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*Dipartimento di Studi Umanistici*

Università degli Studi di Torino

*Dipartimento di Filosofia e Scienze dell'Educazione*

Università degli Studi di Torino

## August 2019

My research is conducted within the collaboration with the University of Torino, Italy, in the fields of Social Ontology, Game Studies, and Bioethics. I have published for Wiley-IEEE, Mise Au Point, Mimesis Cinergie, Cambridge Scholars Publishing, Rivista di Estetica, The Journal of the Icelandic Society for Information Processing, Alfabeta2, Etica & Politica / Ethics & Politics, and others. I give lectures in universities, schools, private companies and public institutions all around the world (Italy, France, Greece, Latvia, Norway, Finland, Sweden, Denmark, Netherlands, Turkey, Germany). I design gaming apparatuses for exhibitions, gamescons, and associations. I am member of *Game Philosophy Network*, *In gioco*, *Labont*, *Philosophy for Children*, *Consulta di Bioetica*, and *Bioethos*.



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## Curriculum Studiorum

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**Ph.D.** in Philosophy, University of Torino. Field: **Game and Social Ontology**. Tutor: professor Maurizio Ferraris.

**Laurea V.O. in Philosophy**, University of Torino, 400 pages, 110/110 cum laude.

**Master** in Philosophy for Children (Lipman), CRIF (*Centro di Ricerca per l'Innovazione Filosofica*): *Teacher* for International Council for Philosophical Inquiry With Children.

**Erasmus** in Université Catholique de Louvain-La-Neuve, Belgium, 2004/05.

## Research

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**Fields:** Social Ontology, Game Studies, Bioethics.

Prize «**Best Thesis of the Year**», Università di Torino.

*Culture della Materia* in Media Studies (SSD: L-ART/06 - cinema, fotografia e televisione).

Member of *Game Philosophy Network*, *In gioco*, *Labont*, *Consulta Laica di Bioetica*, *Bioethos*.



GAME PHILOSOPHY  
NETWORK



## ARTICLES AND CHAPTERS

33. (2019). **Ser e não ser, essa é a missão. Ontologia das regras em jogos.** *InTextu*. 46: 228-254. DOI: 10.19132/1807-8583201946.

32. (2017). **Legacy's Legacy: Irreversibility and Permadeath in Legacy Games.** *Analog game Studies*. IV. I.

31. (2016). **The Testing Shift. Game testing as embedded empirical study of user response.** *Versus. Quaderni di studi semiotici*. 1/2016.

30. (2016). **What is it like to be a player? The qualia revolution in game studies.** *Games & Culture*: 1-20. DOI: 10.1177/1555412016666367.

29. (2015). **Dalla documentalità alla ludicità. Un dialogo.** *Rivista di Estetica*. Ns. 60: 99-106.

28. (2015). **The Four Truths and their Double Synthesis.** In Tinning, S. (ed.) *The Experience of Truth, the Truth of Experience*. Cambridge: Cambridge Scholars Publishing.

27. (2015). **Why society depends on games... but is not a game.** *Mustekala*. ISSN

2341-9873. Peli 3/15. Vol. 60.

26. (2015). **Jeu/Genre**. In F. Lignon (ed.), *Genre et jeux vidéo*. Toulouse: PUM.

25. (2014). **From Movement to Choice: Ontic and Deontic Freedom in Video Games**. *Proceedings of the International Conference «Freedom of Play»*. Istanbul: Bilgi University.

24. (2014). **The Testing Shift. Game testing as embedded empirical study of user response**. *Proceedings of the International Conference «International Society for the Empirical Study of Literature and Media»*. Torino: University of Torino.

23. (2014). **The Social Ontology of Digital Games**. In H. Agius and M. Angelides (eds), *Handbook fo digital games*. Wiley-IEEE: 607-644. ISBN: 9781118328033.

22. (2014). **Game and Culture: Social Ontology as a Tool for Analysis**. *Proceedings of International Conference «Games, Interaction, Reasoning, Learning and Semantics»*. Lund: University of Lund.

21. (2014). **What is it like to be a player?** *Proceeding of the International Conference Critical Evaluation of Game Studies»*. Tampere: University of Tampere.

20. (2014). **The Ontology of Gender in Computer Games**. *Mise au Point*. 6.

19. (2013). **Boards. The Place of Space**. *Proceedings of International Conference «The Philosophy of Computer Games. Computer Game Space: Concept, Form and Experience»*. Bergen: University of Bergen.

18. (2013). **From Fiction to Reality and Back. Ontology of Ludic Simulations**. *International Journal of Games and Computer-Mediated Simulations*. 5 (1), January-March: 13-31.

17. (2013). **Ontologia della pirateria informatica**. In R. Braga and G. Caruso (eds), *Piracy Effect. Norme, pratiche e casi di studio*. Mimesis Cinergie: 103-113. ISBN: 9788857517063.

16. (2013). **The deConstruction of Social Ontology: the Capital of Palestine**. In E. Fadda, R. Giovagnoli, A. Givigliano, Cl. Stancati (eds), *The Nature of Social Reality*. Cambridge: Cambridge Scholars Publishing: 78-94.

15. (2012). **From Play to Pray**. *Sky. The Journal of the Icelandic Society for Information Processing*. January.

14. (2012). **Fiction/Interaction, Ontology/Neurology and Computer Games**. *Stvar. Časopis za teorijske prakse*. 3: 78-92.

13. (2012). **+10! Gamification and Degamification**. *G|A|M|E games as art, media, entertainment. The Italian Journal of Game Studies*. 1.

12. (2012). **Games as safe environments for IT innovation**. *Sky. The Journal of the Icelandic Society for Information Processing*. December.

11. (2012). **Introduzione**. In I. Mosca, P. Kobau, E. Casetta (eds), *Rivista di Estetica*. 50.
10. (2011). **Just a Cyberplace. The rules in videogames: between Ontology and Epistemology**. *Digital Games Research Association Library*. Utrecht.
9. (2011). **To be and not to be, that is the Quest. Ontology of rules and identity in computer-based games**. *Proceedings of the 5th Philosophy of Computer Games Conference*. Athens: Panteion University.
8. (2011). **Teoria del gioco. Introduzione**. *Tangram*. 27. ISSN 1723-9109.
7. (2011). **Specchio specchio delle mie brame, qual è la relazione tra me e il reame? La relazione tra realtà digitale e realtà concreta si basa sulla finzione**. *Alfabeta2*. 08.07.2011
6. (2011). **Simposio su Documentalità. Introduzione**. *Etica & Politica / Ethics & Politics*. XII. 2: 226–232.
5. (2010). **Le regole del gioco. Perché la realtà sociale non è un sistema normativo**. *Rivista di Estetica*. N.s. 43: 247-266.
4. (2010). **I giochi e le regole. Ruolo, simulazione, arbitraggio**. *Tangram. Rivista di cultura ludica*. Salerno: Onlus Gioco e Dintorni. IX. 25.
3. (2010). **I giochi e le regole. Tempo e vittoria**. *Tangram. Rivista di cultura ludica*. Salerno: Onlus Gioco e Dintorni. VIII. 24.
2. (2010). **I giochi e le regole**. *Tangram. Rivista di cultura ludica*. Salerno: Onlus Gioco e Dintorni. VIII. 23.
1. (2009). **Questioni di Bioetica. Lezioni di bioetica nella scuola secondaria di secondo grado**. Ce.Se.Di., FNISM, Consulta di Bioetica Onlus.

#### EDITED VOLUME

3. (2013). **Le parole della bioetica. Dizionario ragionato**. Torino: Espress. ISBN: 9788897412748.
2. (2012). **Documentalità**. *Rivista di Estetica*. N.s. 50.
1. (2011). **Dizionario di Bioetica**. Ce.Se.Di., Fnism, Consulta di Bioetica Onlus.

#### OTHER

6. **Enricon jättityö syntyy Raumalla**. *Società Dante Alighieri di Pori*. 06.01.2019
5. **Gli haikai illustrati di Spinoza & Mazzone**. *In your eyes*. 04.06.2015
4. **Serious Games: giocando s'impara a cambiare il mondo**. *Pagina99*. 19.04.14
3. **Hearthstone, il gioco per l'uomo qualunque**. *Pagina99*. 22.03.14

2. **Recensione de 'Making the social world' di John Searle.** *L'indice dei libri del mese.* 2011.

1. **Translation of *Che cos'è un oggetto sociale?*** [Qu'est-ce que c'est un objet musical?] of A. Arbo. *Rivista di Estetica.* N.s.. 50.

#### TALKS

42. (2018, November 1). Conference **Dipendenza da videogioco.** *Lucca Comics & Games.* Lucca, Italy.

41. (2018, July July 25-28). Discussant for *The game is the message - Digra 2018.* University of Torino. Torino, Italy.

40. (2018, June 21). Conference **Il gioco. Modelli, pratiche, tecniche** (third meeting). *Associazione Studi Relazionali.* Torino, Italy.

39. (2018, May 31). Conference **Il gioco. Modelli, pratiche, tecniche** (second meeting). *Associazione Studi Relazionali.* Torino, Italy.

38. (2018, May 24). Conference **Il gioco. Modelli, pratiche, tecniche.** *Associazione Studi Relazionali.* Torino, Italy.

37. (2018, April 8). Conference **Come fare cose con i giochi. Second match!.** *IF Play Ethic, Associazione Altera.* Torino, Italy.

36. (2018, April 6). Conference **Per molti ma non per tutti. Esiste un "codice etico" dei giochi da tavolo e di ruolo?.** *Play Trade.* Modena, Italy.

35. (2018, February 25). Conference **Come fare cose con i giochi.** *IF Play Ethic, Associazione Altera.* Torino, Italy.

34. (2017, October 17). Conference **Gamebook Ontology. Intorno al LibroGame. Anticipazioni e prospettive dell'Interactive Storytelling.** University of Torino. Torino, Italy.

33. (2017, May 18). Conference **Traces and Trashes. Or How Pandemic Legacy Introduces Tragedy in Eurogames.** *Board Game Studies Colloquium XX: Models, Metaphors, Meanings.* ITU. Copenhagen: Denmark.

32. (2017, May 8). Conference **La Storia tra simulazione e immaginario: giochi analitici e giochi non-continentali.** *Il fascino irresistibile di invadere il Belgio: Gioco e rappresentazione della storia.* University of Torino. Torino, Italy.

31. (2017, March 21). Conference **Iniziazione e Ludicità (Digitale).** *Seminario Intorno ai Media.* University of Torino. Torino, Italy.

30. (2016, February 11). Conference **Bioetica ambientale.** *Liceo E. Majorana.* Moncalieri, Italy.

29. (2016, February 18). Conference **Bioetica dello Sport.** *Liceo E. Majorana.*

Moncalieri, Italy.

28. (2015, October 16). Conference **Il game design nella progettazione didattica. La scuola nel virtuale. 1° meeting nazionale sulla didattica immersiva**. Indire. Palazzo Medici Riccardi. Firenze, Italy.

27. (2015, July 3). Conference **Il gioco e la trasformazione dello spazio (pubblico)**. *Art Games e Urban Games*. Torino.

26. (2015, June 15). Conference **Prospettive di game design**. *Quando il gioco si fa serio: le frontiere del gioco tra applicazione e crescita*. Università di Torino. Torino, Italy.

25. (2015, May 16). Conference **Socio-Ontological Tools for Game Analysis**. *Diversity of Play DiGRA Conference*. Leuphana University. Lüneburg, Germany.

24. (2015, May 16). Conference **Introduction to Game and videogame ontologies**. *Diversity of Play DiGRA Conference*. Leuphana University. Lüneburg, Germany.

23. (2014, November 25). Conference. **Gioco e discriminazione di genere: il determinismo biologico e la triade tradizionale**. *La violenza sulle donne: medicare e prevenire le ferite*. Università di Torino. Torino, Italy.

22. (2014, November 13). Conference **From Movement to Choice: Ontic and Deontic Freedom in Video Games**. *Freedom of Play*. Bilgi University. Istanbul: Turkey.

21. (2014, July 22). Conference **The testing shift. Game testing as embedded empirical study of user response**. *International Society for the Empirical Study of Literature and Media*. University of Torino. Torino, Italy.

20. (2014, April 30). Conference **Game and Culture: Social Ontology as a Tool for Analysis**. *Games, Interaction, Reasoning, Learning and Semantics*. Lund University. Lund, Sweden.

19. (2014, April 29). Conference **What is it like to be a player?** *Critical Evaluation of Game Studies*. Tampere University. Tampere, Finland.

18. (2014, March 26). Seminar **Giocare: cosa vuol dire?**. Università di Torino. Torino, Italy.

17. (2013, October 2). Lecture at Workshop **Chess and Computer Chess**. *Computer Games and Game Rules*. Bergen University. Bergen, Norway.

16. (2013, October 2). Conference **Boards. The place of space**. *Computer Game Space: Concept, Form and Experience*. Bergen University. Bergen, Norway.

15. (2013, September 6). Conference **Social Ontology as Synthesis of the Experience-of-Truth and the Truth-of-Experience paradigms**. *The truth of experience and the experience of truth*. Aarhus University. Aarhus, Denmark.

14. (2013, April 5). Conference **Regole ludiche: effetti positivi**. *Gioco è ben-essere*. Università di Modena e Reggio Emilia. Modena, Italy.

13. (2012, June 12). Conference **Ontology of Gender in Videogames**. *Colloque Genre et Jeux Vidéo*. IUFM. Lyon, France.
12. (2012, May 18). Conference **Game Theory Games as Fiction Games**. *8th International Symposium of Cognition, Logic and Communication «Games, Game Theory and Game Semantics: philosophical and scientific perspectives»*. University of Latvia. Riga, Latvia.
11. (2012, May). Conference **Dal gioco al sacro, e ritorno**. Hosted by prof. Natale Spineto, University of Torino. Torino, Italy.
10. (2012, March 24). Conference **Noised Voices in the Fable of Faust: Eros and Logos in a Crossmedial Polyvocal Pattern**. Film Forum Festival. University of Udine. Gorizia, Italy.
9. (2011, October 13-14). Conference **The deconstruction of social ontology: the capital of Palestine**. GRIOS Conference «The nature of social reality». University of Calabria. Arcavacata di Rende, Italy.
8. (2011, September 14-17). Conference **Just a Cyberplace. The rules in videogames: between Ontology and Epistemology**. *International DiGRA Conference «Think Design Play»*. University of Utrecht. Utrecht, Netherlands.
7. (2011, June 8). Conference **Gioco, simbolo, rito**. Hosted by prof. Natale Spineto, University of Torino. Torino, Italy.
6. (2011, May 27-28). Conference **Videogiochi e regole. Un'ontologia**. *International Conference "Far Game"*. Università di Bologna, Cineteca. Bologna, Italy.
5. (2011, April 6-9). Conference **To be and not to be, that is the Quest. Ontology of rules and identity in computer-based games**. *Gamephilosophy*. Panteion University. Athens, Greece.
4. (2011, February 9). Conference **Classificazione delle teorie sul gioco**. University of Torino, National Museum of Cinema. Torino, Italy.
3. (2010, May 10). Conference **The Circolo Filosofico di Torino: methods**. Hosted by prof. Claudio Calliero, Education Sciences Faculty, University of Torino. Torino, Italy.
2. (2009, March 16). Conference **The Circolo Filosofico di Torino: methods**. Hosted by prof. Claudio Calliero, Education Sciences Faculty, University of Torino. Torino, Italy.
1. (2009, November 13). Discussant **Abortion in Italy, amongst Morality, Law and Taboo**. Library Mario Gromo, National Museum of Cinema and Consulta Nazionale di Bioetica Onlus. Torino, Italy.

#### CONGRESS ORGANIZATION

8. (2018, July-24-28). Local committee of the international conference, *The game is the message DiGRA Conference*, Università di Torino, Torino.

7. (2015, May 16). Organization of the international round table «**Game and videogame ontologies**», *Diversity of Play DiGRA Conference*, Leuphana University, Lüneburg.
6. (2014, April 6). Organization of International Conference “**Il gioco e i nuovi media**”, Modena, (Italy).
5. (2013, April 6). Organization of National Conference “**Il gioco dei soldi. Gestione e significato del denaro nel mondo dei giochi**”, Modena, (Italy).
4. (2012, March 25). Organization of International Workshop “**How to design a game with a message**”, Modena, (Italy).
3. (2011, March 27). Organization of National Conference “**Interpretare il significato del gioco**”, Modena, (Italy).
2. (2011, April 26-27). Collaboration to National Conference of Italian Aesthetic Society (S.I.E.), University of Turin, Turin, (Italy).
1. (2010, March 13-14). Organization of International Conference “**The role of Games in Culture**”, Modena, (Italy).

### **DIDACTICS**

28. (2018-19). “History, Philosophy, and History of Philosophy” (740 lessons), Liceo Des Ambrois, Oulx, TO.
27. (2018-19). “Game Design Laboratory” (18 hours), University of Torino, Torino.
26. (2017-18). “Game Design Laboratory” (18 hours), in collaboration with the chair of History of Media, University of Torino, Torino.
25. (2017-18). Philosophy for Children (10 lessons), Liceo Porporato, Pinerolo (TO).
24. (2017-18). Technics and Us: history of the Philosophy of Science, Philosophy of Technics & Technology, and Case Studies (12 lessons in English), Liceo Porporato, Pinerolo (TO).
23. (2017-18). Psychological aid (10 months), Liceo Porporato, Pinerolo (TO).
22. (2016-2017). Psychological aid (8 months), Liceo N. Rosa, Susa (TO).
21. (2016-17). “Game design laboratory” (6 lessons), in collaboration with the chair of History of Media, University of Torino, Torino.
20. (2015-2016). “History, Philosophy, and History of Philosophy” (108 lessons in Italian, French, and English - CLIL), Liceo E. Majorana, Moncalieri, TO.
19. (2015-2016) “Game design laboratory” (6 lessons), in collaboration with the chair of History of Media, University of Torino, Torino.
18. (2015-2016) “Ethics and Bioethics of Sport”, Bioethics Laboratory (13 lessons), in



collaboration with Bioethos, Tavola Valdese, Consulta di Bioetica Laica Onlus, Turin Province.

17. (2014-2015) “Game design laboratory” (6 lessons), in collaboration with the chair of History of Media, University of Torino, Torino.

16. (2014-2015) “Ethics and Bioethics of Sport”, Bioethics Laboratory (7 lessons), in collaboration with Bioethos, Tavola Valdese, Consulta di Bioetica Laica Onlus, Turin Province.

15. (2013-2014) “Ethics and Bioethics of Sport”, Bioethics Laboratory (2 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

14. (2012- 2013) “Ethics and Bioethics of Sport”, Bioethics Laboratory (7 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

13. (2012-2013) “Environmental Ethics”, Bioethics Laboratory (1 high school), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

12. (2011-2012) “Ethics and Bioethics of Sport”, Bioethics Laboratory (7 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

11. (2011-2012) “Starting Life”, Bioethics Laboratory (3 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

10. (2011-2012) “Environmental Ethics”, Bioethics Laboratory (7 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

9. (2010-2011) “Starting Life”, Bioethics Laboratory (8 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

8. (2010-2011) “Environmental Ethics”, Bioethics Laboratory (8 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

7. (2009-2010) “Starting Life”, Bioethics Laboratory (6 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

6. (2009-2010) “Environmental Ethics”, Bioethics Laboratory (6 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

5. (2008-2009) “Starting Life”, Bioethics Laboratory (7 high schools), in collaboration with Consulta di Bioetica Laica Onlus, Turin Province.

4. (2008) “Rules and views”, Philosophical Dialog Laboratory for children with linguistic integration problems, Italo Calvino Secondary School, in collaboration with the Education Department of the Municipality of Turin.

3. (2007) “Ecological approaches”, Philosophical Dialog Laboratory, A. Cairoli Secondary School, in collaboration with the Library System of the Municipality of Turin.

2. (2007-2008) “Basic Philosophical Dialog Laboratory: year two”, Lessona Succursale

Primary School, in collaboration with the Education Department of the Municipality of Turin.

1. (2006-2007) “Basic Philosophical Dialog Laboratory: year one”, Lessona Succursale Primary School, in collaboration with the Education Department of the Municipality of Turin.