

PAOLO RUFFINO - CURRICULUM VITAE

Born in Rome, Italy, March 27th, 1984

Residency: London, UK

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● Academic curriculum

September 2009 - CURRENT POSITION

MPhil/PhD Media and Communications department at Goldsmiths, University of London

Supervisors: Sarah Kember and Joanna Zylińska

Thesis title: "What is at stake in gamers' games. Narratives of opposition, engagement and independence in video game culture".

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 PhD course *The Early Years* supervised by prof. Espen Aarseth

● Teaching experiences

September 2010 – ongoing

Visiting Tutor: *Introducing Media and Technology*

at Goldsmiths, University of London, Media and Communications department

March 2011

Guest lecturer at University of East London, UK

Ethical, professional and social issues of computer games

Module Leader: prof. Eva Turner

May 2011

Guest lecturer at LUMSA, Rome, Italy

Teorie dei Media (media theories). Module leader: prof.ssa Francesca Ieracitano

September 2010 – 2012

Enrolled in the PGcert course for teachers in UK Higher Education

Goldsmiths, University of London, UK

May 2009

Curated workshops for art students (age 20-25): Accademia di Belle Arti di Milano, Italy; AreaOdeon gallery in Monza, Italy

31st October 2008

On game criticism

Lecture at University of Helsinki, Finland, Communication Department

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

● **Published papers**

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. To be published in Spring 2011 by 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.

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 works

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

January - April 2005

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

● Artistic works

2006 – ongoing) Member of the artist group IOCOSE

- Selected exhibitions and presentations:

2011)

- (solo), Aksioma, Ljubljana, Slovenia

-The Future is a Reconstruction, [Center for 21 Century Studies](#), University of Wisconsin-Milwaukee, USA

- Sunflower Seeds on Sunflower Seeds, Tate Modern, London, UK

- 5° Premio Arte Laguna, [Nappe dell'Arsenale](#), Venezia, Italy

2010)

- In the Long Run, [HTTP gallery](#), London, UK

- Shift Festival, Shift Festival, Basel, Switzerland
- RE:akt!, Rotovž Exhibition Salon, Maribor, Slovenia
- The Influencers 2010, CCCB, Barcelona, Spain

other)

- Once upon a time in the West, Pixxelpoint 2009, Mestna galerija Nova Gorica, Slovenia.
- For God's Sake!, Pixxelpoint 2008, Mestna galerija Nova Gorica, Slovenia.
- Milano in Digitale (2007-2009), 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:

2010) Pigs of Today are the Hams of Tomorrow, Plymouth Arts Centre, UK

2008) Maison des Arts de Creteil, Paris, France

2007) Performa07, New York, NY, USA

Ars Electronica 2007, Linz, Austria

Galleria d'Arte Civica di Trento, Italy

● Other works and 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

TOEFL (Internet based test) score: 113/120 (test taken December 2007)

GRE score: Verbal 600; Quantitative 670; Analytical Writing 4.5 (test taken October 2008)

Danish: beginner (Danish Integrated Skills exam taken at Copenhagen Business School, Summer 2005)