

CURRICULUM VITAE

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Work Experience

2010-2017 **Santa Ragione Srl**, Via Serbelloni 4, Milan, www.santaragione.com

I am the co-founder & studio director of Santa Ragione S.r.l. Santa Ragione is a design studio dedicated to the development of experimental board games and video games. In 2010, Santa Ragione designed and published the board game "Escape From The Aliens In Outer Space" in more than fifteen countries. The game was nominated for the prestigious "Diana Jones" Award in Indianapolis, USA. In 2011, we developed The DustJacket, a game about print for the Mondadori Foundation, and started the international indie game event "Lunarcade". In 2012, we released a music game for Pitchfork Media, called "Street Song", and based on Matthew Dear's song of the same name. In 2013, we launched the space exploration game "MirrorMoon EP", finalist at the Independent Game Festival Nuovo Award for innovation. In 2014, Santa Ragione launched the award-winning 3D running experience "FOTONICA", previously exhibited at La Biennale di Venezia, 54th International Biennial of Art. "FOTONICA" was Apple App Store Best of 2014 Selection and Independent Game Festival 2015 Honourable Mention for excellence in audio. In 2016 the studio launched Wheels of Aurelia, a narrative driving game set in the Italian 1970s. Wheels of Aurelia was awarded an honorable mention at the 2017 Independent Game Festival, as well as multiple international awards nominations such as IndieCade and A Maze for best game.

2016 **Triennale di Milano (client)**, Milan, <http://www.triennale.org/en/>

As part of Santa Ragione, I directed and curated two events that were part of the XXI Triennale International Exhibition. The first one was the Triennale Game Collection, a virtual show of independent games created ad hoc for the Triennale by some of the most famous international authors. The second was the Milano Game Festival in which, each night for five nights, audiences would play an experimental game together for two hours before meeting the authors. See more at <http://www.milanogamefestival.com/collection/> and <http://www.milanogamefestival.com/>

2015 **Moleskine (client)**, Milan, <http://www.moleskine.com/it/>

As part of Santa Ragione, I co-designed a concept interface for an upcoming unannounced application. My role was to find the main interaction metaphor and to develop its variants through the app's feature, while focusing on non-function centered sense-making.

2012 **Pitchfork Media / Kill Screen Magazine (client)**, Chicago, IL, USA <http://pitchfork.com/>

As part of Santa Ragione, I directed, designed, and developed "Street Song", a music game based on Matthew Dear's song of the same name. The game was designed and produced for the Pitchfork Festival in Chicago. "Street Song" is a mix of free-roaming and on-rails exploration, where obstacles appear in rhythm with the music. The game is available for free at <http://soundplay.pitchfork.com/games/street-song/>

2011 **Mondadori Foundation (client)**, Via Riccione 8, Milan, <http://www.fondazionemondadori.it/>
As part of Santa Ragione, I directed, designed, and developed “The Dustjacket”, a 3D physics-based, hidden object game, where players are given hints about books they must recognize inside a virtual library. It is a game about books: how they feel, the paper they are made of, the beautiful covers that get worn-out after many reads. The game is available at <http://santaragione.com/dustjacket.htm>

2009-2011 **Mixel Scarl**, Via Volta 94, Desio, www.mixelweb.it
Game Design direction and concept for the video game “Armonia”, developed for iOS devices. My role was to develop and describe the game mechanics, and to structure the content of the game. The game is a music-based puzzle game that can be played without looking at the screen, making it accessible for the visually impaired. “Armonia” is on-hold at the studio, awaiting production.

2009 **Milan Institute for Blind People**, Via Vivaio 7, Milan, www.istciechimilano.it
I joined the ITC centre of the Institute for the Blind as part of my postgraduate studies in Interaction Design. My role was researching interaction design solutions aimed at digital learning and entertainment for the visually impaired.

2006 **Iard Institute**, Via Olmetto 9, Milan, www.istitutoiard.it
I advised for the report “Parents and Video Games”, developed for AESVI (Italian Association of Video Game Publishers and Developers). The report analyzes the perception of video games as a medium by parents and relatives of the gamer. My role consisted of describing the current status of the medium and developing the questionnaire used in the research.

2005 **Milestone Srl**, Via Fara 35, Milan, www.milestone.it
I did concept work and designed the video game “Aracno Cannon” for the Fastweb Home Platform. My role was to write the game design document and describe all the content of the game. “Aracno Cannon” is a strategy game playable on any television with a standard remote control.

2003 **Milestone Srl**, Via Fara 35, Milan, <http://www.milestone.it>
As an intern, I did game design and testing for the video game “L'Eredità” published exclusively on Sony Playstation 2. My role was to design the multiplayer game mechanics, and to test menus and game modes. “L'Eredità” is a quiz game based on the Italian television show by the same name.

Studies

January 2011 to March 2014, **Politecnico di Milano - PhD Design School**, Milan, Italy, <http://phd.design.polimi.it/>

PhD in Interaction and Game Design at Milan's Polytechnic. I joined the research laboratory for “Studies on Interaction and Perception”, directed by professors Dr. Margherita Pillan and Dr. Marco Maiocchi. My thesis, “Designing Playful Artifacts”, researches using cognitive science as inspiration for game design to create meaningful games that are not task-oriented. The thesis was defended with outside examiner Dr. Dan Pinchbeck

September 2011 to January 2012, **Shanghai Theater Academy**, Shanghai, China, <http://www.sta.edu.cn/>
Research internship on “Creative Industries in Shanghai”, with a grant provided by Milan's Chamber Of Commerce and Province of Milan. My brief was to write a report on Chinese creative industries and game development, with a focus on policies and case studies of successful companies.

December 2009, **Politecnico di Milano**, Milan, Italy, www.polimi.it
Master's Degree in Communication Design, magna cum laude. The thesis (advised by Dr. Margherita Pillan and Dr. Irina Suteu) is titled "Visual Impairment and Digital Entertainment – Design Practices". It describes the importance of accessibility in entertainment as inclusion of disabled and non-disabled users, and provides a series of best-practices for interaction design based on audio and haptic feedback.

January to July 2008, **University of New South Wales**, Sydney, Australia, www.cofa.unsw.edu.au
"Overseas" international study program at the College of Fine Arts of the UNSW in Sydney, Australia. During these six months, I attended classes in Game Design, Screenplay Writing, Advanced Analog Photography, Video Arts, Digital Projects, and Animation.

July 2007, **Politecnico di Milano**, Milan, Italy, www.polimi.it
Degree in Communication Design. The thesis (advised by professor Valeria Bucchetti) is titled "Information, Truth, Consensus: a Label System Against Untruthful Communication". My thesis describes the best practices in package design for delivering information justly.

February to July 2008, **Universidad Complutense de Madrid**, Madrid, Spain, www.ucm.es
"Erasmus" international study program at the College of Fine Arts of the UCM in Madrid, Spain. During these six months, I attended classes in Sociology, Communication Theory, Latest Tendencies in Arts, Movie Design, and Industrial Design.

Teaching, conferences, exhibitions, and other notable endeavours

2016 **IndieCade Europe**, Paris, France, <http://europe.indiecade.com/>
Presented the talk "A new manifesto for non-traditional game design" where I introduced my "rejecta" manifesto for designing a new kind of games for adults that are not interested in current video games themes and mechanics.

2016 **GDS Conference**, Prague, Czech Republic, <http://www.gdsession.com/>
Presented the talk "New Perspectives on Game Curation" where I described the production and curation processes behind the two events Triennale Game Collection and Milano Game Festival I organized for the Triennale di Milano.

2016 **GDC Europe**, Cologne, Germany, <http://www.gdceurope.com/>
Presented Wheels Of Aurelia at the Innovative Game Showcase, a prestigious panel where the most experimental upcoming games are presented to the public.

2016 **MCA Studio: Interactive Collective One**, Chicago, IL, <https://mcachicago.org/>
Wheels of Aurelia was showcased along other experimental games at the prestigious Museum of Contemporary Arts in CHicago. The show was curated by BitBash, a collective whose aim is to promote games with artistic statements.

2016 **WordPlay**, London, UK, <http://handeyesociety.com/wordplay/>
Wheels of Aurelia was showcased in this year's selection of narrative and text-based games.

2015 **Clash of Realities**, Cologne, Germany, <http://www.clashofrealities.com/2015/>
Presented the talk "Wheels Of Aurelia – Designing An Italian Game About Italy" about the development of our latest video game Wheels of Aurelia and its inspirations found in Italian cinema, politics and culture.

2015 **The Philosophy of Computer Games Conference**, Berlin, Germany, <http://2015.gamephilosophy.org/>

I participated to the "DOING philosophy with video games" panel, coordinated by Stefano Gualeni, PhD, about scholars and game designers who specifically use interactive virtual worlds to communicate their philosophical ideas and their cultural analysis.

2015 **Fantastic Arcade**, Austin, TX, <http://fantasticfest.com/arcade/>

Participated at the exhibition with the first prototype for our game "Wheels of Aurelia". Fantastic Arcade realized a special wheel and pedal operated arcade cabinet that was exhibited and playable during the days of the festival.

2014 **The Philosophy of Computer Games Conference**, Istanbul, Turkey, <http://gamephilosophy2014.org/>

I participated to the Independent Game Philosophers panel, coordinated by Stefano Gualeni, PhD, about how virtual worlds can effectively materialize thought-experiments.

2014 **La Gaîté Lyrique**, Paris, France, <http://gaite-lyrique.net/>

"MirrorMoon EP" was part of the "Capitaine Futur Et Le Voyage Extraordinaire" exhibition at La Gaîté Lyrique digital arts and modern music centre.

2014 **Fantastic Arcade**, Austin, TX, <http://fantasticfest.com/arcade/>

Participated at the exhibition with the game "FOTONICA", 2014. We designed a special 4 Players Arcade Cabinet for "FOTONICA" that was exhibited and playable during the days of the festival.

2014 **GDC Europe**, Cologne, Germany, <http://www.gdceurope.com/>

I gave a talk at GDC Europe on designing true Science Fiction games, called "MirrorMoon EP: A True Sci-Fi Game Postmortem". The talk was part of the Independent Games Summit. The talk can be watched online [here](#)

2014, **SXSW**, Austin, TX, <http://sxsw.com/interactive/>

"MirrorMoon EP" was nominated for the Gamer's Voice Award. The game was playable in [Dell Hall](#) by attendees of SXSW for the entire weekend of SXSW Gaming, part of SXSW Interactive Festival.

2014 **Bit Summit MMXIV**, Kyoto, Japan, <http://bitsummit.org/>

"MirrorMoon EP" was selected for display at Bit Summit, the biggest independent event about creative video games in Japan.

2013 **Fantastic Arcade**, Austin, TX, <http://fantasticfest.com/arcade/>

Our video-rental simulator "VideoHeroes" was selected for the arcade exhibition. In addition, I gave a talk about Santa Ragione's creative process at the festival.

2013 **Independent Game Festival**, San Francisco, CA, <http://igf.com/>

"MirrorMoon", an early prototype for "MirrorMoon EP", was nominated for the IGF Nuovo Award. The game was demoed at the GDC Expo for the duration of the event.

2013 **California College of the Arts**, San Francisco, CA, USA, <https://www.cca.edu/>
“Time Studio 3: Play” is a class I taught with Chelsea Howe at the Interaction Design Department about designing play, though concepts of game design, introduction to game production and distribution tools.

2012 **Arse Elektronika**, San Francisco, CA, USA, <http://www.monochrom.at/arse-elektronika/>
I presented the rag doll-based sex-simulator, “Awkward Sex”, that explores the problems in representing sex in an interactive way. The game focuses on the representation of unpredictable systems, soft bodies, lack of detail, and altered physics to fight a perception phenomenon called the “Uncanny Valley”.

2012 **IndieCade**, Los Angeles CA, USA, <http://www.indiecade.com/>
MirrorMoon was part of the official selection of independent games at IndieCade 2012. The game was playable in Culver City, Los Angeles, California, by attendees of IndieCade for the entire week.

2012 **Fantastic Fest**, Austin, TX, USA, <http://fantasticfest.com/arcade>
MirrorMoon was part of the official selection of independent games at Fantastic Arcade 2012. Fantastic Arcade is a selection of the best independent games with fantastical themes or looks.

2012 **GDC Europe**, Cologne, Germany, <http://www.gdceurope.com/>
I gave a talk at GDC Europe on non objective-oriented games and broken games with emergent gameplay, called “Games Happen: Design Lessons from MirrorMoon & Fotonica”. The talk was part of the Independent Games Summit. The talk can be watched online [here](#)

2012 **Experimental Gameplay Sessions - GDC**, San Francisco, CA, USA, <http://www.gdconf.com/>
MirrorMoon, created during the 2012 Global Game Jam, was picked to be presented during the Experimental Gameplay Sessions of Game Developers Conference 2012. The game is a sci-fi first-person puzzle adventure, that introduces an unusual orientation system via a moon that is a reflection of the planet it orbits. Players can manipulate the moon to create waypoints in the game world.

2011 **ACT/DESIGN, Milan Polytechnic & Shanghai Theater Academy**, <http://www.actdesign.net/>
I organized and launched ACT/DESIGN, an international forum on creativity, technology and design for Milan's Polytechnic and Shanghai Theater Academy, sponsored by Universidad Complutense de Madrid, RMIT, Fukuoka Design League, Innovation Festival and others.

2011 **Global Education Conference On Creative Industries**, Shanghai, China, <http://www.gecoci.org/>
“One Button Interactions of Games” is a workshop I held at the GECOCI in December 2011. Participants had eight hours to design unusual physical interfaces to control one-button games.

2011 **Tsinghua University, Academy of Arts and Design**, Beijing, China, <http://www.tsinghua.edu.cn/>
“Independent Games: Themes, Communities and Markets” is a lecture I gave at the Department of Industrial Design on independent games' tools, trends, and distribution, with a focus on how to start and join international independent game communities.

2011 **Biennale di Venezia, 54th International Biennial of Art - Venice** www.labiennale.it, www.neoludica.info
Participation in the collateral event of the 54th Biennial of Arts called “Neoludica”. Neoludica is an exhibition about the role of video games in arts, and the use of games as a medium. A special version of my video game “FOTONICA”, called “Fotonica #0”, was on showcase until the end of October 2011.

2011 **IULM Film Happening**, Milan, www.iulm.it

As Santa Ragione and with Matteo Bittanti, PhD, I organized a five-day game design and prototyping workshop on games and cognitive dissonance. The goal of the workshop was to understand how to use the way the human mind works to create new forms of gameplay.

2011 **Innovation Festival**, Tallin, Estonia, <http://www.innovationfestival.eu/>

Santa Ragione was chosen for the Innovation Festival Labs: European Selection as one of the most innovative European companies. I presented a panel on meaningful games as design product and medium for communication.

2011 **FarGame**, Bologna www.fargame.it

Participated in the “Gamification” panel at the FarGame festival in Bologna, Italy. The panel consisted of a debate about the risks and advantages in the use of “gamification”, the application of game mechanics to non-game environments, such as commercial websites.

2011 - 2012 **Lunarcade** www.lunarcade.it

Lunarcade is an international collective aimed at promoting independent games. The collective organizes two types of events. “Circus” is a night party in which new, worthwhile, independent games are showcased. “Factory” is a two day game workshop in which developers meet and collaborate in making a new game based on a given theme. Many internationally-renowned independent game designers have participated, including Incepreare (Stephen Lavelle), Christoffer Hedborg & Monobanda. The Exhibitions have been hosted in Milan, Italy, Shanghai, China, and Sydney, Australia.

2009 **Italian Culture, Universidade Estadual Paulista**, www.fct.unesp.br

“Representing complexity” is a panel within the “Italian Culture” conference at the Faculty of Modern Literature.

2009 **Mobility Week, Milan City Council**, www.comune.milano.it

My “Autocracy” short film was awarded the Best Short Film Award during the Mobility Week of Milan. The film was realized as part of a workshop held in the Politecnico di Milano. It is about the beauty of cycling when compared to driving. The short film was aired on the maxi-screen in the square of Duomo di Milano in Milan, Italy, during the month of October 2009.

2007 per **Grossetti Arte Contemporanea**, <http://www.grossettiart.it/>

Art Direction for “Finissage”, personal exhibition of the artist Enzo Castagno. The exhibition included a showcase of artifacts designed to promote contemporary art by students of the School of Design of Politecnico di Milano.

Commercial Games Portfolio

2016 **Wheels of Aurelia**, <http://www.wheelsofaurelia.com/>

Wheels of Aurelia is a narrative road trip game set in the roaring Italian 70s. Half racing game, half interactive fiction, it tells the story of Lella, a restless woman driving on the roads of the western coast of Italy, the famous Via Aurelia. (*Independent Game Festival 2017 Honourable Mention; Nominated for best game at IndieCade 2016, A Maze Festival 2016, Emotional Games Awards 2016, Fantastic Arcade 2016 and others*).

2014 **FOTONICA**, <http://www.fotonica-game.com/>

A first-person running experience that takes place in a vector-based world, focused on the thrill of speed and traveling flawlessly through the environment. (*Independent Game Festival 2015 Honourable Mention; Apple App Store Best of 2014 Selection; exhibited at the 54th International Biennial of Arts in Venice, Italy*).

2013 **MirrorMoon EP**, <http://mirrormoongame.com>

A sci-fi, first-person puzzle adventure game that features an unusual orientation system, where the moon is a reflection of the planet it orbits, and players can manipulate the moon to create waypoints in the game world. (*Presented at Experimental Gameplay Sessions of GDC 2012; Independent Game Festival 2013 Nuovo Award finalist*).

2012 **Street Song**, <http://soundplay.pitchfork.com/games/street-song/>

A music game based on Matthew Dear's song of the same name, commissioned by Pitchfork Media. Street Song is a mix of free-roaming exploration and on-rails gameplay, where obstacles appear in rhythm with the music. (*Presented at the Pitchfork Music Festival in Chicago*).

2011 **The DustJacket**, <http://santaragione.com/dustjacket.htm>

A 3D physics-based, hidden object game, where the player is given hints about books to find inside themed virtual libraries. The Dustjacket was commissioned by the Mondadori Foundation to promote reading, Italian literature, and traditional book publishing. (*Currently available in 300 public libraries in France, top 100 recommended games by La Gaîté lyrique*).

2010 **Escape From The Aliens In Outer Space**, <http://www.eftaios.com/>

A pen-and-paper card game of strategy and bluff set on a damaged, alien-infested spaceship. (*Shortlisted for the prestigious "Diana Jones" Award for Excellence in Gaming in 2011; BoardGameGeek's GeekBuzz top 10 ranking for Internationale Spieltage 2010 in Essen, Germany*).

Experiments / Prototypes

2016 **CHRISTIAN**, a VR 360° short film about a TV crew preparing to interview the family of a recently disappeared child.

2015 **Mariposas Amarillas**, inspired by a scene in Gabriel García Márquez's One Hundred Years Of Solitude. Made for GGJ 2015.

2015 **The Mads' Garden**, a comedy game about Italian poet Alessandro Manzoni and his life. Created as part of the Tour Bueno initiative, in collaboration with Major Bueno.

2014 **Codex Lucis**, a game about deciphering a message from space made for a jam at the SETI Institute. Developed in collaboration with Double Fine Senior Programmer Anna Kipnis.

2014 **The Myth of Medusa**, a game about discovering one's own identity by observing the consequences to our actions, made for GGJ 2014.

2013 **VideoHeroeS**, a 90s video rental simulator. Displayed at Fantastic Arcade 2013.

2013 **PIPNIS**, an experimental arcade game about sharing a controller, winner of the "Pop Your Eyes Out" Award at the CREATE Jam sponsored by KillScreen and OUYA.

2013 **Final Candidation**, a satirical game about the 2013 Italian political elections. Developed in collaboration with Double Fine Senior Programmer Anna Kipnis.

2012 **Awkward Sex**, a game exploring the problems in representing sex in an interactive way, presented at the Arse Elektronika conference about sex and technology.

These and others are available at <http://actofplay.com/>

Publications

2013 **GALA Conference 2013**, <http://www.galaconf.org/2013/>

"Beyond gambling temptations: an experimental design project to detoxify players from irresistible illusions of gambling" was published by Springer in the proceedings of the Games and Learning Alliance conference. The paper describes game design patterns that exploit cognitive biases for gambling products.

2013 **Arse Elektronika 2012**, <http://www.monochrom.at/arse-elektronika/>

"Awkward sex, exploring the uncanny valley" was published in the proceedings of the International Conference on Sex and Technology, Arse Elektronika. The paper describes the development of the interactive prototype Awkward Sex, a game that explores the problems in representing sex in an interactive way.

2013 **Arse Elektronika 2012**, <http://www.monochrom.at/arse-elektronika/>

"Mirror Emotions & Sex Games" was published in the proceedings of the International Conference on Sex and Technology, Arse Elektronika. The paper questions the role of interactivity in the depiction of sex by analyzing games against cognitive science theories.

2012 **VS-Games'12**, <http://www.vs-games.org/>

"The Unimportance of Flawless Game Mechanics" was published as a poster paper at the 2012 edition of the International Conference on Virtual Worlds for Serious Applications. The paper is about designing elements of play instead of games, with a design process that focuses on emerging dynamics.

2012 **ECREA pre-conference 2012**, <http://www.plato.edu.tr/digitalgames/>

"Exotic Orientation Systems as Gameplay Devices" was published as a short paper for the ECREA pre-conference on digital games in Istanbul, Turkey. The paper focuses on designing orientation systems as elements for gameplay, and discusses the use of space perception to trigger emotions.

2012 **Italian GAME Journal, #1**, <http://www.gamejournal.it/>

“*Designing Non-Objective Oriented Games*” was published in the first issue of the Italian GAME Journal in Spring 2012. The paper is about my PhD research on cognitive science and game design, and how this approach can help games that are not task-based. (In Italian)

2011 **Swiss Design Network, 2011 Symposium**, <http://www.swissdesignnetwork.org/>

“*[Game Mechanics] & [Phenomena in Cognitive and Social Psychology]: Experiments in Emotional Design for Communication*” was presented in Geneva, Switzerland, in November 2011. The paper describes a workshop for designing games inspired by psychological phenomena.

2011 **Comunicazione a Misura d'Uomo**, www.francoangeli.it

I contributed the chapter “*Visual Impairment and Digital Entertainment*” to the book “*Comunicazione a Misura d'Uomo*” on User Centered Design, edited by Margherita Pillan, PhD, and published by Franco Angeli Editions. In this chapter, I condensed the research collected for my Master's Degree dissertation on Accessible Interaction Design.

2010 **Luce su Luce** (#6 June 2010), www.istciechimilano.it/it-IT/Pubblicazioni.html

Paper on “*Designing Entertainment*”, published in the monthly journal of the Institute for the Blind in Milan. The paper is about the use of accessible digital entertainment for teaching blind kids how to use technologies such as computers and smartphones.

2010 **Data Flow Vol.2**, Gestalten, www.gestalten.com

Publication of the “*This is Living!*” map developed within the design-synthesis lab of Politecnico di Milano and in collaboration with Density Design. The map describes the public and private money flows that influence the quality of living in the city of Milan, Italy, with respect to the efficiency of public services.

2009 **Visualisation Magazine**, Chris Watson, www.visualisationmagazine.com

Publication of the “*This is Living!*” map developed within the design-synthesis lab of Politecnico di Milano and in collaboration with Density Design.

Last Updated in January 2017