

CURRICULUM VITAE
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Game author, producer, curator, and academic with a mission: to make narrative games accessible to a broader audience. I come from a background of research in game development that lets me experiment with unusual connections between storytelling and game design. I design, direct, and produce award-winning, commercial games on tight budgets and schedules.

Work Experience

2010-2019 **Santa Ragione Srl**, Milan, Italy 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 narrative and experimental games.

In 2018, Santa Ragione started production of its next title, a narrative game based on Sardinian folklore tentatively called *Matchbox*. The project was awarded in 2017 a 60k€ Creative Europe MEDIA Grant and is supported by the Sardinia Film Commission. The game is set to wrap production in 2019.

In 2016 the studio launched *Wheels of Aurelia*, a narrative driving game set in the Italian 1970s. *Wheels of Aurelia* received 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 of the year.

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 2013, we launched the space exploration game *MirrorMoon EP*, finalist at the Independent Game Festival Nuovo Award for innovation, and winner of the Best Art Direction award at the Italian Video Games Awards.

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.

2016-2019 **Horrible Games Srl**, Milan, Italy www.horrible-games.com

I am the digital content director for all of the board to digital game adaptations (*Potion Explosion*, *Dragon Castle*, developed by the external Studio Clangore), and project manager for the *Vampire: The Masquerade – Vendetta* card game, overseeing product development signed by veteran designers Bruno Faidutti and Charlie Cleveland.

2016 **Triennale di Milano (client)**, Milan, Italy 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 www.milanogamefestival.com/collection and www.milanogamefestival.com

2015 **Moleskine (client)**, Milan, Italy 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 (client)**, Chicago, IL, USA 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 at actofplay.com/streetsong.html

2011 **Mondadori Foundation (client)**, Milan, Italy 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 santaragione.com/dustjacket.htm

2009-2011 **Mixel Scarl**, Desio, MB, Italy 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**, Milan, Italy 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**, Milan, Italy 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.

2003-2005 **Milestone Srl**, Milan, Italy www.milestone.it

I did concept work and designed the video game "Arachno Cannon" for the Fastweb Home Platform. My role was to write the game design document and describe all the content of the game. "Arachno Cannon" is a strategy game playable on any television with a standard remote control. 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

2011-2014, **Politecnico di Milano - PhD Design School**, Milan 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, author of the award-winning narrative games *Dear Esther* and *Everybody's Gone to the Rapture*.

2011-2012, **Shanghai Theater Academy**, Shanghai, China 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.

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.

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.

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.

2006, **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.

Awards, conferences, exhibitions, teaching, and other notable endeavours

2017-2019 **IULM University**, Milan, Italy gamedesign.university

I curate the M.A. in Game Design by selecting and coordinating the best international independent game authors to come to Milan and tutor the students' projects. I also teach the 12-week production and planning class.

2017-2019 **NABA University**, Milan, Italy www.naba.it/en/undergraduate-programs

I teach the game design class for undergraduate students in the Media Design and Multimedia Arts program.

2018 **Umberto Eco Center for International Studies**, Bologna, Italy cue.unibo.it/eventi

Presented the talk "The problem with interactive adaptations" on how to adapt linear stories to non-linear media at the conference about semiotics and adaptations organized by the Umberto Eco Center for International Studies.

2018 **IndieCade Award**, Los Angeles, CA, USA www.indiecade.com/awards5/2018-awards

My performative game *Asta Grande* won the Innovation in Experience Design Award.

2018 **Svilupparty**, Bologna, Italy, svilupparty.it

Presented the talk "Eight Years of Santa Ragione" about our studio's history. The talk can be watched online [here](#) (in Italian)

2018 **Drama Lab**, Rome, Italy, fabulamundi.eu/en/

Presented the talk "Dramaturgy and Game Design" about how to use video games to adapt a story in actable form, drawing connections to postdramatic theater.

2017 **No Quarter, NYU Game Center**, NYC, NY, USA gamecenter.nyu.edu/events/no-quarter

The NYU commissioned a game for their annual exhibition where four international up-and-coming game designers are picked to create a unique experience of public play. I created a digitally-enabled performative game called *Asta Grande* in which I play an auctioneer for thirty players.

2017 **MIA Audiovisual Industry Market**, Rome, Italy www.miamarket.it/en

Participated in the panel "Creative Emotions – Narrative Gaming vs Scripted Storytelling: Win the Audience in the Centre Field" in which authors, producers, and narrative designers debated limits and advantages in linear and non-linear storytelling.

2017 **Subotron**, Vienna, Austria subotron.com/veranstaltung/rejecta-2017

Presented the talk "Building tools and audience for non-traditional games" about how to reach to new audiences for narrative games. The talk can be listened-to online [here](#).

2017 **A Maze Festival**, Berlin Germany 2017.amaze-berlin.de

Was part of the five-people grand jury for the A Maze Awards, the most important European festival for independent games.

2017 **ScreenShake**, Brussels, Belgium thehouseofindie.com/screenshake

Presented the talk "How To Abandon Traditional Video Games" on the design steps needed to produce work different from the standard video game productions and capable of attracting new audiences. The talk can be watched online [here](#).

2016 **IndieCade Europe**, Paris, France, 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 people that are not interested in current video games themes and mechanics.

2016 **GDS Conference**, Prague, Czech Republic, 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. The talk can be watched online [here](#).

2016 **GDC Europe**, Cologne, Germany, 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, USA 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 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 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 **Philosophy of Computer Games Conference**, Berlin, Germany, 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, 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 **Philosophy of Computer Games Conference**, Istanbul, Turkey 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 gaitelyrique.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, USA 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 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, USA 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 **BitSummit 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, USA 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, USA 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 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 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 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 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 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 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, Shanghai Theater Academy**, Shanghai, China 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 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 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**, Italy www.labiennale.it

Participation in the collateral event of the 54th Biennial of Arts called "Neoludica". Neoludica (www.neoludica.info) 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, Italy 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**, Tallinn, Estonia 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, Italy www.fargame.it

Participated in the "Gamification" panel at the FarGame festival in Bologna. 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.

2010 - 2013 **Lunarcade**, Milan, Italy www.lunarcade.it

I organized Lunarcade, a series of international events aimed at promoting independent games. "Lunarcade Circus" was a night party in which new, worthwhile, independent games are showcased. "Factory" was 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 Increpare (Stephen Lavelle), Christoffer Hedborg, and Monobanda. The Exhibitions have been hosted in Milan, Italy, Shanghai, China, and Sydney, Australia.

Games Portfolio

2017 **ASTA GRANDE**, actofplay.com/astagrande.html

Asta Grande is a drop-in, drop-out crowd game for 30 people. It's a pretend auction of legendary items mediated by a digital interface that is used by the auctioneer to present the lots and keep track of players' objectives and funds. Players receive a character card that doubles as their bidding paddle, and they raise it when they are interested in an item being auctioned. (*Winner of the IndieCade 2018 Innovation in Experience Design Award, originally commissioned by the NYU Game Center for the 2017 No Quarter exhibition*).

2016 **Wheels of Aurelia**, 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**, 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**, 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**, actofplay.com/streetsong.html

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**, 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**, 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 (most available at actofplay.com)

2017 **A Kind of Vexation**, an adaptation of Camus' 1942 novel "The Stranger". The game interaction simulates the protagonist's recollection of the events that lead to the trial. Made for GGJ 2017.

2017 **The Third Secret**, I was flown to Berlin part of the Oculus Game Jam sponsored by Facebook and created a VR experience inspired by the movie "A Pure Formality". In the game, the player is accused by a detective that reconstructs the events based on the order of the objects the player looks at.

2016 **CHRISTIAN**, a VR 360° short film about a TV crew preparing to interview the family of a recently disappeared child. Based on the events the player pays attention to during the film, they will have a different understanding as to what really happened to Christian.

2015 **Mariposas Amarillas**, inspired by a scene in Gabriel García Márquez's "One Hundred Years Of Solitude". Players have 0.5 seconds to make sense of their surroundings before they die. 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. Customers come in with vague requests and players must satisfy them by looking at high-fidelity 3D VHSs we recreated. 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.

Publications

2013 **GALA Conference 2013**, 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 design patterns that exploit cognitive biases for gambling products.

2013 **Arse Elektronika 2013**, www.monochrom.at/arse-elektronika

"Awkward sex, exploring the uncanny valley" and *"Mirror Emotions & Sex Games"* were published in the proceedings of the International Conference on Sex and Technology, Arse Elektronika. The papers describes the development of the interactive prototype *Awkward Sex*, a game that explores the problems in representing sex in an interactive way, and the role of interactivity in the depiction of sex by analyzing games against cognitive science theories.

2012 **VS-Games 2012**, 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**, 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**, 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**, 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

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.