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## PAOLO RUFFINO - CURRICULUM VITAE

Born in Rome, Italy, March 27th, 1984  
Residency: London, UK  
Email: [contact@paoloruffino.com](mailto:contact@paoloruffino.com)  
Mobile: +44 (0)7502 172 687  
Skype: p.ruffino  
Website: <http://paoloruffino.com>

### ● Academic curriculum

September 2009 - CURRENT POSITION

**MPhil/Ph.D.** Media and Communications department at Goldsmiths, University of London. Supervisors: Sarah Kember and Joanna Zylińska.

Thesis title: "Gamers' games. Narratives of opposition, engagement and independence in video game culture".

September 2010 – August 2012

**PGCert**, Management of Learning and Teaching in Higher Education. Goldsmiths, University of London, UK.

November 2005 – March 2008

**Master in Semiotic Studies / Media and Communications** at Bologna University, Italy. Final score: 109 out of 110.

October 2002 - November 2005

**Bachelor in Communication Studies** at Libera Università Maria Ss.Assunta, Roma, Italy. Final score: 110 *with honours* out of 110.

July 2004-July 2005

#### **Erasmus scholarship**

Visiting student at *Roskilde University*, Denmark and *Center for Computer Games Research*, IT University, Denmark. Attended courses on **Game Theory** (prof. Miguel Sicart) and **Game Culture** (prof. T.L. Taylor). Respondent at Ph.D. course *The Early Years* supervised by prof. Espen Aarseth.

### ● Teaching experience

September 2010 – ongoing

**Visiting Tutor:** *Introduction to Media and Technologies* at Goldsmiths, University of London, Media and Communications department.

September 2011 – April 2012

**Lecturer** at London South Bank University, Arts and Human Sciences department, *supervisor of Undergraduate final dissertations - [Game Cultures](#) programme* (Autumn and Spring terms)

September – December 2011

**Associate Lecturer** at Oxford Brookes University, Communication, Media and Culture department, *[Subject to Culture](#)* (Autumn term, 3<sup>rd</sup> year undergraduate)

### **Guest lectures and workshops**

November 2011

NABA (New Academy of Fine Arts) in Milan, Italy: *The medium of the television and new media art.*

March 2011

University of East London, UK. *Ethical, professional and social issues of computer games.* Module Leader: prof. Eva Turner.

May 2011

LUMSA, Rome, Italy. *Teorie dei Media* (Media Theories). Module leader: prof. Francesca Ieracitano.

May 2009

Workshop for art students (age 20-25): Accademia di Belle Arti di Milano, Italy; AreaOdeon Gallery in Monza, Italy.

October 2008

University of Helsinki, Finland, Communication Department: *On video game criticism.*

### **● Published papers**

April 2011

*The 'active' video game consumer: an historical perspective and case analysis of the narratives surrounding the video game prosumer.* "The Game Behind the Video Game: Business, Regulation, and Society in the Gaming Industry" School of Communication and Information at Rutgers, the State University of New Jersey and the Institute for Information Policy at the Pennsylvania State University. Conference proceedings.

Summer 2011

*Narratives of consumption in the video game industry: independent games, machinima, game art and user generated content.* "SWTX Popular Culture and American Culture Associations 2011" in San Antonio, Texas. Conference proceedings.

Summer 2011

*Arte in rete, arte come rete: l'artista digitale come user.* In "L'arte inter-mediale. Forme audiovisive di espressione e produzione videoartistica contemporanea", edited by Marco and Vitaliano Teti, Città del Sole edizioni, Reggio Calabria, Italy.

Spring 2011

*A Theory of Non-Existent Video Games: Semiotic and Video Game Theory.* In "Computer Games / Players / Game Cultures: A Handbook on the State and Perspectives of Digital Game Studies", edited by Johannes Fromme & Alexander Unger, Springer, Dordrecht: The Netherlands.

November 2008

*Corpi senza spessore e metafore di corpi: la pulizia degli avatar nei giochi digitali.* In "Il corpo in gioco. Per un sapere complesso della corporeità", FrancoAngeli Editore. Presented in November 2008 at Università di Perugia, Italy.

November 2007

Published article on *Space Time Play: Architecture, Urbanism and Computer Games* edited by Birkhäuser Publishing Basel / Berlin / Boston.

## ● Presentations

6th May 2011

*Corpi di carta: l'avatar nei mondi digitali.* In "Un ambiente fatto a strisce: alla conquista delle coscienze dei più giovani". Napoli, Università degli Studi 'L'Orientale'.

20th April 2011

*Narratives of consumption in the video game industry: independent games, machinima, game art and user generated content.* "SWTX Popular Culture and American Culture Associations 2011" in San Antonio, Texas. Presented at the "Game Studies, Culture, Play and Practice" chair.

12<sup>th</sup> April 2011

*The Future is a Reconstruction*

Center for 21<sup>st</sup> Century Studies, University of Milwaukee, Wisconsin. Presented by Prof. Richard Grusin.

9th April 2011

*The 'active' video game consumer: an historical perspective and case analyses of the narratives surrounding the video game prosumer.* "The Game Behind the Video Game: Business, Regulation, and Society in the Gaming Industry" School of Communication and Information at Rutgers, the State University of New Jersey and the Institute for Information Policy at the Pennsylvania State University.

March 2009

*A Theory of Non-Existent Video Games: Semiotic and Video Game Theory*

Essay presented at “Computer Games / Players / Game Cultures” International Conference, Otto von-Guericke-Universität Magdeburg, Germany.

25th April 2008

*Playing the map: notes on the relation between the logic of mapping and computer games.* Paper presented at the “Cultures of Virtual Worlds” Conference, University of California, Irvine.

### ● Other - academic work

January 2011 – ongoing

**Member of the Editorial Committee** of G|A|M|E Games as Art, Media and Entertainment. The Italian Journal of Game Studies.

July 2008- July 2011

**Editorial Review Board Member** of the “International Journal of Gaming and Computer-Mediated Simulations”. Edited by Richard Ferdig (University of Florida), IGI Global.

July 2007

**Editorial Review Member** for the book “Handbook of Research on Effective Electronic Gaming in Education”. Edited by Richard Ferdig, University of Florida, USA. Published by Information Science Reference in Hershey, PA.

September 2008 -February 2009

**Tutoring and consultancy** for the Italian Ministry of Education: introduction of online digital worlds in the teaching experience of high school students.

September 2008 – July 2009

Assisted children with learning difficulties (age 11-13) in their studying activities.

January - April 2005

Translated *Doom: Giocare in prima persona*. Edited by Matteo Bittanti and Sue Morris, Unicopli Editore.

### ● Artistic work

2006 – ongoing) Member of the artist group **IOCOSE** (<http://iocose.org>)

- Selected exhibitions and presentations:

*Game Arthritis*, Venice Biennale, Italy; *Sunflower Seeds on Sunflower Seeds*, Tate Modern, London, UK; *Domestic Standing Ovation*, Aksioma, Ljubljana, Slovenia; *The Future is a Reconstruction*, Center for 21 Century Studies, University of Wisconsin-Milwaukee, USA; 5° Premio Arte Laguna, Nappe dell'Arsenale, Venezia, Italy; *In the*

*Long Run*, HTTP gallery, London, UK; *Shift Festival*, Shift Festival, Basel, Switzerland; *RE:akt!*, Rotovž Exhibition Salon, Maribor, Slovenia; *The Influencers*, CCCB, Barcelona, Spain; *Once upon a time in the West*, Pixxelpoint, Mestna galerija Nova Gorica, Slovenia; *For God's Sake!*, Pixxelpoint, Mestna galerija Nova Gorica, Slovenia; *Milano in Digitale*, Fabbrica del Vapore, Milano, Italy

2005 – 2010) Assistant and technical manager of artist duo  
0100101110101101.org, a.k.a. Eva and Franco Mattes

- Selected exhibitions:

*Pigs of Today are the Hams of Tomorrow*, Plymouth Arts Centre, UK; *Maison des Arts de Creteil*, Paris, France; *Performa07*, New York, NY, USA; *Ars Electronica 2007*, Linz, Austria; *Galleria d'Arte Civica di Trento*, Italy.

### ● **Extra job experiences**

2010: Social Media Community Manager at Luuux.com (Lauritz group)

2007: Managed a viral marketing campaign for Sony's Playstation3 launch in Italy

1998 - ongoing: Video game journalist. Relevant collaborations include Videogiochi (EDGE Italian edition, Future Media publishing), Videoludica.com and Gamescenes (edited by Matteo Bittanti, Stanford University), L'Altro (Italian daily newspaper), Gorgon magazine (curated ILINX column).

### ● **Language skills**

**Italian:** native speaker

**English:** excellent

**Danish:** beginner