center, Buenos Aires, Argentina. With Colleen Flaherty [ART]

November 5, 2015: Edizioni Unicopli publishes *Orizzonti di Forza. Fenomenologia della guida videoludica*. [BOOK]

November 1, 2015: "I fantasmi nella macchina: un post-mortem di *Orizzonti di Forza*" [ESSAY]

October 26, 2015: "Cenni di Fotoludica: gli auto-scatti di *Forza Horizon 2*" [ESSAY]

October 20, 2015: *Visioni Ludologiche. Dodici anni di critica videoludica*, with Gianni Canova and Marzio Zanantoni. Caffé Letterario @IULM University, Milan, Italy, 3:30 pm [LECTURE, ESSAY]

September 25 - October 11, 2015: *International Festival of New Media Art and Video Transitio_MX*, with Colleen Flaherty, Centro Nacional de las Artes, Mexico City, Mexico [ART]

September 8 - October 9, 2015: *LEGIT 3D*, with Colleen Flaherty, Skyline Art Gallery, Skyline College, San Bruno, California [ART]

September 15, 2015: *Amelia Rina (Art Practical) on A New American Dream* [MEDIA COVERAGE].

September 15, 2015: *SELF PORTRAIT (GOOGLE STREET VIEW SALUTE)* [ART]

August 23, 2015: Concrete Press releases *Grand Theft Samo* [BOOK, ART]

August 17, 2015: *The Gallery At Play: On the Politics of Exhibiting Game Art* with Martin Zeilinger, skot deeming, Eddo Stern, Lynn Hughes, and Isabelle Arvers, ISEA 2015, Vancouver, Canada. [LECTURE]

July 2015: *Emanuel Maiberg on Game Arthritis (VICE/Motherboard)*, also available in German on VICE and KlonBlog [MEDIA COVERAGE]

July 1, 2015: *How to study in America* is live at COLLEO [ART]

June 2015: Zunil Mata, "El circuito alternativo de la Bienal de La Habana", *14Meyo*, May 19, 2015 & Mostafa Heddaya, The 12th Havana Biennial's Neoliberal Arrival, *BLOUINARTINFO*, June 16, 2015 [MEDIA COVERAGE]

May 29 - June 29, 2015: *Cool War. Game Art Across the Straits*, El Fanguito Studio, Havana, Cuba, Collateral exhibition of the 12th Havana Biennial [ART]

May 16 - June 19, 2015: *The Dissidents, the Displaced and the Outliers II* with Colleen Flaherty, Incline Gallery, San Francisco, California [ART]

June 10, 2015: *Guns Don't Kill People* is live at colleo.org [ART]

May 26 - June 2, 2015: *MIRAGE*, Casa De Cultura De Guanabacoa, Havana, Cuba, Collateral exhibition of the 12th Havana Biennial [ART]

May 2 - June 5, 2015: *The Dissidents, the Displaced and the Outliers I* with Colleen Flaherty, Random Parts Gallery, Oakland, California [ART]

May 2015: Emily K. Holmes (KQED) on *The Dissidents, The Displaced, and The Outliers* [MEDIA COVERAGE].

May 2015: Sarah Burke (*East Bay Express*) on *The Dissidents, The Displaced, and The Outliers* [MEDIA COVERAGE].

May 2015: May 31, 2015: "No Man is an Island", *LEVEL UP Game Art Exhibition*, Taipei Cultural Center, New York [ART]

May 28, 2015: "Phenomenology of Ludic Driving", *Technology, Multimedia and Storytelling: An Interdisciplinary Conference*, La Sapienza University, Rome, Italy [LECTURE]

May 26, 2015: *Honestee* is live at COLL.EO [ART]

May 14 - 17, 2015: *Blank Arcade Art Exhibition* with Colleen Flaherty, curated by Lindsay Grace and Paolo Ruffino, Leuphana Centre for Digital Cultures, Lüneburg, Germany [ART]

May 15, 2015: *Whac-A-Mole* is live at COLL.EO [ART]

April 2015: Kimberly Chun (*The San Francisco's Chronicle*) on *The Dissidents, The Displaced, and The Outliers*. Sam Whiting (*The San Francisco Chronicle*) on *MIRAGE*. McKenzie Wark (*The Avery Review*) and Benjamin S. Beauchamp on *How to get rid of homeless* [MEDIA COVERAGE]

April 14, 2015: *Gaza Strip Destruction Kit* is live at COLL.EO [ART]

April 10, 2015: *Teaching Games in Co-Op Mode: An Interdisciplinary Curriculum Workshop*, UCLA GameLab, Los Angeles, California. My presentation (PDF): [UCLA Bittanti](#).

March 18, 2015: *How to talk about art and how to laugh about art* are live at mattscape.org [ART]

March 5, 2015: CONCRETE PRESS releases *Arthur Rimbaud in Liberty City* [BOOK]

March 2015: Harper's Magazine; Emanuel Maiberg (*Vice*, Spanish version); Aaron Sankin (*Kernel Magazine*); Shane Knudson (*Journal Du Net*, in French); BBC World Service on *How to get rid of homeless* [MEDIA COVERAGE]

February 25, 2015: *Arthur Rimbaud in Liberty City* is live at COLL.EO [ART]

February 2015: Adam Forrest (*The Big Issue*) on *How to get rid of homeless* [MEDIA COVERAGE]

January 24 - 24, 2015: "Critica della Ragione Tecnologica", Triennale, Milano. [EVENT]

January 2015; Emanuel Maiberg (*VICE/Motherboard*); Alex Hern (*The Guardian*); Karsten Lemmens (*De Standard*, in Belgian); Rob Price (*Business Insider*); Lamar Anderson (*SF Curbed*); Belinda Lanks (*BusinessWeek*); Harald Taglinger (*Telepolis*, in German); Maciej Olanicki (*DobreProgramming*, in Polish); Comstar (*Rankia*, in Spanish), Felix Knoxe (*Engadget.de*, in German), James Bridle (*The New Aesthetic*), Drew Reed (*ThisBigCity*), Emanuel Maiberg, "Come mi libero dei senzateo" (*Vice Italy*, in Italian) and DUEL on *How to get rid of homeless* [MEDIA COVERAGE]

January 2015: Lorenzo Antonelli (*Outcast*) su *L'innovazione tecnologica: L'era dei videogiochi simbolici 1958 - 1984* (1999) [MEDIA COVERAGE]

January 8, 2015: CONCRETE PRESS releases *How to get rid of homeless, volume one and two* [BOOK, ART]

January 7th, 2015: Artist Talk, Spare Change Artist Space, San Francisco, 6:00pm [ART]