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Event Archive

Year: 2016

December 23, 2016: *Flight Cancelled* now available from CONCRETE PRESS [BOOK]

December 9, 2016: *Comment bâtir un univers qui ne s'effondre pas deux jours plus tard (How to build a universe that doesn't fall apart two days later)* edited by Marie Koch and Vladimir Demoule [BOOK]

December 8, 2016: *BORING POSTCARDS FROM ITALY* now available from CONCRETE PRESS [BOOK]

December 3, 2016: *HOW TO SPEAK ITALIAN* series launched [VIDEO]

November 29, 2016: *COLL.EO's Race Track* is live [ART]

November 23, 2016: "*Rethinking Transmedia Storytelling. Dylan Dog and the video games from hell*", Conference, IULM, Milan, Italy [LECTURE]

November 18, 2016: "*Il manuale scolastico alla prova di Internet*", *BookCity* 2016, IULM, Aula 131, Milan, Italy, 9.30 - 13.30 [PANEL]

November 10, 2016: *COLL.EO's Creative Destruction* is live [ART]

November 3, 2016: *LINK: Estetiche dei media #4: Machinima* [WORDS]

October 25, 2016: *The Stars Down to Earth*. [ART]

October 12 - 22, 2016: *GAMES AS ARTS/ARTS AS GAMES*, Falmouth, UK. With IOCOSE [ART]

September 31, 2016: *LINK: Estetiche dei media #3* [WORDS]

September 22, 2016: *IULM MASTER: OPEN DAY*, Milan, Italy 2 pm, Room 155 [LECTURE]

September 11, 2016: *YOU'RE IN A WONDERFUL COUNTRY* [ART]

September 11, 2016: *Crash: Gaming Aesthetics and Contemporary Art*, Mantua, Italy with Isabelle Arvers & Valentina Tanni. [LECTURE]

September 7-11, 2016: TRAVELOGUE, Mantua, Italy [ART]

August 26, 2016: Alessandro Longo, "No Man's Sky", L'Espresso [MEDIA COVERAGE]

August 3, 2016: Terence Dick on The Fregoli Delusions, Akimbo [MEDIA COVERAGE]

April 4 - July 31, 2016: GAME VIDEO/ART. A Survey, con Vincenzo Trione, IULM University, Milan [ART]

July 27, 2016: Zeno Saracino, Orizzonti di Forza, Cronache Bizantine [MEDIA COVERAGE]

July 20, 2016: STATUS UPDATE: I AM A MEME [ART]

July 19, 2016: Rebecca Burns "Press Alt+F4 to End Homelessness", In These Times [MEDIA COVERAGE]

July 14- 16, 2016: VECTOR 2016, Toronto, Canada, with Colleen Flaherty [ART]

July 5, 2016: GAME VIDEO/ART. A SURVEY catalogue now available [BOOK]

June 27 - July 3, 2016: ARTCADE: THE PLAYFUL CITY, Milan, Italy [ART]

June 30, 2016: Marco Mendeni, r lightTweakSunlight01. Sala dei 146, IULM, Milan, Italy [ART]

June 30 2016: GAME VIDEO/ART. A SURVEY. Book Presentation. Sala dei 146, IULM, Milan, Italy
[LECTURE]

June 3 - 27, 2016: Cool War. Game Art Across The Straits, Wifredo Lam Centro De Arte Contemporaneo, Havana, Cuba, with Colleen Flaherty [ART]

June 25, 2016: GAME/PLAY @ GAME HAPPENS, Genoa, Italy with Pietro Righi Riva [LECTURE]

June 23, 2016: GAME/PLAY @ MASTER DAY IULM, Milan, Italy [LECTURE]

Jun 21, 2016: Intervista, Radio Roma 3 [MEDIA COVERAGE]

June 19, 2016: Aldo Nove su Oltre il gioco [MEDIA COVERAGE]

May 27, 2016: MARCO DE MUTIIS, PHOTOGRAPHY AND VIDEO GAMES: A BRIEF HISTORY, IULM University, Milan, 6-8 pm

May 25, 2016: NEW DIRECTIONS, Contemporary Exhibition Hall, IULM University, Milan, 6-8 pm

May 20, 2016: "L'estetica Twitch", LINK [ARTICLE]

May 20, 2016: MARCO CADIOLI: POST-PHOTOGRAPHY NOW, IULM University, Milan, 6 - 7.30 pm

[LECTURE]

May 19, 2016: *IULM Master's Open Day*, IULM University, Milan, 2 - 3 pm [LECTURE]

May 18, 2016: Harun Farocki, *Parallel I-IV*, IULM University, Milan, 6-8 pm [ART]

May 15, 2016: *The Mythic Being in Liberty City* is live at colleo.org [ART]

May 13, 2016: PIETRO RIGHI RIVA: "Qualcosa da dire", IULM University, Milan, 6-8 pm [LECTURE]

May 11, 2016: Philip Solomon, *EMPIRE*, IULM University, Milan, 6/8 pm. [ART]

May 6, 2016: ROC HERMS: *POSTCARDS FROM HOME*, IULM University, Milan, 6-8 pm [LECTURE]

May 5, 2016: OSCAR NODAL: *GLITCH AS A NARRATIVE AGENT IN MACHINIMA*, IULM University, Milan, 6-8 pm [LECTURE]

May 4, 2016: Philip Solomon, *In Memoriam*, IULM University, Milan, 6-8 pm [ART]

April 2016: various outlets: *GAME VIDEO/ART A SURVEY* [MEDIA COVERAGE]

April 8, 2016: *Situations PLAY*, fotomuseum, Winterthur, Switzerland [LECTURE]

January 12 - March 26, 2016: *How to Build a Universe Which Does Not Fall Apart Two Days Later*, La Maison Populaire, Paris, France. With Colleen Flaherty [ART]

March 16, 2016: IULM Gala Night IULM Milan [LECTURE]

March, 15 2016: "What (and How) We Talk About When We Talk About Games", IULM University, Master Program in International Communication (MiCRI), Milan [LECTURE]

March 15, 2016: STATUS UPDATE: BUG is live at colleo.org [ART]

March 4, 2016: "SoLongItaly vol. 15. Come fare il Filosofo a San Francisco (e un po' ovunque)", *PLAYERS* [INTERVIEW]

March 2, 2016: *XX1T Triennale*, Dazebao News [MEDIA COVERAGE]

March 1, 2016: Edizioni Unicopli releases *Oltre il gioco. Critica della ludicizzazione urbana* [BOOK]

February 16, 2016: *The Fregoli Delusions* is live on colleo.org [ART]

February 8, 2016: *Hollow City* is live on colleo.org [ART]

February 4, 2106: *Anti-Monuments to Counter-Factual Histories* is updated [ART]

February 1, 2016: Rita Salvadei, "Triennale di Milano. Torna dopo vent'anni", *Arte Magazine*, 1 febbraio 2016. [MEDIA COVERAGE]

January 30, 2016: Annachiara Sacchi, "Torna la Triennale, festa diffusa. Un Futuro nel segno del design", *Il Corriere della Sera*, 30 gennaio 2016; Jacqueline Ceresoli, "Ecco come sarà la 21esima esposizione internazionale della triennale di Milano, o di un ciclopico "design dopo il design". Ritorno al futuro?", *Exibart*, 30 gennaio 2016 [MEDIA COVERAGE]

January 30, 2016: *Presentazione XXI Triennale*, La Triennale Museum, Milan, 10.30 AM [LECTURE]

January 29, 2016: Claire Richard on *Following Bit* @ Maison Populaire & Guillaume Benoit [MEDIA COVERAGE]

January 28, 2016: "Orizzonti di Forza. L'autopista diventa autopia" di Lorenzo Antonelli, *Outcast* [MEDIA COVERAGE]

January 20, 2016: Concrete Press releases *EXTRA MILES. Estetica della guida videoludica* [BOOK]