

2019

Data Science & Social Research Conference 2019, Università Bicocca and IULM, Milan, Italy

2018

"A New American Dream: un post-mortem", Post-Fotografia, IULM, Milano

2017

"Siete in un paese meraviglioso. La guida simulata nel Belpaese", DiGRA ITALIA: Made in Italy, Vigamus, Rome. DIGRA 2017Bittanti

"Camera Ludica: Reflections on Artistic In-Game Photography" with Cindy Poremba, Marco de Mutiis, and Sebastian Möring, IULM, Milan, Italy. CameraLudicaDiGRAITALIA2017

Game Designers on Stage. Politecnico, Milan, Italy.

2016

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

November 18, 2016: "Il manuale scolastico alla prova di Internet", BookCity 2016, IULM, Milan, Italy,

September 2016: "Crash: Gaming Aesthetics and Contemporary Art", Mantua, Italy with Isabelle Arvers & Valentina Tanni.

June 2016: GAME VIDEO/ART. A SURVEY. Book Presentation, IULM, Milan, Italy, with Andrea Cancellato & Mario Negri.

June 2016: GAME/PLAY @ GAME HAPPENS, Genoa, Italy with Pietro Righi Riva.

April - June 2016: GAME VIDEO ART/A SURVEY collateral events, IULM, Milan, Italy.

April 2016: Situations_PLAY, fotomuseum, Winterthur, Switzerland, with Roc Herms and Marco De Mutiis.

January, 2016: Presentation XXI Triennale, La Triennale Museum, Milan, Italy.

2015

December 2015: "Modi di vedere: Shining", IULM Milano

October 2015: VISIONI Ludologiche. Dodici anni di critica videoludica, with Gianni Canova and Marzio Zanantoni. Caffé Letterario @IULM University, Milan, Italy, 3:30 pm

August 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.

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

April 10, 2015: *Teaching Games in Co-Op Mode: An Interdisciplinary Curriculum Workshop*, UCLA GameLab, Los Angeles, California.

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

2014

November 15, 2014: Metafore Urbane, Bookcity 2014, Triennale Design Museum, Milan.

June 16, 2014: "Game Design, Game Art, Critical Players", Gaming Workshop, University of Siena.

2013

"AFTER PROCESS: An Artist' Talk", California College of the Arts, Oakland, California, September 12, 2013.

2012

"Ludologica: Past, Present, and Future", *Italian Video Game Conference 2012*, Rome, Italy. October 20, 2012.

"Spaces of Gaming", *INDIE NOW. REBOOT!*, IULM, Milano, Italy. June 8, 2012.

"Psychogeographic Gaming", *OPEN Videogame: GAME BANG! GAMER TALK*, Triennale, Museum of Design, Milan, Italy. April 29, 2012.

"Re-Reading", *BiblioNext. The Future of Reading 2012*, Hotel Aldrovandi, Rome, Italy. April 19, 2012.

"Homines Ludentes. A Flusserian Take on Game Art", *Loading... Videogioco: arte, media*, Conference, Università Cattolica, Milano, Italy. March 5, 2012.

2011

"SERIO VIDEOLUDERE: Gaming the Everyday", *IULM Film Happening*, IULM University, Milan, Italy. June 23-24, 2011.

"Performing Fashion. Style, Fashion and Brands as Avatars in Digital Gaming", *Far Game Festival*, University of Bologna, May 18, 2011.

24/7 DIY Video Summit, California College of the Arts, San Francisco, California. April 16, 2011. (Event co-organizer)

"Games and Simulated Histories", *The Art of Assassin's Creed exhibition and conference*, Museum of Natural History, Genoa, Italy. January 21, 2011.

2010

"The Politics of Game Art", *Artists Talks Series*, University of Nevada, at Reno. November 4, 2010.

"Don't ask what game design can do for higher education. Ask what higher education can (and must) do for game design", *Italian Game Developers Conference*, IULM University, Milan, Italy.

"Ludic Cartography", *Visualizing the Dynamics of Knowledge: A Media-X Visualization Vanguard Collaboratory*, Wallenberg Hall, Stanford University, August 12, 2009.

"Game/Art/Play/Criticism", *The Art of Games*, Palazzo Cavalli-Franchetti, Venice, Italy. July 16, 2009.

Metaverse U, Stanford University, May 29-30, 2009 (organizing committee).

"Art is a Game", *The Art of Games*, Aosta, Italy, May 22, 2009.

E-Sports and Cyber Athleticism: A How They Got Game Workshop, Stanford University, May 8, 2009. (organizing committee).

"Gaming Cultures between Creativity and Socialization", *Japanese Pop Culture Lecture Series*, Università Cà Foscari di Venezia, May 6, 2009.

"The Clash Between Game Art and Copyright", *Play-Machinima-Law Conference*, Stanford University, April 24-25, 2009.

"Game Spaces/Game Art", *Inventio 09 Symposium*, Stanford University, April 20-21, 2009.

"Two or Three Things I Know About Avatars", *AVATARS Conference*, Third Annual Comparative Literature Graduate Conference, Stanford University, April 10-11, 2009.

"Two or Three Things I Know About Videogames", San Francisco Art Institute, Guest Speaker in Lynn Hershman Leeson's "History of the Cyborg" course, April 1, 2009.

"LUDIC WAR", Brera Academy of Fine Arts, Milan, Italy, January 22, 2009.