

DR. S T E F A N O G U A L E N I



PHILOSOPHY, GAME STUDIES & GAME DESIGN
Full Professor at the University of Malta

Born in Lovere (Italy) ♠

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CURRENT ACADEMIC POST:

- **Full Professor** at the Institute of Digital Games (IDG), University of Malta (since March 2023)

PAST ACADEMIC POSTS:

- **Associate Professor** at the Institute of Digital Games (IDG), University of Malta (from March 2016 until March 2023)
- **Visiting Professor** at the Faculty of Media and Communication (FMK) of the Singidunum University in Belgrade (Serbia) (May 2024)
- **Visiting Professor** at the MFA in Game Design at the Laguna College of Art and Design (LCAD), Laguna Beach (California) (June 2015 – August 2020)
- **Visiting Researcher** at the Centre for Game Studies (RCGS) at the Ritsumeikan University in Kyoto (Japan) (March 2022 – March 2024)
- **Visiting Researcher** at the Centre for Digital Humanities (CDH) at the University of Gothenburg, Gothenburg (Sweden) (September 2018 - February 2019)
- **Senior Lecturer** at the Institute of Digital Games (IDG) at the University of Malta (January 2015 - 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)
- ♦ 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:

- *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

PHILOSOPHICAL / CRITICAL GAMES (NON-COMMERCIAL):

- **HAMM-3R** (2026) - Available at hammer.gua-le-ni.com, developed with Ahmed Khalifa, Irina Tomova, Daniele Giardini, Costantino Oliva, et al. My roles: game designer, writer, project coordinator
- **Doors (the game)** (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 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 Kniestedt, 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 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 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:

- My experimental videogames *Something Something Soup Something* (2017), “*HERE*” (2018) and *Doors (the game)* (2021) were part of the exhibition ‘Chrysalis: The Butterfly’s Dream’ at the **Centre d’Art Contemporain Genève** (Switzerland; January 2023 until June 2023). The exhibition celebrated the idea of metamorphosis, and my games were presented as examples of transformative digital art.
- *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 in London (UK) between February 7 and April 29 2007. The game was presented as an example of Hogarth’s work re-thematization in digital media.

ACADEMIC OUTPUT

RESEARCH INTERESTS:

Game Studies; Virtual Worlds Research; Existential Philosophy; The Philosophy of Technology; The Philosophy of Fiction; Science Fiction.

RESEARCH STATEMENT:

Broadly speaking, my academic work consists in

- writing academically on themes and questions related to games, fictionality, and virtuality, and
- building playful fictions (games as well as literary texts) that explore and challenge how we can think and express ourselves philosophically.

My research outputs thus often take the form of academic texts, philosophical fictions, and interactive digital experiences. Trained as both an architect and a philosopher, I study fictions as mediators: artificial (and often interactive) contexts where ideas about who we are, how we think, and how we imagine our collective future can be encountered, shaped, and communicated experientially.

For additional information (and to download my games and articles) please visit my website at <https://gua-le-ni.com>

OBTAINED RESEARCH FUNDS (508k Euro):

- March 2025 – February 2026: MDIA Applied Research Grant (23k Euro)
“Ai-based Game Design (AiGaDe)”
Funded by the Malta Digital Innovation Authority (Malta).
- February 2022 – 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 at 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).

MONOGRAPHIC BOOKS:

- Gualeni, S. (2025), *What We Owe the Dead*. Set Margins’ Press.
- Gualeni, S. (2024), *Il Videogioco del mondo: Istruzioni per l’uso*. Time0.
- Gualeni, S. (2023), *The Clouds: An Experiment in Theory-Fiction*. Routledge.
- Gualeni, S. & Fassone, R. (2022), *Fictional Games: A Philosophy of Worldbuilding and Imaginary Play*. Bloomsbury Publishing.
- Gualeni, S. & Vella, D. (2020), *Virtual Existentialism: Meaning and Subjectivity in Virtual Worlds*. Palgrave Macmillan.
- Gualeni, S. (2015), *Virtual Worlds as Philosophical Tools: How to Philosophize with a Digital Hammer*. Palgrave Macmillan.

EDITED VOLUMES:

- Ford, D.; Gualeni, S.; Van de Mosselaer, N.; Vella, D. (2026), *Scholar’s Codex*. Tune & Fairweather.

ACADEMIC JOURNAL ARTICLES:

- Gualeni, S. (2026). **“Playing with the Dead: Dead Pools and the case of *Fantamorto*”**, *Game Studies: the international journal of computer game research*, 26 (1).
- Gualeni, S. (2025). **“Antagonistic Game Design: The Author as a Player”**, *Eludamos: Journal for Computer Game Cultures*, 16 (2): 95-116.
- Gualeni, S. (2025). **“What We Owe the Dead: Designing Fiction as Philosophical Output”**, *DIID: Disegno Industriale Industrial Design*, 85 (1): 71-77.

- Gualeni, S.; Fassone, R. & Ford, D. (2025). **“On Fictional Games and Fictional Game Studies”**, *Eludamos: Journal for Computer Game Cultures*, 16 (1): 1-5.
- Pezzano, G. & Gualeni, S. (2024). **“How to Do Philosophy with Sci-Fiction: A Case of Hybrid Textuality”**, *Filosofia*, 69 (1): 251-266.
- Van de Mosselaer, N. & Gualeni, S. (2023). **“The Implied Designer of Digital Games”**, *Estetika: The European Journal of Aesthetics*, 60 (1): 71-89.
- Van de Mosselaer, N. & Gualeni, S. (2022). **“The Fictional Incompleteness of Digital Gameworlds”**, *Transactions of the Digital Games Research Association (ToDiGRA) journal*, 6 (1): 61-94.
- 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.; Štětkářová, 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-Rolling 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: Games as Art, Media, Entertainment*, 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: Games as Art, Media, Entertainment*, 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. (2013), **“Augmented Ontologies; or, how to Philosophize with a Digital Hammer”**, *Philosophy and Technology* (Springer), 27 (2): 177-199.

- Gualeni, S. (2012), “**La Voce del Sonnambulismo Contemporaneo**”, *G/A/M/E: Games as Art, Media, Entertainment*, 1 (2).

BOOK CHAPTERS:

- Gualeni, S. (2026), “**Madman’s Knowledge**”, Ford, D.; Gualeni, S.; Van de Mosselaer, N.; Vella, D.(ed.) *Scholar’s Codex*. Dublin (Ireland): Tune & Fairweather, 138-149.
- Sun, Y. & Gualeni, S. (2025), “**Between Puppet and Actor: Reframing Authorship in this Age of AI Agents**”, Nelson Zagalo & Damian Keller (eds.) *ARTIFICIAL MEDIA: Emerging Trends in Creative Practice and Human-Computer Collaboration*. London (UK), Springer, 49-63.
- Gualeni, S. & Vella, D. (2023), “**Desasosiego al Jugar, una Perspectiva Existencial**”, Marta Martín Núñez (ed.) *Jugar el malestar. Ludonarrativas más allá de la diversión*. Santander (Spain): Shangrila, 14-21.
- Van de Mosselaer, N & Gualeni, S. (2022), “**Representing Imaginary Spaces: Fantasy, Fiction, and Virtuality**”, Gottwald, D., Vahdat, V., Turner-Rahman, G. (eds.) *Virtual Interiorities*. Pittsburgh (PA): ETC Press, Vol. 3, 21-44.
- Gualeni, S. (2022). “**Philosophical Games**”, in Grabarczyk, P. (ed.), *Encyclopedia of Ludic Terms* (Spring 2022 Edition).
- 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.

EDITED JOURNAL ISSUES AND PROCEEDINGS:

- Gualeni, S.; Fassone, R. & Ford, D. (2025). *Eludamos: Journal for Computer Game Cultures*, 16 (1), edited special issue on ‘Fictional Games and Fictional Games Studies’. Tromsø (Norway): Septentrio Academic Publishing.
- Karpouzis, K., Gualeni, S., Pirker, J., Fowler, A. (2022), *FDG 22: Proceedings of the 17th International Conference on the Foundations of Digital Games*. New York (NY): Association for Computing Machinery.
- Caruso, G., Fassone, R., Ferri, G., Gualeni, S., Salvador, M. (2016), *GAME – Games as Art, Media, Entertainment*, 5 (1), edited special issue on ‘Games on Games. Game Design as a Critical Reflexive Practice’. Bologna (Italy): Ludica.

ACADEMIC BOOK REVIEWS:

- Gualeni, S. (2026), “**Work, Leisure, and Imagined Futures in Matthew Leggatt’s Play in Utopian and Dystopian Fiction.**” Forthcoming in *Utopian Studies*.
- Van de Mosselaer, N. & Gualeni, S. (2024), “**Videoludic Metalepsis. A Review of Agata Waskiewicz’s Metagames: Games on Games**”. *Gamevironments*, 21: 208-214.
- 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*, 2 (1).

PEER-REVIEWED ACADEMIC CONFERENCE PAPERS:

- Andreou, A. T., Gualeni, S., Sánchez Contreras, G. J. (2023), “**Co-designing Enrichment Toys with Bottlenose Dolphins: Playfulness as a Corrective to Anthropocentrism**”, proceedings of the 2023 ACI international conference, Raleigh (North Carolina, USA), December 4-8, 2023.
- Gualeni, S. & Van de Mosselaer, N. (2023), “**Game Studies Through ‘Conceptual Games’: the Case of Doors**”, proceedings of the 2023 DiGRA international conference, Sevilla (Spain), June 19-24, 2023.
- 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. Valetta (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 international 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, 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):

- Liapis, A., Gualeni, S., Vella, D., Camilleri, V., Bonello Rutter Giappone, K. (2026), **“Panel on creating with AI”**, 1,5-hour panel at the conference ‘Vanishing Acts: AI, Performative Knowledge and Sustainable Memory’ in Valletta (Malta).
- Gualeni, S., Fassone, R., Van de Mosselaer, N., Di Maio, C., Vella, D. (2023), **“Fictional Games and Fictional Game Studies”**, 2-hour panel at the DiGRA 2023 international conference in Sevilla (Spain).
- Gualeni, S., Roth, M., Martin, P., Fassone, R., Kaltman, E., Fukuda, K. (2023), **“Referencing Digital Games (Developing Shared Guidelines and Citation Practices)”**, 3-hour workshop at the DiGRA 2023 international conference in Sevilla (Spain).
- Gualeni, S., Kayali, F., Van de Mosselaer, N., Lessard, J., Ntelia, R. (2022), **“Research-creation as an Applied Method in Game Studies”**, 1-hour panel at the FDG 2022 international conference in Athens (Greece).
- 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 for the academic journal *G/A/M/E: Games as Art, Media, Entertainment* (2011 – PRESENT).
- Member of the board of reviewers for the following academic journals: *Techné: Research in Philosophy & Technology* (2014 – PRESENT), *Journal of the Philosophy of Games* (2016 – PRESENT), *Game Studies* (2019 - PRESENT), *Eludamos: Journal for Computer Game Culture* (2020 – PRESENT), *The British Journal of Aesthetics* (2024 – PRESENT), *Philosophy & Technology* (2020 – PRESENT).
- Local organizer for the 2026 Joint Conference on Serious Games international conference (JCSG2026) (Valletta, Malta).
- Chair and local organizer for the 2025 Digital Games Research Association international conference (DiGRA2025) (Valletta, Malta).
- Program chair for 2022 Foundation of Digital Games (FDG2022) international conference (Athens, Greece).
- Chair and local organizer for the 2016 Philosophy of Computer Games international conference (Valletta, Malta).
- Expert evaluator for research projects funded by the National Science Centre Poland (NCN), the main Polish research funding body (2019-PRESENT).
- External evaluator for the National Commission for Further and Higher Education (NCFHE) of Malta (2016 – PRESENT).

GRADUATED PH.D. STUDENTS:

- 2023, April the 26th: **Marcello Gómez Maureira**, University of Leiden, The Netherlands
Thesis title: *Fostering Curiosity Through Videogames*
Supervisors: Prof. Max van Duijn & Prof. Stefano Gualeni

- 2024, February the 21st: **Stefano Caselli**, University of Malta
Thesis title: *Self and Memory in Virtual Worlds*
Supervisors: Prof. Stefano Gualeni

CURRENT PH.D. STUDENTS:

- (Forthcoming)

PH.D. EXAMINATION COMMITTEES:

- Daniele Monaco, Università degli Studi di Perugia, Perugia, Italia, April 2026.
Thesis title: *Il genius loci nella contemporaneità. Individuazione e rigenerazione del rapporto identitario con il luogo*
Supervisors: Prof. Luca Alici, Dr. Daniel Vella
- Rita Aloy Ricart, Universidad Jaume I de Castellón and the Universitat de València, Spain, February 2026.
Thesis title: *Videojuegos e imagen del poder. Continuidad y variación en la representación de figuras históricas y ficcionales*
Supervisors: Prof. María Inmaculada Rodríguez Moya; Dr. Luis Vives-Ferrándiz Sánchez
- Andrea Andiloro, Swinburne University of Technology, Melbourne, Australia, January 2024.
Thesis title: *Something in the Air: A Phenomenology of Videogame Atmosphere*
Supervisors: Dr. Steve Conway, Prof. Angela Ntalianis
- 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*
Supervisor: Prof. Margherita Pillan

MALTA 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)

ESSAYS IN POPULAR MEDIA AND INTERVIEWS:

- **“Quei giochi che ci maltrattano”** – Italian translation of my article ‘Antagonistic Game Design’ on *LUDICA MAGAZINE* (online magazine of game culture, trans. Stefano Caselli), published online on March the 3rd, 2026.
- **“Arcade Music vol. 3 - Intervista a Stefano Gualeni”** – Video interview with Enrico Gabrielli, December the 17th, 2025.
- **“Festivaletteratura 2025 - Intervista a Stefano Gualeni”** – Interview with Alberto Greco for the Festivaletteratura 2025 in Mantova (Italia), published online on September the 6th, 2025.
- **“Philosophy through (Science) Fiction: *What We Owe the Dead*”** – Article for the *New Works in Philosophy* blog, published online on May the 9th, 2025.
- **“Philosophy through (Science) Fiction: ‘What We Owe the Dead’”** – Article for *TH!NK magazine*, published online on April the 24th, 2025.
- **“Dead or Alive”** – Interview with Dr. Rudolph Inderst for the German online magazine *Titel-kulturmagazin*, published online on April the 8th, 2025.
- **“Videogiochi ed Esistenzialismo”** – Book extract for *L’INDISCRETO* (online magazine of art and culture), published online on October the 11th, 2024.
- **“I videogiochi sono una cosa seria”** – Interview with Francesca Milano for the podcast series *Ricercati* for Chora Media – January the 25th, 2024.
- **“The Clouds: An Experiment in Theory-Fiction”** – Interview with Dr. Rudolph Inderst for the podcast series *New Books in Game Studies* for The New Books Network – January the 24th, 2024.
- **“Existence and Transformation in Virtual Worlds”** – Essay for the catalogue of the art exhibition *Chrysalis: The Butterfly’s Dream* at the Centre d’Art Contemporain Genève (Switzerland; January 2023 until June 2023).
- **“The Clouds, an Experiment in Theory-Fiction”** – Article for the *New Works in Philosophy* blog, published online on October the 9th, 2023.
- **“Giocare Filosoficamente”** – Italian translation of my essay ‘What is a Philosophical Game?’ on *LUDICA MAGAZINE* (online magazine of game culture, trans. Stefano Caselli), published online on April the 28th, 2022.
- **“什么是一个哲学游戏”** – Chinese translation of my essay ‘What is a Philosophical Game?’ on *Sunset Sway* (online magazine of videogame design and game culture, trans. Zitao Ye), published online on March the 19th, 2022.
- **“Il Game Design Ingannevole”** – Critical essay in Italian for *LUDICA MAGAZINE* (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 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. Robin 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 MAGAZINE* (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 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. Sapfeja 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.
- **“Perché 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, n. 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).

RECENT PUBLIC SPEAKING ENGAGEMENTS:

- 2026, May 9th, SFeraKON2026 (Zagreb, Croatia), ‘What We Owe the Dead’ (book presentation with Matija Vigato).
- 2026, May 9th, SFeraKON2026 (Zagreb, Croatia), ‘How to Philosophize with a Science-fictional Hammer’ (conference talk with Ahmed Khalifa).
- 2026, May 8th, Bogdan Ogrizović’s Library and Reading Room (Zagreb, Croatia), ‘What We Owe the Dead’ (book presentation with Matija Vigato).
- 2026, May 6th, University of Zagreb (Zagreb, Croatia), ‘On Conceptual Games’ (invited lecture as part of the “Philosophy of Play” series).
- 2026, April the 30th, Università di Perugia (Perugia, Italia), ‘Sul Valore Concettuale del Gioco (e del Giocare)’ (invited lecture for Luca Alici).
- 2026, April the 28th, Università di Perugia (Perugia, Italia), ‘La Filosofia e i suoi Sbocchi Professionali’ (invited panel at the Faculty of Philosophy).
- 2026, March the 25th, Università di Macerata (Macerata, Italia), ‘Mondi Ludici come Strumenti Filosofici’ (invited lecture for Silvia Pietrosara).
- 2025, December the 5th, HSLU (Rotkreuz, Switzerland), ‘On Games as Conceptual Tools’ (keynote for the Joint Conference on Serious Games: JCSG).

- 2025, September the 23rd, Utopian and Dystopian Fictions Podcast (Winchester, UK), ‘Episode 16’ (invited online talk).
- 2025, September the 16th, D6 International School (Athens, Greece), ‘What We Owe the Dead’ (invited online talk).
- 2025, September the 11th, University of York (York, UK), ‘On Games as Conceptual Tools’ (keynote for the iGGi annual conference).
- 2025, September the 11th, Village Bookstore (Leeds, UK), ‘What We Owe the Dead’ (book presentation with Florence Smith-Nicholls).
- 2025, September the 3rd, Festaletteratura (Mantova, Italy), ‘Il mondo come videogioco e rappresentazione’ (invited talk).
- 2025, June the 30th, Istituto Italiano di Cultura di La Valletta (Malta), ‘Scrivere fantascienza mentre fuori il mondo brucia’ (book presentation with Prof. Marco Caracciolo).
- 2025, June the 6th, Domus Academy Speculative Design Talks, ‘On Games as Conceptual Tools’ (invited guest lecture).
- 2025, May the 30th, Meet & Play 3 (Milano, Italy), ‘What We Owe the Dead’ (invited talk).
- 2025, May the 29th, NOI libreria Bookstore (Milano, Italy), ‘Scrivere fantascienza mentre il mondo fuori brucia’ (book presentation with Dr. Valentina Romanzi).
- 2025, May the 27th, Paard van Troje Bookstore (Ghent, Belgium), ‘Writing Science Fiction while the World Burns’ (book presentation with Prof. Elly McCausland).
- 2025, April the 29th, University of Malta Library (Msida, Malta), ‘What We Owe the Dead’ (book launch presentation).
- 2025, March the 24th, Game & IDN DiGRA Italia Talks – Department of Design, Politecnico di Milano, ‘On Games as Theory’ (invited lecture with Prof. Riccardo Fassone).
- 2025, January the 28th, Faculty of English Literature, University of Ghent (Belgium), ‘On Conceptual Games’ (invited lecture).
- 2025, November the 28th, Libreria Malaparte, Firenze (Italia), ‘Il Videogioco del Mondo’ (book presentation with Matteo Lupetti).
- 2024, November the 27th, Università di Torino (Italia), auditorium Quazza: ‘Homo Ludens Ludens’ (invited seminar).
- 2024, November the 27th, Libreria Golem, Torino (Italia): ‘Il Videogioco del Mondo’ (book talk with Simone Santilli).
- 2024, November the 26th, Università Cattolica di Milano (Italia), department of Psychology: ‘On Conceptual Games’ (guest lecture).

- 2024, November the 25th, Libreria Verso, Milano (Italia), “Il Videogioco del Mondo” (book presentation).
- 2024, October the 22nd, Istituto Italiano di Cultura di La Valletta (Malta), ‘Homo Ludens Ludens: Il gioco nella cultura contemporanea’ (invited talk with Prof. Riccardo Fassone).