

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



**PHILOSOPHER + VIDEOGAME DESIGNER**

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

Born in Lovere, BG (Italy) ♠

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## CURRENT ACADEMIC POSTS:

- **Associate Professor** in Game Design at the Institute of Digital Games (IDG) at the University of Malta - Research areas: Game Design, Philosophy of Technology, Existentialism, Game Studies, and Virtual Worlds Research (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)

## 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 (from January 2015 until my promotion in March 2016)
- **Lecturer** in Game Design, Game Architecture, and Game Studies at NHTV University of Applied Sciences, Breda (The Netherlands) (August 2006 - January 2015)

## EDUCATION:

- ♠ ERASMUS UNIVERSITY ROTTERDAM, Rotterdam (the Netherlands)  
**Ph. D. in Philosophy** (April 2014) – Dissertation title: AUGMENTED ONTOLOGIES (Prof. Jos de Mul)
- ♥ HOGESCHOL 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*) – *cum laude*)
- ♣ LICEO SCIENTIFICO C. BATTISTI, Lovere, BG (Italy)  
**Diploma** (July 1997) awarded with a final grade of 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 role: creative director, game designer, writer, IP owner
- ***Fronte del Basket 2*** (2006), PC internationally licensed basketball simulation developed by Idoru S.r.L.  
My role: game designer
- ***Tony Tough in a Rake's Progress*** (2006), PC point & click adventure by Dtp-AG / ANACONDA.  
My role: team lead, game designer, writer, screenplay, IP owner
- ***The Legend of the Ark: Dangerous Heaven*** (2006), adventure DVD-GAME by Blue Label Entertainment.  
My role: game designer, writer
- ***KLAX / Marble Madness*** (2005), Nintendo GBA classic arcade collection published by Destination Soft.  
My role: reverse designer
- ***Paperboy / Rampage*** (2005), Nintendo GBA classic arcade collection published by Destination Soft.  
My role: reverse designer
- ***Prezzemolo in una Giornata da Incubo*** (2003), licensed PC adventure by Blue Label Entertainment.  
My role: game designer, writer
- ***Tony Tough and the Night of Roasted Moths*** (1998), PC point & click adventure by Prograph S.r.L.  
My role: game designer, writer, screenplay, IP owner
- ***Mikro Mortal Tennis*** (1995) Commodore Amiga 500 tennis game published by CPU Italian Systems S.r.L.  
My role: writer, screenplay

## GAMES AS PHILOSOPHICAL ARTEFACTS (NON-COMMERCIAL):

- ***Construction BOOM!*** (2020) - Available at [boom.gua-le-ni.com](http://boom.gua-le-ni.com), tile-laying critical board game developed with Rebecca Portelli, and Jasper Schellekens. My roles: game design, art direction
- ***“HERE”*** (2018) - Available at [here.gua-le-ni.com](http://here.gua-le-ni.com), developed with Rebecca Portelli, Diego Zamprogno, and Riccardo Fassone. My roles: game design, art direction, writing
- ***Something something soup something*** (2017) - Available at [soup.gua-le-ni.com](http://soup.gua-le-ni.com), developed with Isabelle Kniedsted, Marcello Gómez Maureira, Johnathan Harrington, and Riccardo Fassone. My roles: game design, writing
- ***NECESSARY EVIL*** (2013) - Available at [evil.gua-le-ni.com](http://evil.gua-le-ni.com), developed with Dino Dini, Jimena Sánchez Sarquiz, Marcello Gómez Maureira, and Allister Brimble. My roles: game design, writing

## EXTRA CREDITS:

- I am listed in the ‘extra credits’ of the 2013 Independent Games Festival (IGF) Student Showcase finalist video game *ATUM* (PC, Team Cupcake @ NHTV) for having acted as project supervisor and game design consultant.
- I am thanked in the credits of the 2013 videogame *MirrorMoon EP* (PC, developed by 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 @ NHTV) 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 @ NHTV) 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 @ NHTV) 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:

- *The Horrendous Parade* won the EDITOR’S PICK award for [www.best10apps.com](http://www.best10apps.com) in 2011 and was named the 5<sup>th</sup> BEST APP OF THE YEAR 2012 on the web-magazine Slidedb.
- My 2006 PC videogame *Tony Tough in A Rake’s Progress* was part of the main informative panel of the exhibition ‘William Hogarth’, which took place at the TATE Britain gallery of London (UK) between the 7th of February and the 29th of April 2007. The game was presented as an example of Hogarth’s work being re-thematized in digital media.

# ACADEMIC OUTPUT

## RESEARCH AND PEDAGOGY:

My academic work takes place at the intersections of continental philosophy and the design of virtual worlds.

Given the practical and 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. As a philosopher who designs digital games and a game designer who is passionate about philosophy, 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.

Most of my academic output looks at virtual worlds as instruments to prefigure and design ourselves and our worlds, and as gateways to experience alternative possibilities of being.

## OBTAINED RESEARCH FUNDS:

- October 2017 - September 2020 [extended]: 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 (internal research fund)  
**‘Game Design as a self-TRANSformative Practice’**  
Funded by the Research and Innovation Fund (RITD) of the University of Malta, 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: 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. & 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. 2021 (forthcoming). **“What is a Non-Human Narrative?”**. In Holloway-Attaway, L. and O’Dwyer, N. (eds.) *Non-Human Narratives 2021 Art Book*. Pittsburg, PA: Carnegie Mellon Press.
- Gualeni, S. & Vella, D. 2020 (forthcoming). **“Existential Ludology and Peter Wessel Zapffe”**. In Navarro-Remesal, V. & Pérez-Latorre O. (eds.) *EURO LUDENS: European Videogames*. Amsterdam (The Netherlands): Amsterdam University Press.
- Gualeni, S. 2019. **“Virtual World-Weariness: On Delaying the Experiential Erosion of Digital Environments”**. In Gerber, A. and Goetz, U. (eds.) *The Architectonics of Game Spaces: The Spatial Logic of the Virtual and its Meaning for the Real*, 153-165. Bielefeld, Germany: Transcript.
- Gualeni, S. 2018. **“A Philosophy of ‘DOING’ in the digital”**. In Romele, A. and Terrone, E. (eds.), *Towards a Philosophy of Digital Media*, 225-255. Basingstoke, UK: Palgrave Macmillan.
- Gualeni, S. 2017. **“VIRTUAL WELTSCHMERZ - Things to keep in mind while building experience machines and other tragic technologies”**. In Silcox, M. (ed.), *Experience Machines: The Philosophy of Virtual Worlds*, 113-133. London, UK: Rowman and Littlefield International.
- Gualeni, S. 2015. **“Playing with Puzzling Philosophical Problems”**. In Zagalo, N. and Branco, P. (eds.), *Creativity in the Digital Age. Springer Series on Cultural Computing*. XIV, 59-74. London, UK: Springer-Verlag.

## JOURNAL ARTICLES:

- 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*, Vol. 17, n. 1.
- Gualeni, S. 2020. **“Artificial Beings Worthy of Moral Consideration in Virtual Environments: An Analysis of Ethical Viability”**. *Journal of Virtual World Research*, Vol. 13, n. 1.
- Vella, D. & Gualeni, S. 2019. **“Virtual Subjectivity: Existence and Projectuality in Virtual Worlds”**. *Techne’: Research in Philosophy of Technology*, Vol. 23, n. 2.
- Gualeni, S.; Vella, D.; Harrington, J. 2017. **“De-Roling from Experiences and Identities in Virtual Worlds”**. *Journal of Virtual World Research*, Vol. 10, n. 2.
- Gualeni, S. 2016. **“The Experience Machine: Existential Reflections of Virtual Worlds”**. *Journal of Virtual World Research*, Vol. 9, n. 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*, Vol. 1, n. 5.
- 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*, Vol. 1, n. 5.

- 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). Vol. 5, n. 4, 463-473.
- Gualeni, S. 2014. **“Augmented Ontologies; or, How to Philosophize with a Digital Hammer”**. In Floridi, L. (ed.) *Springer’s Philosophy of Technology*. Vol. 27, n. 2, 177-199.
- Gualeni, S. 2012. **“La Voce del Sonnambulismo Contemporaneo”**. *G/A/M/E – The Italian Journal of Game Studies*, Vol. 2, n. 1.

## 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”**. In *The Journal of the Philosophy of Computer Games*, Vol. 2, n.1.

## PEER-REVIEWED 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 Rolling”**. 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, California, 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 Furjana, 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, ACM Press. Crete, May the 14-17, 2013.
- 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 at Studio X, 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), *Phenomenology of Mind* (2020 – PRESENT)
- Chair of the organizing committee, program committee member, and reviewer for the 2016 Philosophy of Computer Games Conference (Valletta, Malta)
- Track chair for the ‘Games Beyond Entertainment’ at the upcoming 2020 Foundation of Digital Games (FDG) 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 game design track of the FDG conference (2015 – PRESENT) and reviewer 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 2020)  
Thesis title: *Fostering Curiosity Through Videogames*  
Supervisors: Stefano Gualeni, Max van Duijn
- Stefano Caselli, University of Malta (expected 2022)  
Thesis title: *Self and Memory in Virtual Worlds*  
Supervisors: Stefano Gualeni
- Melinda-Sue Mangion, University of Malta (expected 2022)  
Thesis title: *TBD*  
Supervisors: 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: Georgios Yannakakis, Antonios Liapis
- Phil Lopes, University of Malta, Malta, May 2017  
Thesis title: *Generating Multifaceted Content in Games: A study on Levels and Sound*  
Supervisors: Georgios Yannakakis, Antonios Liapis
- Annamaria Andrea Vitali, Polytechnic University of Milan, Italy, June 2016  
Thesis title: *Creative processes and sense making through playful multimedia*  
Supervisors: 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 PhD Board of the Institute of Digital Games, University of Malta (January 2015 – PRESENT)

## **PUBLICATIONS IN INDUSTRY MAGAZINES / POPULAR SCIENCE MAGAZINES:**

- **“La Filosofia di P. W. Zapffe e i Videogames”** - article for *L'INDISCRETO* (Italian magazine of art and culture, trans. Stefano Caselli & Francesca Maffioli), published on June the 19<sup>th</sup>, 2020.
- **“Saremo gli Aguzzini di Esseri Artificiali?”** - article for *L'INDISCRETO* (Italian magazine of art and culture, trans. Stefano Caselli), published on May the 12<sup>th</sup>, 2020.
- **“Game Citation in MLA Style”** – Interview with the MLA Style experts, published on the MLA Style website on April the 3<sup>rd</sup>, 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 for *L'INDISCRETO* (Italian 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*, n. 20.
- **“Make Games, Make Yourself”** - article with Ashley Davis for the December 2015 issue of *TH!NK magazine*, n. 15.
- **“ONTOLOGIE AUMENTATE: Ovvero, come fare filosofia con un martello digitale”** - article in *!Nsight* (the Italian 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 GAMASUTRA.COM, published on Oct. the 29th, 2013.
- **“The Case for Casual Biometrics”** - industry-oriented four-page feature for GAMASUTRA.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 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 for the Italian magazine *VIDEOGIOCHI* (Futuremedia Italy) focusing on game-design and game-studies as primary factors in cultural change (June 2006 - April 2007).

## **PUBLIC SPEAKING ENGAGEMENTS:**

- 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) ‘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 Matters’ (radio interview).
- 2015, December the 9th: Faculty of Philosophy, University of 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 STARKY: 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).