

Dr. PAOLO RUFFINO - CURRICULUM VITAE

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● Current positions

Lecturer in Media Studies at **University of Lincoln**, School of Film and Media (UK)

Artist at **IOCOSE** (<http://iocose.org>)

● Teaching and research experience

2015 - 2016

Associate Lecturer in Digital Culture at **University of York**
Department of Theatre, Film and Television, Interactive Media BSc

2011 - 2015

PT Lecturer at **London South Bank University**, Arts and Human Sciences department

2012 - 2015

Research Associate, Gamification Lab, **Centre for Digital Cultures, Leuphana Universität** (Germany)

2010 - 2015

Associate Lecturer at **Goldsmiths, University of London**, Media and Communications department.

2011 - 2012

Associate Lecturer at **Oxford Brookes University**, Communication, Media and Culture department.

● Academic curriculum

2009 - 2015

Ph.D. Media and Communications at **Goldsmiths, University of London**.

November 2005 - March 2008

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

October 2002 - November 2005

Bachelor in Communication Studies

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

• **Monographs**

Ruffino, P. (exp. 2017), *Future Gaming: Creative Interventions in Video Game Culture* (tentative title), Goldsmiths Press/MIT Press, Future Media series, London: United Kingdom

• **Edited and curated publications**

Ruffino, P., Carbone, M. B. (exp. September 2016), *The Other Caillois*, SAGE, Games and Culture: a Journal of Interactive Media, 11 (4)

Fuchs, M., Schrape, N., Ruffino, P., Fizek, S. (2014), *Rethinking Gamification*, Meson Press, Luneburg: Germany

Carbone, M.B., Ruffino, P. (2013), Video Game Subcultures – Playing at the Periphery of Mainstream Culture, *G/A/M/E Games as Art, Media and Entertainment. The Italian Journal of Video Game Studies*, Università degli Studi di Udine, Italy

• **Essays and book chapters**

Ruffino, P., Cremonesi, M., Cuttica, F., Prati, D. (2017), 'IOCOSE: Art after culture Jamming', *Culture Jamming: Activism and the Art of Cultural Resistance*, ed. by DeLaure, M. and Fink, M., New York: NYU Press

Ruffino, P. (2016), 'Games to Live With: Speculations Regarding NikeFuel', *Digital Culture and Society*, Vol. 2 Issue 1/2016, *Quantified Selves and Statistical Bodies*, Abend P. and Fuchs M. (eds.), Transcript Verlag, Bielefeld: Germany, pp. 153 - 160

Ruffino, P. (2016), 'Vita e' movimento: verso una gamification creativa', in Bittanti, M. and Zilio E. (eds.), *Oltre il Gioco: Critica della Ludicizzazione Urbana*, Ludologica book series, Unicopli editore, Milan: Italy

Ruffino, P. (2015), 'When one is too many: Molleindustria and Paolo Pedercini', *Aksioma* – Institute for Contemporary Art, Ljubljana: Slovenia

Ruffino, P., Cremonesi, M., Cuttica, F., Prati, D. (2015), 'Art after failure: an artistic manifesto from the city of Bangalore', *The Centre for Internet and Society*, Silicon Plateau series, Bangalore: India

Ruffino, P. (2015), 'Life is movement: towards creative gamification', *Screenicity journal*, issue 6 volume 1, Milan: Italy

Ruffino, P. (2014), 'Beyond Gamification: from problem-solving to problem-making', *Hivos Open for Change*, Rotterdam: The Netherlands

Ruffino, P. (2014), 'From engagement to life, or, how to do things with gamification?', *Rethinking Gamification*, ed. by Fuchs, M., Schrape, N., Ruffino, P. and Fizek, S., Meson Press, Leuphana Universität

Carbone, M. B., Ruffino, P. (2014), 'Introduction: games and subcultural theory', *G/A/M/E, the Italian Journal of Video Game Studies*, Università degli Studi di Udine, Italy, 3(1), pp. 5-20

Ruffino, P. (2013), 'Narratives of Independent Production in Video Game Culture', *Loading... Journal of the Canadian Game Studies Association*, 7 (11), pp. 106-121

Carbone, M. B., Ruffino, P. (2012), 'Apocalypse postponed. Discourses on video games from noxious objects to redemptive devices', *G/A/M/E, the Italian Journal of Video Game Studies*, Università degli Studi di Udine, Italy, 1(1)

Ruffino, P. (2012), 'A Theory of Non-Existent Video Games: Semiotic and Video Game Theory', in *Computer Games / Players / Game Cultures: A Handbook on the State and 3 Perspectives of Digital Game Studies*, edited by Johannes Fromme & Alexander Unger, Dordrecht, The Netherlands: Springer

Ruffino, P. (2012), 'Arte in rete, arte come rete: l'artista digitale come user' [English trans.: 'Art on/of the Web: digital artist as user', in *L'arte inter-mediale. Forme audiovisive di espressione e produzione videoartistica contemporanea*, edited by Marco Teti and Vitaliano Teti, Reggio Calabria, Italy: Città del Sole Edizioni

Ruffino, P. (2008), 'Corpi senza spessore e metafore di corpi: la pulizia degli avatar nei giochi digitali' [English trans.: 'Bodies with no thickness and metaphors of bodies: on the cleanness of avatars in digital games], in *Il corpo in gioco. La sfida di un sapere interdisciplinare*, edited by prof. Franco D'Andrea, Perugia, Italy: FrancoAngeli Editore

• Special lectures, presentations and workshops (selected)

[2016]

The Quantified Self and the rise of Self-Tracking Culture, **Aarhus Institute of Advanced Studies**, Aarhus, Denmark (June 2016)

DiGRA and FDG, **Abertay University**, Dundee, Scotland (August 2016)

Games as Arts / Arts as Games, **Falmouth University**, Falmouth, United Kingdom (October 2016)

Life Gamified: Practices of the Quantified Self, **King's College**, London, United Kingdom (October 2016)

[2015]

Playing with Lives, **Transmediale 2015 Capture All**, Berlin: Germany

Acephalous Algorithms: Alternative Forms of Life in Video Games, **Algorithmic Regimes and Generative Strategies**, Academy of Fine Arts, Vienna: Austria

Gamergate and the 'death' of gamers, **New Perspectives on the Sexual Economy**, University of Sussex, Brighton: UK

[2014]

Art after Failure, lecture at **The Centre for Internet and Society**, Bangalore: India

Teaching Game Studies workshop, **Foundations of Digital Games**, Miami, CA: USA

Teaching Game Studies workshop, **DiGRA 2014**, Salt Lake City, UT: USA

Game Arthritis, physical deformations and other video game induced diseases: rethinking game studies beyond agency and materiality, **DiGRA 2014**, Salt Lake City, UT: USA

[2013]

Open for Change, **Hivos**, Rotterdam: The Netherlands

Ludic Overload Ludic Overkill, **reSource006**, Berlin: Germany

Towards Indie Game Studies, **DiGRA 2013**, Georgia Tech, Atlanta, GA: USA

The Outsourced/Outsourcing User, **Transmediale 2013 BWPWAP**, Berlin: Germany

Don't Forget the Archive!, **Post-Media Lab**, Centre for Digital Cultures at Leuphana University, Luneburg: Germany

Narratives of independent production in video game culture, **Coventry University**, Open Media Seminars, Coventry: UK

[2012]

Gamers' games: narratives of opposition, emancipation and engagement in video game culture, New Media Meetings at **Goldsmiths, University of London**, Cultural Studies department, London: UK

[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**, San Antonio, TX: USA

The Future is a Reconstruction, Lecture at the **Center for 21st Century Studies**, University of Milwaukee, Wisconsin. Presented by prof. Richard Grusin, Milwaukee, WI: USA

The *active* video game consumer: what is at stake in 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**, Newark, NJ: USA

[2009]

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

Essay presented at the Computer Games / Players / Game Cultures International Conference, **Otto von-Guericke-Universität**, Magdeburg: Germany

[2008]

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

Playing the map: notes on the relation between the logic of mapping and computer games. Cultures of Virtual Worlds Conference, **University of California Irvine**, Irvine, CA: USA

● Other academic work

September 2014 – May 2015

Organiser of international conference **DiGRA** (Digital Games Research Association), *Diversity of Play: Games – Cultures – Identities*, Leuphana Universität Lüneburg

May 2013

Co-curator of the **Rethinking Gamification workshop** at Gamification Lab, Centre for Digital Cultures, Leuphana Universität Lüneburg

2008-2009

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

January - April 2005

Book translation of *Doom: Giocare in prima persona*. Edited by Matteo Bittanti and Sue Morris, **Unicopli Editore**, Milan: Italy

Member of the Editorial Committee at **G|A|M|E Games as Art, Media and Entertainment. The Italian Journal of Game Studies**, published by Università degli Studi di Udine, Italy.

Member of Board of Reviewers at **Games and Culture: a Journal of Interactive Media**, SAGE

Editorial Review Board Member at the **International Journal of Gaming and Computer-Mediated Simulations**, edited by Richard Ferdig (Kent State University, USA), IGI Global

Editorial Review Member at **Handbook of Research on Effective Electronic Gaming in Education**, edited by Richard Ferdig (Kent State University, USA). Information Science Reference, Hershey, PA, USA

● Artistic work

2006 – ongoing

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

Selected exhibitions:

Kunsthaus Langenthal, Switzerland / TAJ and Ske Gallery, Bangalore: India / Polytechnical Museum, Moscow, Russia / Transmediale, Berlin, Germany / Science Gallery, Dublin, Ireland / FACT, Liverpool, UK / Venice Biennale, Italy / Jeu de Paume, Paris, France / Tate Modern, London, UK / Aksioma, Ljubljana, Slovenia / Center for 21 Century Studies, University of Wisconsin-Milwaukee, USA / *Shift Festival*, Basel, Switzerland / *NODE festival*, Frankfurt, Germany / *Abandon Normal Devices*, Manchester, UK / *The Influencers*, CCCB, Barcelona, Spain / *CLICK Festival*, Denmark

Works published on:

Wired; The Creators Project (VICE and Intel); Flash Art, Huffington Post; Liberation; Le Monde; El Pais; La Repubblica; Vanity Fair; Spiegel; Adbusters; Artribune; Neural. Appeared on national TV networks such as RAI Radio Televisione Italiana; France4; BBC; SKY

2005 – 2010

Assistant and technical manager of artist duo **0100101110101101.org**, a.k.a. **Eva and Franco Mattes**

Selected exhibitions:

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

2012-ongoing: director at Chemtrails Ltd – arts and conspiracies

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

2008-2009: Assisted children with learning difficulties (age 11-13) in their study activities.

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

Language skills: Italian (native speaker); English (fluent); Danish (beginner); Latin (beginner); Ancient Greek (beginner)