

DR. STEFANO GUALENI



PHILOSOPHER & GAME DESIGNER

Associate Prof. at the University of Malta - Visiting Prof. at LCAD

Born in Lovere (Italy) ♠

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CURRENT ACADEMIC POSTS:

- **Associate Professor** in Game Design at the Institute of Digital Games (IDG), University of Malta (since my promotion in March 2016)
- **Visiting Professor** in Game Design at the MFA in Game Design at the Laguna College of Art and Design (LCAD), Laguna Beach (California) (since June 2015)
- **Visiting Researcher** at the Centre for Game Studies (RCGS) at the Ritsumeikan University of Kyoto (Japan) (January 2022 – April 2023)

PREVIOUS ACADEMIC POSTS:

- **Visiting Researcher** at the Centre for Digital Humanities (CDH) at the University of Gothenburg, Gothenburg (Sweden) (September 2018 - February 2019)
- **Senior Lecturer** in Game Design at the Institute of Digital Games (IDG) at the University of Malta (January 2015 until my promotion in March 2016)
- **Lecturer** in Game Design, Game Architecture, and Game Studies at the Breda University of Applied Sciences (BUAS), Breda (The Netherlands) (August 2006 - January 2015)

EDUCATION:

- ♠ ERASMUS UNIVERSITY ROTTERDAM, Rotterdam (the Netherlands)
Ph. D. in Philosophy (April 2014) (Supervisor: Prof. Jos de Mul)
- ♥ HOGESCHOOL VOOR DE KUNSTEN UTRECHT, Utrecht (the Netherlands)
M. A. in Fine Arts (August 2008) – Thesis title: OPERA MORTA
- ♦ POLYTECHNIC UNIVERSITY OF MILAN, Milan (Italy)
M. Sc. in Architecture (July 2004, five-year *Laurea Magistralis*) – obtained *cum laude*
- ♣ LICEO SCIENTIFICO C. BATTISTI, Lovere (Italy) **Diploma** (July 1997) – final grade 60/60

GAME DESIGN & DEVELOPMENT

COMMERCIALY PUBLISHED GAMES:

- ***Hyperbole*** (2021), PC 3D action puzzle (by Nils Deslé, in open beta at: <https://nilsdesle.itch.io/hyperbole>)
My roles: additional game designer
- ***The Horrendous Parade*** (2011), iPad and iPhone action-puzzle game developed by Double Jungle S.a.S.
My roles: creative director, game designer, writer, IP owner
- ***Fronte del Basket 2*** (2006), PC internationally licensed basketball simulation developed by Idoru S.r.L.
My roles: game designer
- ***Tony Tough in a Rake's Progress*** (2006), PC point & click adventure by Dtp-AG / ANACONDA.
My roles: team lead, game designer, writer, screenplay, IP owner
- ***The Legend of the Ark: Dangerous Heaven*** (2006), adventure DVD-GAME by Blue Label Entertainment.
My roles: game designer, writer
- ***KLAX / Marble Madness*** (2005), Nintendo GBA classic arcade collection published by Destination Soft.
My roles: reverse game designer
- ***Paperboy / Rampage*** (2005), Nintendo GBA classic arcade collection published by Destination Soft.
My roles: reverse game designer
- ***Prezemolo in una Giornata da Incubo*** (2003), licensed PC adventure by Blue Label Entertainment.
My roles: game designer, writer
- ***Tony Tough and the Night of Roasted Moths*** (1998), PC point & click adventure by Prograph S.r.L.
My roles: game designer, writer, screenplay, IP owner
- ***Mikro Mortal Tennis*** (1995) Commodore Amiga 500 tennis game published by CPU Italian Systems S.r.L.
My roles: writer, screenplay

GAMES AS CULTURAL ARTEFACTS & PHILOSOPHICAL TOOLS (NON-COMMERCIAL):

- *Doors* (2021) - Available at doors.gua-le-ni.com, developed with Nele Van de Mosselaer, Diego Zamprogno, Rebecca Portelli, Costantino Oliva, et al. My roles: game designer, writer, project coordinator
- *CURIO* (2021) - a free, educational toolkit funded by Erasmus+ available at <http://curioproject.eu>. My roles: game design consultant, project coordinator
- *Construction BOOM!* (2020) - Available at boom.gua-le-ni.com, tile-laying critical board game developed with Rebecca Portelli, and Jasper Schellekens. My roles: game designer, art director, writer
- “*HERE*” (2018) - Available at here.gua-le-ni.com, developed with Rebecca Portelli, Diego Zamprogno, and Riccardo Fassone. My roles: game designer, art director, writer
- *Something Something Soup Something* (2017) - Available at soup.gua-le-ni.com, developed with Isabelle Kniedsted, Marcello Gómez Maureira, Johnathan Harrington, and Riccardo Fassone. My roles: game designer, writer
- *NECESSARY EVIL* (2013) - Available at evil.gua-le-ni.com, developed with Dino Dini, Jimena Sánchez Sarquiz, Marcello Gómez Maureira, and Allister Brimble. My roles: game designer, writer

ADDITIONAL GAME INDUSTRY CREDITS:

- I am listed in the ‘extra credits’ of the 2013 Independent Games Festival (IGF) Student Showcase finalist video game *ATUM* (Team Cupcake) for having acted as project supervisor and game design consultant.
- I am thanked in the credits of the 2013 videogame *MirrorMoon EP* (Santa Ragione).
- I appear in the credits of the 2012 adventure videogame *The Unfinished Swan* (PS3, developed by Giant Sparrow) for having tested early versions of the game and having provided design-related feedback.
- I am thanked in the credits of the 2012 puzzle videogame *Huebrix* (Android, developed by Yellow Monkey Studio Ltd.) for my feedback and help.
- I am in the ‘special thanks’ section of the credits of the videogame *Chewy!* (PC, Team Chewy) for having provided game design guidance. *Chewy!* was awarded the ‘Best Design’ award (\$25,000) at the 2011 Independent Propeller Awards at the South by Southwest festival in Austin, Texas. *Chewy!* also won the first prizes as best indie game of the year at the 2011 ‘Brave New Game’ competition in Naples, Italy and the ‘Diamond Award’ for best indie game of the year at the 2011 ‘Dutch Festival of Games’ in Utrecht.
- I appear in the credits of *EXP* (PC, UBIK Productions) for having helped with the structuring of the game concept and having supervised its development. *EXP* received an honorable mention in the 2011 IGF Student Showcase.
- I am listed in the credits of the 2010 IGF Student Showcase contestant *Haerfest* (PC, developed by Technically Finished) for having helped with games research and concept development.

- I appear in the credits of *Fairytales Fights* (2009, PS3 & XBOX-360, developed by Playlogic Entertainment Inc.) for having supported the team with quality assurance recruiting and training.

GAME DESIGN RECOGNITIONS:

- *Construction BOOM!* was nominated as a finalist at the 2021 ION Awards for game design (strategy category) in Salt Lake City, Utah, U.S.A. as part of the SaltCon game convention.
- *The Horrendous Parade* won the EDITOR'S PICK award for www.best10apps.com in 2011 and was named the 5th BEST APP OF THE YEAR 2012 on the web-magazine Slidedb.
- My 2006 PC videogame *Tony Tough in A Rake's Progress* appeared on the informative panels of the exhibition 'William Hogarth', at the TATE Britain gallery of London (UK) between February the 7th and April the 29th 2007. The game was presented as an example of Hogarth's work re-thematized in digital media.

ACADEMIC OUTPUT

RESEARCH INTERESTS:

Virtual Worlds; Game Studies; Science-fiction; Game Design; Existentialism; Thought Experiments; The Philosophy of Technology, The Philosophy of Fiction.

RESEARCH AND PEDAGOGY STATEMENT:

My academic work mostly consists in thinking about virtual worlds and building virtual worlds to explore how we think.

Given the interdisciplinary focus of my research – and depending on the topics and the resources at hand – my output takes the form of academic texts and/or of interactive digital experiences. Being trained as an architect and a philosopher, I study virtual worlds in their role as mediators: as interactive, artificial environments where ideas, world-views, and thought-experiments can be encountered, manipulated, and communicated experientially.

I also understand them as tools to operate changes on ourselves and our worlds: as gateways to experience alternative possibilities for thinking and being.

OBTAINED RESEARCH FUNDS:

- February 2023 – April 2023: IPAS+ funding scheme grant recipient (5k Euro)
“Archiving and referencing digital games: initial steps towards preserving our ludic heritage”
Funded by the Malta Council for Science & Technology (Malta).
- May 2021 - December 2021: Principal Investigator (10k Euro)
“Experimental philosophical videogame on the differences between virtuality and fiction (DOORS)”
Funded by Maltco Lotteries (Malta).
- October 2017 - December 2020 [extended]: Project Coordinator and Principal Investigator (120k Euro)
“CURIO: a Teaching Toolkit to Foster Scientific Curiosity”
ERASMUS+ three-year project launched by the University of Malta (Malta).
- March 2016 - September 2017: Principal Investigator (5k Euro)
“Game Design as a self-TRANSformative Practice”
Funded by the Research and Innovation Fund (RITD) of the University of Malta (Malta).
- May 2016 - December 2017: Principal Investigator (5k Euro)
“Experimental philosophical videogame about the looseness of linguistic categories (soup)”
Funded by Maltco Lotteries (Malta).
- December 2015 - December 2017: Partner (40k Euro)
“FORETELL: Flood and Fire Safety Awareness in Virtual World”
ERASMUS+ two-year project in collaboration with the Hellenic Open University (Greece).
- June 2010 - December 2012: Project Coordinator and Principal Investigator (300k Euro)
“BD4CG: Biometric Design for Casual Games”
Financed by RAAK international and NHTV University of Applied Sciences of Breda (The Netherlands), conducted in collaboration with the University of Antwerp (Belgium).

MONOGRAPHIC BOOKS:

- Gualeni, S. & Fassone, R. (2022, forthcoming), *Fictional Games*. London, UK: Bloomsbury Academic.
- Gualeni, S. & Vella, D. (2020), *Virtual Existentialism: Meaning and Subjectivity in Virtual Worlds*, Basingstoke, UK: Palgrave Pivot.
- Gualeni, S. (2015), *Virtual Worlds as Philosophical Tools: How to Philosophize with a Digital Hammer*, Basingstoke, UK: Palgrave Macmillan.

BOOK CHAPTERS:

- Van de Mosselaer, N & Gualeni, S. (2022, forthcoming), **“Virtuality as a Mode of Representation of Imaginary Spaces”**, Gottwald, D., Vahdat, V., Turner-Rahman, G. (eds.) *Virtual Interiorities*.

- Van de Mosselaer, N & Gualeni, S. (2022, forthcoming), **“What is a Non-Human Narrative?”**, Holloway-Attaway, L. and O’Dwyer, N. (eds.) *Non-Human Narratives 2021 Art Book*. Pittsburg (PA): Carnegie Mellon Press.
- Gualeni, S. & Vella, D. (2021), **“Existential Ludology and Peter Wessel Zapffe”**, Navarro-Remesal, V. & Pérez-Latorre O. (eds.) *Perspectives on the European Videogame*. Amsterdam (The Netherlands): Amsterdam University Press, 175-192.
- Gualeni, S. (2019), **“Virtual World-Weariness: On Delaying the Experiential Erosion of Digital Environments”**, Gerber, A. and Goetz, U. (eds.) *The Architectonics of Game Spaces: The Spatial Logic of the Virtual and its Meaning for the Real*, Bielefeld (Germany): Transcript, 153-165.
- Gualeni, S. (2018), **“A Philosophy of ‘DOING’ in the digital”**, Romele, A. and Terrone, E. (eds.), *Towards a Philosophy of Digital Media*, Basingstoke (UK): Palgrave Macmillan, 225-255.
- Gualeni, S. (2017), **“VIRTUAL WELTSCHMERZ - Things to keep in mind while building experience machines and other tragic technologies”**, Silcox, M. (ed.), *Experience Machines: The Philosophy of Virtual Worlds*, London (UK): Rowman and Littlefield International, 113-133.
- Gualeni, S. (2015), **“Playing with Puzzling Philosophical Problems”**, Zagalo, N. and Branco, P. (eds.), *Creativity in the Digital Age. Springer Series on Cultural Computing*, XIV, London (UK): Springer-Verlag, 59-74.

ACADEMIC JOURNAL ARTICLES:

- Gualeni, S., Van de Mosselaer, N. (2021), **“Ludic Unreliability and Deceptive Game Design”**, *Journal of the Philosophy of Computer Games*, 3 (1).
- Gualeni, S. (2021), **“Fictional Games and Utopia: The Case of Azad”**, *Science Fiction Film & Television*, 14 (2): 187-207.
- Gualeni, S. (2021), **“A Theodicy for Artificial Universes: Moral Considerations on Simulation Hypotheses”**, *International Journal of Technoethics*, 12 (1): 21-31.
- Keller, J.; Štětkařová, I.; Macri, V.; Kühn, S.; Pětioký, J.; Gualeni, S.; Simmons, C. D., Arthanat, S.; Zilber, P. (2020), **“Virtual reality-based treatment for regaining upper extremity function induces cortex grey matter changes in persons with acquired brain injury”**, *Journal of NeuroEngineering and Rehabilitation*, 17 (1): 1-11.
- Gualeni, S. (2020), **“Artificial Beings Worthy of Moral Consideration in Virtual Environments: An Analysis of Ethical Viability”**, *Journal of Virtual World Research*, 13 (1).
- Vella, D. & Gualeni, S. (2019), **“Virtual Subjectivity: Existence and Projectuality in Virtual Worlds”**, *Techné: Research in Philosophy of Technology*, 23 (2).
- Gualeni, S.; Vella, D.; Harrington, J. (2017), **“De-Roling from Experiences and Identities in Virtual Worlds”**, *Journal of Virtual World Research*, 10 (2).
- Gualeni, S. (2016), **“The Experience Machine: Existential Reflections of Virtual Worlds”**, *Journal of Virtual World Research*, 9 (3).
- Gualeni, S. (2016), **“Self-reflexive Videogames: Observations and Corollaries on Virtual Worlds as Philosophical Artifacts”**, *G/A/M/E – The Italian Journal of Game Studies*, 5 (1).

- Caruso, G., Ferri, G., Fassone, R., Salvador, M., Gualeni, S. (2016), **“Games on Games. Game Design as Critical, Reflexive Practice”**, *G/A/M/E – The Italian Journal of Game Studies*, 5 (1).
- Gómez Maureira, M.; Westerlaken, M.; Janssen, D.; Gualeni, S.; Calvi, L. (2014), **“Improving Level Design through Game User Research: A Comparison of Methodologies”**, *Entertainment Computing* (Elsevier), 5 (4): 463-473.
- Gualeni, S. (2014), **“Augmented Ontologies; or, how to Philosophize with a Digital Hammer”**, *Philosophy of Technology*, 27 (2): 177-199.
- Gualeni, S. (2012), **“La Voce del Sonnambulismo Contemporaneo”**, *G/A/M/E – The Italian Journal of Game Studies*, 1 (2).

ACADEMIC BOOK REVIEWS:

- Van de Mosselaer, N. & Gualeni, S. (2019), **“Old Lies, New Media: A Review of A Defense of Simulated Experience: New Noble Lies by Mark Silcox”**, *The Journal of the Philosophy of Games*, Vol. 2, n.1.

PEER-REVIEWED ACADEMIC CONFERENCE PAPERS:

- Schellekens, J.; Caselli, S.; Gualeni, S.; Rutter Bonello Giappone, K. (2020), **“Satirical Game Design: The Case of the Boardgame Construction BOOM!”**, proceedings of the 2020 FDG international conference, Bugibba (Malta), September 15-18, 2020.
- Caselli, S.; Rutter Bonello Giappone, K., Schellekens, J.; Gualeni, S. (2020), **“Satire at Play: A Game Studies Approach to Satire”**, proceedings of the 2020 FDG international conference, Bugibba (Malta), September 15-18, 2020.
- Van de Mosselaer, N. & Gualeni, S. (2020), **“The Implied Designer and the Experience of Gameworlds”**, proceedings of the 2020 DiGRA international Conference, Tampere (Finland), June 2-6, 2020.
- Fassone, R.; Alonge, G.; Gualeni, S. (2020), **“Deployment Mechanics in Analogue and Digital Strategic Games: A Historical and Theoretical Framework”**, proceedings of the 2020 DiGRA international Conference, Tampere (Finland), June 2-6, 2020.
- Gualeni, S.; Fassone, R.; Linderoth, J. (2019), **“How to Reference a Digital Game”**, proceedings of the 2019 DiGRA international Conference, Kyoto (Japan), August 6-10, 2019.
- Gualeni, S. (2019), **“On the de-familiarizing and re-ontologizing effects of glitches and glitch-alikes”**, proceedings of the 2019 DiGRA international conference, Kyoto (Japan), August 6-10, 2019.
- Vella, D.; Gualeni, S.; Arjoranta, J. (2019), **“Processes of Roling”**, proceedings of the 2019 DiGRA international Conference, Kyoto (Japan), August 6-10, 2019.
- Gualeni, S. & Gómez Maureira, M. (2018), **“Self-Transformative effects of designing videogames and**

the challenge of capturing them quantitatively: a case study”, proceedings of the 2018 FDG international conference, Malmo (Sweden), August 7-10, 2018. ACM Press.

- Vella, D. & Gualeni, S. (2018), **“Projectuality in Digital Gameworlds”**, proceedings of the 2018 DiGRA international conference, Turin (Italy), July 25-28, 2018.
- Westerlaken, M. & Gualeni, S. (2017), **“A dialogue concerning ‘doing philosophy’ with and within computer games”**, proceedings of the Philosophy of Computer Games conference, Krakow (Poland), 28 November-1 December, 2017.
- Westerlaken, M. & Gualeni, S. (2016), **“Becoming with: Towards the inclusion of animals as participants in design processes”**, proceedings of the ACI ‘16 conference, Milton Keynes (United Kingdom), November 16-17, 2016. ACM Press.
- Westerlaken, M. & Gualeni, S. (2016), **“Situated Knowledges through Game Design: A Transformative Exercise with Ants”**, proceedings of the Philosophy of Computer Games conference. Valletta (Malta), November 1-4, 2016.
- Gualeni, S. (2015), **“Self-transformation through Game Design”**, proceedings of the 2015 Philosophy of Computer Games conference, held at the BTK University of Art and Design of Berlin (Germany), October 14-17, 2015.
- Prook, J.; Janssen, D.; Gualeni, S. (2015), **“The Negative Effects of Praise and Flattery in Casual Videogames”**, proceedings of the 2015 FDG international conference in Asilomar (CA), United States, June 22-25, 2015, ACM Press.
- Gualeni, S. (2015), **“ENLARGE YOUR MESOSCOPY: A philosophical reflection on projectual ontologies and the human scale”**, paper presented at the 2015 euSLSA conference in Floriana (Malta), June 15-18, 2015.
- Westerlaken, M. & Gualeni, S. (2014), **“Grounded Zoomorphism: an evaluation methodology for ACI design”**, proceedings of the ACE 2014 conference in Funchal (Portugal), November 11 - 14, 2014.
- Gualeni, S. (2014), **“Freer Than We Think: Game Design as a Liberation Practice”**, proceedings of the 2014 Philosophy of Computer Games conference, held at the Bilgi University in Istanbul (Turkey), November 13-16, 2014.
- Westerlaken, M. & Gualeni, S. (2014), **“Felino: The Philosophical Practice of Making an Interspecies Video Game”**, proceedings of the 2014 Philosophy of Computer Games conference, held at the Bilgi University in Istanbul (Turkey), November 13-16, 2014.
- Gomez Maureira, M.; Janssen, D.; Gualeni, S.; Westerlaken, M., Calvi, L. (2013), **“Comparing Game User Research Methodologies for the Improvement of Level Design in a 2-D Platformer”**, proceedings of the ACE 2013 Conference (Springer Lecture Notes in Computer Science), Twente (The Netherlands), November 13-15, 2013.
- Westerlaken, M.; Gualeni, S. (2013), **“Digitally Complemented Zoomorphism: a Theoretical Foundation for Human-Animal Interaction Design”**, proceedings of the conference on Designing Pleasurable Products and Interfaces (DPPI ’13), ACM Press. Newcastle upon Tyne (UK), September 3-5, 2013.
- Jansen, D.; Calvi, L.; Gualeni, S. (2013), **“A framework for biometric playtesting of games”**, proceedings of the 2013 Foundation of Digital Games conference, Chania (Crete), May the 14-17, 2013, ACM Press.

- Gualeni, S.; Janssen, D.; Calvi, L. (2012), “**Psychophysiology and casual games: always a good match?**”, paper presented at the 2012 ECREA Conference in Istanbul (Turkey). October the 24-27, 2012.
- Gualeni, S.; Janssen, D.; Calvi, L. (2012), “**How psychophysiology can aid the design process of casual games: A tale of stress, facial muscles, and paper beasts**”, proceedings of the 2012 FDG international conference. Raleigh, NC, United States, May 29th-30th, June the 1st, 2012, ACM Press.
- Gualeni, S. (2011), “**What Is It Like to Be a (Digital) Bat?**”, proceedings of the 2011 Games and Philosophy Conference, held at the Panteion University in Athens (Greece), April 6-9, 2011.

PANELS AND WORKSHOPS (REFEREED):

- Martin, P., Gualeni, S., Frome, J. (2020), “Game Citation Workshop (Digital and Beyond)”, 3-hour workshop at the DiGRA 2020 international conference in Tampere (Finland) [Cancelled due to COVID-19].
- Leino, O. T., Gualeni, S., Möring, S., Jørgensen, I., Vella, D. (2018), “Existential-Phenomenological Approaches to Game Worlds”, panel at the DiGRA 2018 international conference in Turin (Italy).
- Camilleri, V., Gualeni, S., Fassone, R., Micallef J. F., Westerlaken, M. (2016), “Video Games and (and as) Scientific Research: The Case of “Games on Games: game design as critical reflexive practice”, panel at the Philosophy of Computer Games Conference 2016 in Valletta (Malta).
- Gualeni, S. Righi-Riva, P., Westerlaken, M., Toft, I. (2014), ‘DOING philosophy with computer games’, panel at the Philosophy of Computer Games Conference 2015 in Berlin (Germany).
- Grabarczyk, P., Gualeni, S., Juul, J., Karhulahti, V. M., Mosca, I., Zagal, J. (2015), “Ludo-Ontologies: a roundtable”, panel at the DiGRA 2015 international conference in Lüneburg (Germany).
- Caruso, G., Ferri, G., Fassone, R., Gualeni, S., Salvador, M. (2013), “G|A|M|E on Games: the Meta-Panel”, panel at the DiGRA 2013 international conference in Atlanta (Georgia, USA).
- Gualeni, S. Righi-Riva, P., Majewski, K., Westerlaken, M. (2014), INDEPENDENT GAME PHILOSOPHERS PANEL’, panel at the Philosophy of Computer Games Conference 2014 in Istanbul (Turkey)

PROFESSIONAL SERVICE:

- Associate editor and member of the board of reviewers for the academic journal *G/A|M/E – the Italian Journal of Game Studies* (2011 – PRESENT).
- Member of the board of reviewers for the academic journals *Techné: Research in Philosophy & Technology* (2014 – PRESENT), *Journal of the Philosophy of Games* (2016 – PRESENT), *Game Studies* (2020 - PRESENT), *Philosophy & Technology* (2021 – PRESENT).
- Chair of the organizing committee, program committee member, and reviewer for the 2016 Philosophy of Computer Games international conference (Valletta, Malta).

- Track chair for the ‘Games Beyond Entertainment’ for the 2020 Foundation of Digital Games (FDG) international conference (Bugibba, Malta).
- External evaluator for the National Commission for Further and Higher Education (NCFHE) of Malta (2016 – PRESENT).
- Organizer and reviewer for the ‘Philosophical tools in Design Research’ track at the 2018 Design Research Society (DRS2018) conference (Limerick, Ireland).
- Member of the board of reviewers for the Philosophy of Computer Games conference series (2014 – PRESENT) and the Central and Eastern European Game Studies conference (2016 – PRESENT) - Reviewer for the FDG conference (2015 – PRESENT) and for various other conferences and symposia, including DiGRA (2018 – PRESENT), ISEA (in 2016), and ICIDS (in 2018) among others.

CURRENT PH.D. STUDENTS:

- Marcello Gómez Maureira, University of Leiden, The Netherlands (expected 2022)
Thesis title: *Fostering Curiosity Through Videogames*
Supervisors: Prof. Stefano Gualeni & Prof. Max van Duijn
- Stefano Caselli, University of Malta (expected 2023)
Thesis title: *Self and Memory in Virtual Worlds*
Supervisors: Prof. Stefano Gualeni
- Melinda-Sue Mangion, University of Malta (expected 2022)
Thesis title: *TBD*
Supervisors: Prof. Stefano Gualeni

PH.D. EXAMINING COMMITTEES:

- Konstantinos Daniel Karavolos, University of Malta, Malta, February 2020
Thesis title: *Orchestrating the Generation of Game Facets via a Model of Gameplay*
Supervisors: Prof. Georgios Yannakakis, Dr. Antonios Liapis
- Phil Lopes, University of Malta, Malta, May 2017
Thesis title: *Generating Multifaceted Content in Games: A study on Levels and Sound*
Supervisors: Prof. Georgios Yannakakis, Dr. Antonios Liapis
- Annamaria Andrea Vitali, Polytechnic University of Milan, Italy, June 2016
Thesis title: *Creative processes and sense making through playful multimedia*
Supervisors: Prof. Margherita Pillan

SERVICE IN UNIVERSITY BOARDS:

- Member of the Board of the Institute of Digital Games, University of Malta (January 2015 – PRESENT)
- Member of the Board of Education of the Institute of Digital Games, University of Malta (January 2015 – PRESENT)
- Member of the Ph.D. Board of the Institute of Digital Games, University of Malta (January 2015 – PRESENT)
- Member of the Intake Assessment Committee of the Institute of Digital Games, University of Malta (January 2015 – January 2021)

ESSAYS IN POPULAR MEDIA AND INTERVIEWS:

- **“Il Game Design Ingannevole”** – critical essay in Italian for *LUDICA* (online magazine of videogame design and game culture, trans. Stefano Caselli), published online on October the 4th, 2021.
- **“Sul valore esistenziale (in)significante della game music”** – critical essay in Italian for *LUDICA* (online magazine of videogame design and game culture), published online on May the 3rd, 2021.
- **“Zašto nam virtuelni svetovi brzo dosade?”** – article in Serbian for *P.U.L.S.E.* (online magazine of Architecture, Film, Philosophy, and the Arts, trans. Marina Mojsilovic), published online on April the 21st, 2021.
- **“On the existential (in)significance of in-game music”** – critical essay part of the liner notes for the music album *Ghosts Goblins Ghouls* by 19m40s (the anti-classical series), released on April the 14th, 2021.
- **“Una teodicea per universi artificiali”** – article in Italian for *L’INDISCRETO* (online magazine of art and culture, trans. Gabriella Longobardi), published online on February the 24th, 2021.
- **“Il game designer implicito: Il ruolo delle aspettative nell’esperienza dei mondi artificiali.”** - article in Italian for *LUDICA* (online magazine of videogame design and game culture, trans. Stefano Caselli), published online on January the 25th, 2021.
- **“Le meccaniche di schieramento dai giochi da tavolo a quelli digitali..”** - article in Italian for *LUDICA* (online magazine of videogame design and game culture, trans. Stefano Caselli), published online on December the 21st, 2020.
- **“Stefano Gualeni on how to philosophize with a digital hammer”** - Interview with Federico Campagna as part of the podcast series *Overmorrow’s Library* for The Centre d’Art Contemporain Genève (Switzerland) - December the 17th, 2020.
- **“On Principle: The utility of thought experiments”** - article by Stephanie d’Arc Taylor on my work published on *Kinfolk Magazine - Arts and Culture Issue 38*, December the 7th, 2020.
- **“Filozofija P. V. Sapfea i Video-igre”** – article in Serbian for *P.U.L.S.E.* (online magazine of Architecture, Film, Philosophy, and the Arts, trans. Marina Mojsilovic), published online on November the 2nd, 2020.

- **“Digital games are part of our media diet”** – interview with Newspoint (the news outlet of the University of Malta), published online on July the 24th, 2020.
- **“La Filosofia di P. W. Zapffe e i Videogames”** – article in Italian for *L’INDISCRETO* (online magazine of art and culture, trans. Stefano Caselli & Francesca Maffioli), published online on June the 19th, 2020.
- **“Saremo gli Aguzzini di Esseri Artificiali?”** – article in Italian for *L’INDISCRETO* (online magazine of art and culture, trans. Stefano Caselli), published online on May the 12th, 2020.
- **“Game Citation in MLA Style”** – Interview with the MLA Style experts, published on the MLA Style website on April the 3rd, 2020.
- **“We’re exploring here!”** – article with Jasper Schellekens for the June 2019 issue of *TH!NK magazine* (quarterly research magazine of the Uni of Malta), n. 23.
- **“Perche’ ci annoiamo dei mondi virtuali?”** – article in Italian for *L’INDISCRETO* (online magazine of art and culture, trans. Stefano Caselli), published on Feb. the 1st, 2019.
- **“Come HERE!”** – article with Jasper Schellekens for the December 2018 issue of *TH!NK magazine* (quarterly research magazine of the Uni of Malta), n. 22.
- **“You Don’t Know What Soup Is”** – article with Jasper Schellekens for the June 2017 issue of *TH!NK magazine* (quarterly research magazine of the Uni of Malta), n. 20.
- **“Make Games, Make Yourself”** – article with Ashley Davis for the December 2015 issue of *TH!NK magazine* (quarterly research magazine of the Uni of Malta), n. 15.
- **“ONTOLOGIE AUMENTATE: Ovvero, come fare filosofia con un martello digitale”** – article in Italian for *!Nsight* (the periodical of the Accademia di Belle Arti di Roma, trans. Francesca Maffioli), Oct. 2014, issue 4.
- **“Self-Reflexive Video Games as Playable Critical Thought”** – article featured on GAMEDEVELOPER.COM, published on Oct. the 29th, 2013.
- **“The Case for Casual Biometrics”** – industry-oriented four-page feature for GAMEDEVELOPER.COM, published on Dec. the 20th, 2012.
- **“Lie Detectors and Paper Beasts: A Casual Tale of Biometric Design”** – industry-oriented four-page feature for the Summer 2012 issue of *CASUAL CONNECT Magazine*.
- **“Notes from the Otherground”** – a series of columns for the online version of the Dutch magazine *CONTROL* focused on videogame-design and media philosophy (April 2010 - June 2014).
- **“ART-hritis”** – essay in Dutch on the definition of ‘art’ in relation to video games that appeared on the Dutch magazine *CONTROL* in May 2006, issue 6.
- **“The Anarchitect”** – a series of columns in Italian for the magazine *VIDEOGIOCHI* (Futuremedia Italy) focusing on game-design and game-studies as primary factors in cultural change (June 2006 - April 2007).

PUBLIC SPEAKING ENGAGEMENTS:

- 2021, December the 15th, DiGRA ESPAÑA 2021 conference in Mataró (Spain): ‘On the Fictional Incompleteness of Digital Gameworlds: the Case of Book Cases’ (extended abstract with N. Van de Mosselaer).
- 2021, December the 15th, DiGRA ESPAÑA 2021 conference in Mataró (Spain): ‘Fictional Games: an Assessment of the Roles of Games within Fictional Worlds’ (extended abstract presentation with R. Fassone).
- 2021, December the 15th, DiGRA ESPAÑA 2021 conference in Mataró (Spain): ‘Virtual Doors: on the Representational Aspects of Video Game Objects’ (extended abstract presentation with N. Van de Mosselaer).
- 2021, November the 17th, DAE - Howest University of Applied Sciences (virtual): ‘Game for Thought’ (invited panel about educational games).
- 2021, June the 21st, WORLD AT PLAY SUMMER SCHOOL at ETH Zurich (virtual): ‘Virtual World-Weariness’ (invited guest lecture).
- 2021, May the 18th, University of São Paulo - Brazil (virtual): ‘Ludic Unreliability and Deceptive Design’ (invited guest lecture).
- 2021, April the 30th, IULM Università di Milano - Italia (virtual): ‘Game Design Workshop’ (invited workshop).
- 2021, April the 29th, IULM Università di Milano - Italia (virtual): ‘Ludic Unreliability and Deceptive Design’ (invited lecture as part of the GAME TALK series).
- 2021, March the 24th, Università di Cagliari (virtual): ‘A Telescope for the Mind’ (invited talk as part of the conclusive event for the PAC PAC research project on cultural heritage and its communication via digital games).
- 2020, November the 26th, KABK – De Koninklijke Academie van Beeldende Kunsten of Den Haag – The Netherlands (virtual): ‘Virtual World-Weariness’ (2-hour guest lecture).
- 2020, November the 24th, Università Cattolica di Milano – Italia (virtual): ‘La Stanchezza del Mondo nel Virtuale’ (2-hour guest lecture).
- 2020, November the 7th, Philosophy of Human Technology Relationships Conference 2020, Twente – The Netherlands (virtual): ‘Meaning and Subjectivity in Virtual Worlds’ (presentation with Daniel Vella).
- 2020, November the 5th, Philosophy of Human Technology Relationships Conference 2020, Twente – The Netherlands (virtual): ‘Are We Going to Be the Oppressors of Artificial Beings?’ (presentation).
- 2020, July the 15th, Games for Change Festival (virtual): ‘Nurturing Talent in the Mediterranean’ (invited round-table discussion).
- 2019, September the 26th, Progetto PAC-PAC in Pula (Sardinia, Italy): ‘Game Design in Pillole’ (invited talk with Riccardo Fassone).
- 2019, August the 9th, DiGRA 2019 conference in Kyoto (Japan): ‘How to Reference a Digital Game’ (paper presentation).
- 2019, August the 8th, DiGRA 2019 conference in Kyoto (Japan): ‘On the de-familiarizing and re-ontologizing effects of glitches and glitch-alikes’ (paper presentation).

- 2019, April the 12th, Games Beyond Games event in Turin (Italy), sede del ‘Polo del ‘900’: ‘Fare cultura in/con mondi digitali’ (invited talk).
- 2019, February the 6th, University of Skövde (Sweden), MTEC research group meetup: ‘Experience Machines’ (invited lecture).
- 2019, January the 31st, University of Gothenburg (Sweden): ‘Experience Machines’ (invited lecture).
- 2018, October the 21st, Athens Games Festival (Athens, Greece): ‘BIG TROUBLE in Little Cities’ (invited talk).
- 2018, October the 5th, University of Lille (Lille, France): ‘Philosophy with (and within) the Digital’ (guest lecture).
- 2018, September the 27th, Centre for Digital Humanities (University of Gothenburg, Sweden): ‘BIG TROUBLE in Little Cities’ (invited lecture).
- 2018, September the 21st, Centre for Digital Humanities (University of Gothenburg, Sweden): ‘Philosophy with (and within) the Digital’ (invited talk).
- 2018, July the 26th, DiGRA 2018 conference in Turin (Italy): ‘Projectuality in Digital Gameworlds’ (paper presentation).
- 2018, June the 9th, The Architectonics of Virtual Space (Bibliothek Werner Oechslin, Einsiedeln, Switzerland): ‘BIG TROUBLE in Little Cities’ (invited talk).
- 2018, May the 14th, Department of Classics & Archaeology (University of Malta): ‘BIG TROUBLE in Little Cities’ (invited talk).
- 2018, April the 20th, CREMO Project Workshop (Waterfront Hotel, Sliema, Malta): ‘Philosophy with (and within) the Digital’ (keynote).
- 2017, November the 29th, Philosophy of Computer Games conference (Krakow, Poland): ‘A dialogue concerning ‘doing philosophy’ with and within computer games’ (paper presentation).
- 2017, November the 23rd, University of Gothenburg (Sweden): ‘Experience Machines’ (invited lecture).
- 2017, November the 23rd, University of Gothenburg (Sweden): ‘Toying around with thought experiments’ (invited lecture).
- 2017, November the 11th, Radio 2 Malta (PBS): ‘Radio Mocha’ (radio interview).
- 2017, September the 29th, Science and the City (Valletta, Malta): ‘Chicken and egg: philosophical play with thought experiments’ (public talk).
- 2017, September the 18th, Game Studies Seminar 2017 (University of Malta): ‘Toying around with thought experiments’ (public lecture).
- 2017, May the 3rd, IT-University (Copenhagen, Denmark): ‘Toying around with thought experiments’ (guest lecture).

- 2017, March the 1st, Cafe' Scientifique (Valletta, Malta): 'Chicken and egg: philosophical play with thought experiments' (public talk).
- 2017, February the 15th, University of Skövde (Sweden), MTEC research group: 'DOING philosophy with (and within) Virtual Worlds' (invited talk).
- 2017, February the 17th, IT-University (Copenhagen, Denmark): 'DOING philosophy with (and within) Virtual Worlds' (invited talk).
- 2017, January the 30th, Radio 2 Malta (PBS): 'Radio Mocha' (radio interview).
- 2016, November the 30th, University of Malta (Malta), Faculty of Media and Knowledge Sciences: 'How Ideas Go to Market' (invited talk).
- 2016, November the 16th, University of Malta (Malta), Game Lecture Series at the Institute of Digital Games: 'Experience Machines' (invited talk).
- 2016, October the 27th, Coimbra International Conference on the Virtual, University of Coimbra (Coimbra, Portugal): 'Virtual Weltschmerz' (keynote).
- 2016, October the 26th, University of Porto (Porto, Portugal): 'DOING Philosophy with (and within) Virtual Worlds' (invited talk).
- 2016, September the 11th, FESTIVALETTERATURA, (Mantova, Italy): 'Giocare sul serio' (panel).
- 2016, September the 10th, FESTIVALETTERATURA, (Mantova, Italy): 'Una Macchina per Esperienze Straordinarie' (invited talk).
- 2016, July the 21st, LCAD (Laguna Beach, U.S.A.): 'Game Design as a Self-Transformative Process' (invited talk).
- 2016, June the 16th, Gett1 Podcast series, Ep. 05: 'Trasformazione' (podcast interview).
- 2016, April the 14th, Campus FM, University of Malta (Malta): 'University Matters' (radio interview).
- 2015, December the 9th, Faculty of Philosophy, University of Malta (Malta): 'DOING Philosophy with (and within) Computer Games' (invited talk).
- 2015, November the 21st, Codemotion event in Milano 2015, Politecnico di Milano (Milano, Italy): 'Self-transformation through Game Design' (invited talk).
- 2015, October the 16th, Philosophy of Computer Games conference (Berlin (Germany): 'Self-transformation through Game Design' (paper presentation).
- 2015, October the 13th, Guest-lecture at the BTK University of Art and Design, (Berlin, Germany): 'In-game metaphors: an autumnal reflection' (guest lecture).
- 2015, June the 17th, SLSAeu 2015: 'SCALE' Conference (Valletta, Malta): 'ENLARGE YOUR MESOSCALE: THE HUMAN SCALE AND PROJECTUAL ONTOLOGIES' (paper presentation).

- 2015, June the 15th, University of Turin (Turin, Italy). ‘ONTO-LOGICAL MACHINES’ (invited talk).
- 2014, November the 14th, Philosophy of Computer Games conference (Istanbul (Turkey): ‘Freer Than We Think: Game Design as a Liberation Practice’ (paper presentation).
- 2014, April the 24th, Leiden University (Leiden, The Netherlands): ‘VIDEO GAMES AS METAPHORS: A LUNCHTIME RANT’ (invited talk).
- 2014, March the 25th, LCAD, (Laguna Beach, U.S.A.): ‘Metaphorism in videogames’ (three-hour seminar).
- 2013, April the 1st, LCAD, (Laguna Beach, U.S.A.): ‘A tale of polygraphs and paper beasts’ (invited lecture).
- 2013, March the 26th, Game User Research Summit 2013 (San Francisco, U.S.A.): ‘THE CASE FOR CASUAL BIOMETRICS’ (30-min. talk).
- 2012, November the 28th, GameConnection Europe, (Paris, France): ‘BIOMETRIC DESIGN FOR CASUAL GAMES’ (30-min. talk).
- 2012, November the 3rd, NASSCOM GDC, (Pune, India): ‘A TALE OF LIE DETECTORS AND PAPER BEASTS’ (invited talk).
- 2012, November the 2nd, NASSCOM GDC, (Pune, India): ‘Global Indie Freedom - Lessons from Indie Devs from around the World’ (invited panel).
- 2012, July the 5th, Never-ending Conference 2012, Breda (The Netherlands): ‘On philosophy, biometrics, and folk music’ (45-minute talk).
- 2012, May the 23rd, CASUAL CONNECT ASIA 2012, Suntec City (Singapore): ‘A TALE OF LIE DETECTORS AND PAPER BEASTS’ (30-minute talk).
- 2012, April the 29th, GAME BANG 2012, Triennale Lab, Milano (Italy): ‘TABLET RASA: giocando con la filosofia’ (invited talk).
- 2012, March the 24th, CODEMOTION 2012 – event at Roma 3 University, Roma (Italy): ‘Tra machine della verita’ e bestie di carta’ (30-minute talk).
- 2011, June the 24th, UBIsoft Studios Paris, Paris (France): ‘Biometric game design’ (90-minute talk).
- 2011, May the 27th, FAR GAME – event at the Cineteca di Bologna, Bologna (Italy): ‘IL DILEMMA DI STARSKY: la narrazione nel game-design moderno’ (invited talk).
- 2011, May the 5th, Università di Verona – Facoltà di Informatica, Verona (Italy): ‘Seminar on biometric game design’ (one-hour seminar).
- 2011, April the 6th, 2011 ‘Philosophy of Games’ Conference, Panteion University, Athens (Greece): ‘Whatt is it like to be a (digital) bat?’ (paper presentation).
- 2011, February the 25th, LCAD, Laguna Beach (CA, USA): ‘Biometric design for casual games’ (guest lecture).
- 2011, February the 24th, Blizzard Entertainment Inc., Irvine (CA, USA): ‘Biometric game design’ (invited talk).

- 2010, July the 29th, Navionics SpA, Viareggio (Italy): ‘Game design seminar’ (day-long corporate seminar).
- 2010, July the 8th, Never-ending Conference, Breda (The Netherlands): ‘Which came first, the chicken or the egg?’ (30 mins. talk).
- 2010, March the 6th, LCAD, Laguna Beach (CA, USA): ‘MULTIPLAYER-GAME BALANCING’ (guest-lecture).
- 2010, March the 5th, UC Irvine, Irvine (CA, USA): ‘The expansion of human subjectivity’ (one-hour lecture in a lunch series).
- 2008, January the 9th, RMIT, Melbourne (Australia): ‘IMMEDIACY AND INTEGRATION IN GAME-DESIGN’ (guest-lecture).
- 2008, July the 24th, University of Bayreuth, Bayreuth (Germany): ‘An insider’s perspective on game studies and their influence on game development’ (a two-hour session in a series of conferences on digital media culture).
- 2007, May the 4th, Polytechnic University of Milan, Milan (Italy): ‘Isomorphism in modern mass-media’ (invited guest-lecture).