

Dr PAOLO RUFFINO - CURRICULUM VITAE

Employment history

2019 – current position

Lecturer in Communication and Media at University of Liverpool

2016-2019

Senior Lecturer in Media Studies at University of Lincoln, School of Film and Media

Teaching at BA Media Studies; MA Studies in Media and Culture.

Researcher at Lincoln Games Research Network; Entangled Media Research Centre.

Head of Postgraduate Research

2015 - 2016

Associate Lecturer in Digital Culture at University of York, Department of Theatre, Film and Television.

Teaching at BSc Interactive Media.

2012 – 2015

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

2011 - 2015

Lecturer (part-time) in Games and Media at London South Bank University, Arts and Human Sciences department.

Teaching at BA/BSc Game Design and Development; BA Digital Design

2010 - 2015

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

Teaching at BA Media and Communications.

2011 - 2012

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

Academic curriculum

2009 - 2015

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

Thesis title: *Gamers' Games: Narratives of conflict, independence and engagement in video game culture*. Supervisors: Prof Sarah Kember and Prof Joanna Zylińska.

2005 –2008

MA Semiotics. Bologna University, Italy.

2004 - 2005

Erasmus scholarship at Centre for Computer Games Research, IT University, and Roskilde University, Denmark.

2002 - 2005

BA Media and Communication. Libera Università Maria Ss. Assunta, Roma, Italy.

Publications

Monograph

Ruffino, P. (2018). *Future Gaming: Creative interventions in video game culture*. London and Cambridge, MA: Goldsmiths/MIT Press.

Journal articles

Ruffino, P. (accepted) The End of Capitalism: The economic imaginaries of incremental games. *Games and Culture*.

Carbone, M. B., Ruffino, P., Massonet, S. (2017) The Other Caillois: The many masks of games studies. *Games and Culture* 12(4): 303-320.

Ruffino, P. (2016). Games to Live With: Speculations regarding NikeFuel. *Digital Culture and Society* 2(1): 153-160.

Carbone, M. B., Ruffino, P. (2014). Introduction to Games and Subcultural Theory. *G/A/M/E, the Italian Journal of Video Game Studies* 3(1): 5-20.

Ruffino, P. (2013). Narratives of Independent Production in Video Game Culture. *Loading: Journal of the Canadian Game Studies Association* 7(11): 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* 1(1).

Book chapters

Ruffino, P. (2020). Non-Human Gaming: Video games for the post-anthropocene. In *Death, Culture and Leisure: Playing Dead*. Bingley, UK: Emerald Publishing.

Ruffino, P. (2020) I Videogiochi Indipendenti in Italia: Significati, narrative, reti. In Carbone M. B, Fassone, R. (eds.) *Il Videogioco in Italia*. Milano: Mimesis.

Ruffino, P. (2017). Engagement and the Quantified Self: Uneventful relationships with ghostly companions. In *Self-Tracking: Empirical and philosophical investigations* (pp. 11-25). London: Palgrave Macmillan.

Ruffino, P., Cremonesi, M., Cuttica, F., and Prati, D. (2017). IOCOSE: Art after culture Jamming. In De Laure, M., Fink, M. (eds.) *Culture Jamming: Activism and the art of cultural resistance* (pp. 427-432). New York: NYU Press.

Ruffino, P. (2016). La Vita in Movimento: Verso una ludicizzazione creativa. In Bittanti, M., Zilio, E. (eds.) *Oltre il Gioco: Critica della ludicizzazione urbana* (pp. 146-160). Milano: Unicopli.

Ruffino, P. (2014). From Engagement to Life, or: How to do things with gamification? In *Rethinking Gamification* (pp. 47-70). Lüneburg: meson press.

Ruffino, P. (2012). A Theory of Non-Existent Video Games: Semiotic and video game theory. In Fromme, J., Unger, A. (eds.) *Computer Games and New Media Cultures: A handbook of digital games studies* (pp. 107-124). Dordrecht: Springer.

Ruffino, P. (2012). *Arte in Rete, Arte come Rete: L'artista digitale come user*. In Teti, M., Teti, V. (eds.) *L'arte inter-mediale. Forme audiovisive di espressione e produzione videoartistica contemporanea*. Reggio Calabria: Città del Sole Edizioni.

Ruffino, P. (2008). *Corpi senza Spessore e Metafore di Corpi: La pulizia degli avatar nei giochi digitali*. In D'Andrea, F. (ed.) *Il corpo in gioco. La sfida di un sapere interdisciplinare*. Perugia: Franco Angeli Editore.

Booklets

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 trouble-making*. Hivos Open for Change, Rotterdam: The Netherlands.

Editorial work

Ruffino, P. (2020). *Independent Videogames: Cultures, networks, technics and politics*. London: Routledge.

Ruffino, P., Carbone, M. B. (2017). *The Other Caillois: Game studies beyond Man, Play and Games*. *Games and Culture* 11(4).

Fuchs, M., Schrape, N., Ruffino, P., Fizek, S. (2014). *Rethinking Gamification*. Lüneburg, Germany: meson press.

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* 3(1).

(Translation)

Bittanti, M., Morris, S. (2005). *Doom: Giocare in Prima Persona*. Milano: Unicopli.

Teaching responsibilities

University of Liverpool 2019-2020:

Introduction to Communication and Media Analysis (year 1)

Immersive Media and Virtual Worlds (year 2)

University of Lincoln 2016-2019:

BA Media Studies

Mediated Truths (Year 1) – convenor

New Directions in Media Studies (Year 1) - convenor

Introduction to Digital Cultures (Year 1)

Media Theorizes Itself (Year 1)

Mediation and Representation (Year 1)

Visualizing the 21st Century (Year 2) – convenor

Games Cultures (Year 2) – convenor

Media Arts (Year 2) – convenor

Media Studies Dissertations (Year 3) – convenor

Media and Control (Year 3)
MA Studies in Media and Culture
Media Ecologies

University of York 2015-2016:
BSc Interactive Media
Digital Culture, Aesthetics and Storytelling (Year 1)
Digital Media Project (Year 2)
Interactive Media and Society (Year 2) – convenor

London South Bank University 2012-2015:
BA/BSc Game Development
Game Contexts (Year 2) - convenor
Dissertations (Year 3)
BA Digital Design
Digital Media Project (Year 3) - convenor

Goldsmiths, University of London 2011-2015:
BA Media and Communications
Media Arts (Year 1)
Introduction to Media and Technologies (Year 1)

Administrative responsibilities

University of Lincoln 2016-2019:
Head of Postgraduate Research
Student recruitment: open days and interviews with PhD, MA and BA applicants.
Income generation: research grant applications to AHRC, Leverhulme, British Academy.
Athena SWAN application.
Leadership of Lincoln Games Research Network: organisation of events and grant applications.

Memberships and appointments

President and founder of DiGRA Italia (2017-2021).
Board member at British DiGRA (2017-2021).
Member of the Editorial Committee at *G/A|M/E Games as Art, Media and Entertainment. The Italian Journal of Game Studies*.
Member of Board of Reviewers at *Games and Culture*.
External Examiner at BA Games Design, Canterbury Christ Church University (2018-2022).

Conference organisation (selected)

Co-curator of international conference DiGRA at Leuphana Universität Lüneburg, Germany (2015).

Co-curator of British DiGRA national meeting at University of Salford (2017).

Curator of DiGRA Italia national meetings at IULM, Milan (2017); University Roma Tre (2017); University of Palermo (2018); University of Turin (2019).

Lectures, presentations and talks (selection)

[2019]

Beyond the Console: Gender and Narrative Games. V&A and London South Bank University.
DiGRA: Game Play and the Emerging Ludomix. Ritsumeikan University, Kyoto, Japan.
Interdisciplinary Approaches to Game Studies. King's College London, UK.

[2018]

DiGRA: The Game is the Message. University of Turin, Italy.
DiGRA Italia: LGBTQI & Allies videogiochi e identità di genere. University of Palermo, Italy.
Future Gaming at Google Talk series, London, UK.
Non-Human Gaming. Manchester Games Research Network, UK.
Future Gaming at Institute of Digital Games, University of Malta.
Gaming for the Post-Anthropocene. Digital Cultures, Leuphana University, Germany.
Gaming for the Post-Anthropocene. Play/Pause at University of Birmingham, UK.

[2017]

British DiGRA conference. Salford University, UK.
DiGRA Italia: Testi, Contesti e Pretesti Videoludici. IULM, Milan, Italy.
DiGRA Italia: Made in Italy. Vigamus, Rome, Italy.

[2016]

The Quantified Self and the rise of Self-Tracking Culture. Aarhus Institute of Advanced Studies, Denmark.
DiGRA and Foundations of Digital Games. Abertay University, Dundee, UK.
Games as Arts / Arts as Games. Falmouth University, Falmouth, UK.
Life Gamified: Practices of the Quantified Self. King's College, London, UK.

[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. New Perspectives on the Sexual Economy, University of Sussex, UK.

[2014]

Art after Failure. The Centre for Internet and Society, Bangalore, India.
Teaching Game Studies workshop. Foundations of Digital Games, Miami (FL), USA.
Teaching Game Studies workshop. DiGRA 2014, Salt Lake City (UT), USA.
Game Arthritis, physical deformations and other video game induced diseases. 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, UK.

[2011]

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 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. Cultures of Virtual Worlds Conference, University of California Irvine (CA), USA.

Artistic work

From 2006: Member and founder of artist group **IOCOSE** (<http://iocose.org>)

Selected exhibitions:

Photographers' Gallery London, UK / 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 / *Abandon Normal Devices*, Manchester, UK / *The Influencers*, CCCB, Barcelona, Spain / *CLICK Festival*, Denmark.

Work published on:

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

2005 – 2010: Assistant and technical manager of artists 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.