

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)
Taught modules: New Directions in Media Studies; Games Cultures; Media Arts; Media Theorizes Itself; Film and Television Under Pressure; Dissertation

Artist at **IOCOSE**

President of Digital Games Research Association Italy (**DiGRA Italia**)

Board member at British Digital Games Research Association (**British DiGRA**)

• Previous Teaching and Research experience

2015 - 2016

Associate Lecturer in Digital Culture at **University of York**, Department of Theatre, Film and Television, Interactive Media BSc. Taught modules: Digital Culture, Aesthetics and Storytelling; Interactive Media and Society; Interactive Project

2011 - 2015

Lecturer in Game Culture at **London South Bank University**, Arts and Human Sciences department. Taught modules: Game Contexts; Introduction to Digital Culture; Dissertation; Digital Media Project

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. Taught modules: Introduction to Media and Technologies; Media Arts

2011 - 2012

Associate Lecturer at **Oxford Brookes University**, Communication, Media and Culture department. Taught module: Subject to Self

• Academic curriculum

2009 - 2015

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

2005 –2008

Master in Semiotic Studies / Media and Communications

Bologna University, Italy. Final score: 109 out of 110

2002 - 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 at Roskilde University, Denmark, and Center for Computer Games Research, IT University, Denmark

• Monographs

Ruffino, P. (April 2018), *Future Gaming: Creative Interventions in Video Game Culture*. Goldsmiths Press, Future Media series / MIT Press. London: United Kingdom and Cambridge (MA)

• Edited journals and books

Ruffino, P., Carbone, M. B. (2017), *The Other Caillois: Game Studies Beyond Man, Play and Games*, Games and Culture: A Journal of Interactive Media, Vol. 11 No. 4. London: SAGE Journals.

Fuchs, M., Schrape, N., Ruffino, P., Fizek, S. (2014), *Rethinking Gamification*, Meson Press, Lueneburg: 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, Vol. 3 No. 1. Udine: Università degli Studi di Udine

• Essays and book chapters – peer reviewed

Ruffino, P. (2017) “Engagement and the Quantified Self: Uneventful Relationships with Ghostly Companions” in *Self-Tracking: Empirical and Philosophical Investigations*, edited by Btihaj Ajana. London: Palgrave Macmillan, pp. 11-25

Ruffino, P., Cremonesi, M., Cuttica, F., and Prati, D. (2017) “IOCOSE: Art after culture Jamming” in *Culture Jamming: Activism and the Art of Cultural Resistance*, edited by DeLaure, M. and Fink, M. New York: NYU Press, pp. 427-432

Ruffino, P. (2016) "Games to Live With: Speculations Regarding NikeFuel" in *Digital Culture and Society*, Vol. 2 Issue 1/2016, *Quantified Selves and Statistical Bodies*, edited by Abend P. and Fuchs M., 153 – 160. Bielefeld: Transcript Verlag.

Ruffino, P. (2016) "La vita in movimento: verso una ludicizzazione creativa" in *Oltre il Gioco: Critica della Ludicizzazione Urbana*, edited by Bittanti, M. and Zilio E., 146-160. Milan: Unicopli editore.

Ruffino, P. (2014) "From engagement to life, or, how to do things with gamification?" *Rethinking Gamification*, edited by Fuchs, M., Schrape, N., Ruffino, P. and Fizek, S., 47-70. Lueneburg: Meson Press

Carbone, M. B., Ruffino, P. (2014) "Introduction: games and subcultural theory" in *G/A/M/E, the Italian Journal of Video Game Studies*, Vol 3 No. 1, 5-20. Udine: Università degli Studi di Udine.

Ruffino, P. (2013) "Narratives of Independent Production in Video Game Culture" in *Loading... Journal of the Canadian Game Studies Association*, Vol 7 No. 11, pp. 106-121. Montreal: Canadian Game Studies Association

Carbone, M. B., Ruffino, P. (2012) "Apocalypse postponed. Discourses on Video Games from Noxious Objects to Redemptive Devices" in *G/A/M/E, the Italian Journal of Video Game Studies*, Vol 1 No. 1. Udine: Università degli Studi di Udine.

Ruffino, P. (2012) "A Theory of Non-Existent Video Games: Semiotic and Video Game Theory" in *Computer Games and New Media Cultures: A Handbook of Digital Games Studies*, edited by Johannes Fromme & Alexander Unger, 107-124. Dordrecht: Springer

Ruffino, P. (2012) "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 Teti and Vitaliano Teti. Reggio Calabria: Città del Sole Edizioni

Ruffino, P. (2008) "Corpi senza Spessore e Metafore di Corpi: la Pulizia degli Avatar nei Giochi Digitali" in *Il corpo in gioco. La sfida di un sapere interdisciplinare*, edited by Franco D'Andrea. Perugia: FrancoAngeli Editore

● **Lectures, presentations and workshops (selected)**

[2017]

British DiGRA, Salford University, UK

Testi, Contesti e Pretesti Videoludici, DiGRA Italia, IULM, Milan, Italy

Made in Italy, DiGRA Italia, Vigamus, Rome, Italy

[2016]

The Quantified Self and the rise of Self-Tracking Culture. Aarhus Institute of Advanced Studies, Aarhus, Denmark

DiGRA and FDG, Abertay University, Dundee, Scotland

Games as Arts / Arts as Games. Falmouth University, Falmouth, United Kingdom

Life Gamified: Practices of the Quantified Self. King's College, London, United Kingdom

[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. The Centre for Internet and Society, Bangalore: India

Teaching Game Studies workshop. Foundations of Digital Games, Miami: 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.

[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. 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. Computer Games / Players / Game Cultures International Conference, Otto von-Guericke-Universität, Magdeburg: Germany

[2008]

On video game criticism. University of 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 (CA): USA

● **Critical pieces and research dossier (selected)**

Ruffino, P. (2016) "Meaningful Interactions" Schirn MAG, Schirn Kunsthalle, Frankfurt: Germany

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, Bangalore: India

Ruffino, P. (2014) "Beyond Gamification: from Problem-Solving to Problem-Making" Hivos Open for Change, Rotterdam: The Netherlands

● **Other academic work**

2017

Founding member of DiGRA Italia

Organisation of DiGRA UK national meeting, University of Salford and DiGRA Italia national meetings, IULM, Milan and Vigamus, Rome

2014 – 2015

Organisation 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.

2005

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 Journals

• Artistic work

2006 – ongoing

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

Selected exhibitions:

Photography Museum Wintertur, Basel Switzerland / 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 / MACRO, Rome, Italy / 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 TV.

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 / MAMBO, Bologna, Italy / *Ars Electronica 2007*, Linz, Austria / Galleria d'Arte Civica di Trento, Italy.