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www.molleindustria.org

EDUCATION

2007 - 2009

MFA in Integrated Electronic Arts

Rensselaer Polytechnic Institute (RPI), Troy NY

Areas of specialization: experimental game design,
video, tactical media.

2001 - 2004

BA in Visual Arts and Multimedia Communications

LABA - Libera Accademia di Belle Arti, Brescia Italy

Areas of specialization: web and interaction design,
graphic design, net.art, new media.

EMPLOYMENT

- 2013 - present **Associate Professor**
- 2012 - 2013 **Assistant Professor**
- 2009 - 2012 **Visiting Assistant Professor**
Electronic and time-based area.
Carnegie Mellon University, School of Art.
Pittsburgh, PA
- 2006 - Present **Independent game designer**
Developing serious and casual games for game portals, companies and associations.
- 2005 - 2007 **Instructor of new media communication**
NABA, New Academy of Fine Arts.
Milan, Italy.
- 2006 **Multimedia community specialist**
Designing social software for the digital satellite television platform Sky Italia (News Corporation).
- 2005 - 2006 **Guerrillamarketing.it consultant**
Designing and planning alternative marketing campaign for MTV, Fox Satellite, Animal Planet, WWF.
- 2004 - 2005 **Graphic and Web designer**
Designing and developing websites and magazines for Studio Rodighiero Associati.

SELECTED EXHIBITIONS

- 2016 **Game / Video Art.** A Survey. XXI Triennale, IULM, Milano, Italy
- Hacking Habitat.** Wolvenplein, Utrecht, The Netherlands
- To See Without Being Seen: Contemporary Art and Drone Warfare.** Mildred Lane Kemper Art Museum, St. Louis
- Radical Games (solo show).** Champlain College Art Gallery, Burlington, VT
- Half-Real.** University of Central Lancashire, Preston, UK
- 2015 **Gamerz festival.** École Supérieure D'art, Aix-en-Provence, France
- Disobedient Objects.** Powerhouse Museum, Ultimo, Australia
- GLOBALE: Global Games.** ZKM, Karlsruhe, Germany
- Print Screen Festival.** Holon Cinematheque, Holon, Israel
- Molleindustria: All Work No Play (solo show).** Aksioma Institute for Contemporary Art, Ljubljana, Slovenia
- Hamster – Hipster – Handy.** Museum Angewandte Kunst in Frankfurt, Germany
- Pixelporno 0.2.** Strafsachengalerie, Linz, Austria
- 2014 **Utopia Arcade.** Concordia University, Montreal, CA 23-26 October, 2014
- Indie Game Revolution.** EMP Museum, Seattle, WA
- Vertigo of Reality.** Akademie der Künste Berlin, Germany.
- Disobedient Objects.** Victoria & Albert Museum, London, UK
- Public Record – Pittsburgh Biennial 2014.** Space Gallery, Pittsburgh, PA
- Impedance: Games & Resistance.** Vector Festival 2014, Toronto, CA
- Dear Diary: Update All.** Neuberger Museum of Art. Purchase College, NY
- 2013 **Next Level.** Dortmunder U in Dortmund, Germany
- Time & Motion: Redefining Working Life.** FACT Liverpool, UK
- Creative City.** Cibeles, Madris, Spain
- Silents and Noise: Handmade Films with Live Scores.** Empire Drive-in, Queens, NY
- SpielSalon 2013.** Kasseler Kunstverein, Fridericianum Museum. Kassel, Germany

- Wordplay.** Toronto Reference Library, Toronto, CA
- Art and the Viewser.** Allegheny College. Meadville, PA
- The games of art.** The Block QUT, Brisbane, Australia
- Play Again : Musée pop du jeu vidéo.** Imaginarium Society. Tourcoing, France
- UCLA Game Art Festival.** Hammer Museum, Los Angeles, CA
- Game On.** Spaces gallery, Cleveland, OH
- Indiecade East.** Museum of Moving Images. New York City, NY
- 2012 **Indiecade Festival.** San Francisco, CA
- Fantastic Arcade.** Fantastic Fest, Austin, TX
- Social Disorder.** Glassell Gallery, LSU, Baton Rouge, LA
- Games 4 Change.** New York City, NY
- Deconstructing the Habit.** ACNY Spattered Columns, New York, NY
- Level.** Art Center of the Capital Region, Troy, NY
- So far so good.** Extra Extra gallery, Philadelphia, PA
- New Frontiers, Sundance Festival.** Utah MOCA, Salt Lake City, UT
- 2011 **Jusqu'ici, tout va bien.** Oudeis, Le Vigan, France
- d = D != d.** Gwangju Design Biennale. Gwangju, South Korea
- 2Player Computers. Games. Art.** New Walk Museum & Art Gallery. Leicester, UK
- AND: abandon normal devices.** FACT gallery, Liverpool, UK
- SpielSalon.** Museum Fridericianum, Kassel, Germany
- Why Participate?** Flux Factory, New York City, NY
- Interior-ity.** PROEKT_FABRIKA @ Moscow Biennial, Russia
- Platine Festival.** Design Quartiers Ehrenfeld, Cologne, Germany
- Neoludica: art is a game.** Collateral Event Venice Biennale. Venice, Italy
- Videoformes Festival.** Clermont-Ferrand, France
- The Typhoon Continues and So Do You.** Flux Factory, New York City, NY
- We can be heroes.** Espace multimedia gantner, Belfort-Dijon, France

- FILE games Rio.** Rio de Janeiro, Brazil
- Source code.** Modified arts, Phoenix, AZ
- Credit Due.** Babycastles, New York City, NY
- 2010 **Design Politics.** Inspiration Fest, Buenos Aires, Argentina
- Electrified 02 – Hacking Public Space. S.M.A.K. Belgium.** Gent, Belgium
- Indiecade 2010.** Los Angeles, CA
- Fantastic Fest Arcade.** Alamo Draffthouse, Austin, TX
- IMPAKT Festival.** Utrecht, Netherlands
- Learn to play.** Euphrat Museum of Art. Cupertino, CA
- N Design 2010: art games.** Curitiba, Brazil
- PLAYFUL & PLAYABLE: Crítica y Experimentación con Videojuegos.** Sala América, Vitoria, Spain
- Games 4 change.** New York City, NY
- Esse, Nosse, Posse: Common Wealth for Common People.** National Museum of Contemporary art, Athens, Greece
- La Fete de l'animation.** Lille, France
- Game (Life): Video Games in Contemporary Art.** Firehouse Gallery, Burlington, VT
- 2009 **FILE GAMES Hipersonica.** Museu de Arte Moderna, Rio de Janeiro, Brazil
- Market Forces.** Share Festival, Torino, Italy
- Atopic Festival.** Citè des sciences et de l'industrie, Paris, France
- Indie Games Arcade.** Eurogamer expo, London, UK
- Games Art Factory.** Porte de Versailles, Parc des Expositions, Paris, France
- Techno Culture.** Dowd Fine Arts Center, Cortland, NY
- Werk Nu / Work now.** Z33, Hasselt, Belgium
- SubversivMesse.** Linz, Austria
- Play Cultures.** Multiplace. Bratislava, Slovakia
- Digital.Event.09.** Toronto, Canada

- 2008 **Pixelpoint, for God's sake.** Nova Gorica, Slovenia
- Crisi. Contra les aparences.** Angels Barcelona, Barcelona, Spain
- Los Oxcars.** Barcelona, Spain
- Digital Art à la carte.** Sonar Festival, Barcelona, Spain
- The Super Thing: NYC goes DEVO.** 3d Ward gallery, New York City, NY
- Signal and noise festival.** VIVO media arts centre, Vancouver, Canada
- Homo Ludens Ludens. LABoral Centro de Arte y Creación Industrial.** Gijón, Spain
- Try Again.** La casa Encendida, Madrid, Spain
- 2007 **FAD Festival de arte digital.** Belo Horizonte, Brazil
- Play Cultures.** Museum of Contemporary Art Vojvodina, Novi Sad, Serbia
- Els límits de la natura.** Centre d'Art la Panera, Lleida, Spain
- Mediawala festival.** New Delhi, India
- Private Dancers.** O3one, Belgrado, Serbia
- 2006 **Mine 06 digital arts festival.** Rebuild, Denmark
- Gaming Realities.** mediaterra. Athens, Greece
- Freeshout Festival.** Prato, Italy
- File Games.** File Festival, Sao Paulo, Brazil
- 2005 **Playing with code.** Interferenze: New arts festival, S. Martino Valle Caudina, Italy
- PoV: Alternative Games Exhibition.** Digra international games conference,
Vancouver, Canada
- Molleindustria.** The Israeli center for Digital Art, Holon, Israel
- 2004 **Piemonte Share.** Torino, Italy
- ALT + CTRL / A Festival of Independent and Alternative Games.** University of
California, Irvine, CA
- Videogames with an Agenda.** Curzon soho, London, UK
- PEAM,** Pescara Electronic Artists Meeting. Pescara, Italy

SELECTED TALKS

- 2016 **Critical Game Studies Conference Keynote.** UC Irvine, CA
Teaching Games With Games. Game Developers Conference, San Francisco CA
Dada Data. Cabaret Voltaire, Zurich, Switzerland
Screenshake. Het Bos, Antwerp, Belgium
Artist Talk. Champlain College Art Gallery, Burlington, VT
- 2015 **Philosophy of Computer Games Keynote.** BTK University of Art and design, Berlin, Germany
FH Lecture Days: Design to the people. Kunsthaus, Graz, Austria
Artist Talk. Galerija Filodrammatica, Rijeka, Croatia
Artist Talk. Aksioma Institute for Contemporary Art, Ljubljana, Slovenia
Facets Conference. NYU, New York City
- 2014 **Design Art Activism.** Universität der Künste Berlin, Germany
10 Years of Molleindustria. DevMx @ Centro Nacional de las Artes, Mexico
Expanded Animation Symposium. Ars Electronica, Linz, Austria
Practices of Play. Dept. American Studies @ UT, Austin, TX
Ludologica presenta: Paolo Pedercini. La Triennale Milano, Italy
Invisible Walls, Puffy Clouds... Lost Levels, San Francisco, CA
Videogames and the spirit of capitalism. IndieCade East, New York, NY
Artist talk. UC Davis, Davis, CA
Persuasive Technology conference Keynote. Palazzo del Bo, Padua, Italy
Playstorming. Spieltrieb! Playstorming. Crakov, Poland
Artist talk. Hemispheric Institute, NYU, New York City
Making Games in a F**d up world.** Games 4 Change, New York City
Drawing Games. CMU Draw symposium, Pittsburgh, PA
The Influence of Technology. ICA London, UK

- 2013 **Keynote.** GDC Nasscom. Pune, India
- European Indie Game Days.** Nouveau Théâtre de Montreuil, Paris, FR
- Grassrots Game Conference.** First Unitarian Church, Philadelphia, PA
- Art History of Videogames Keynote.** DiGRA. Atlanta, GA
- Designing Games to understand complexity.** Allied Media Conference, Detroit, MI
- Games as commentary.** Museum of Moving Images, New York City, NY
- Artist talk.** Spilbar, Play'n Provoke, Filmhuset, Copenhagen, Denmark
- 2012 **Toward Independence.** Indiecade, Los Angeles, CA
- Artist talk.** UCSC Center for Games and Playable Media, Santa Cruz, CA
- Artist talk.** CSU East Bay, Hayward, CA
- Fucking pixels, fucking polygons.** Arse Elektronika 4Play, San Francisco, CA
- Unmanned.** Fantastic Fest, Austin, TX
- Agitprop Games.** Games for Change conference, New York, NY
- Making Revolutionary games.** Allied Media Conference, Detroit, MI
- Artist talk.** *Game Bang*, Open @ Triennale di Milano, Milan, IT
- Reframing Consumerism in the Digital Age.** Environment today. Pittsburgh, PA
- Artist talk.** UCLA. Los Angeles, CA
- 2011 **Artist talk.** SpielSalon. Kassel, Germany
- Social Hijinks.** Flux Factory. New York, NY
- Far Game.** Cineteca di Bologna. Bologna, Italy
- Slow Moves.** New Media Caucus @ CAA conference. New York, NY
- Artist talk.** Film & Media Department, Hunter College. New York, NY
- Artist talk.** Youngstown State University. Youngstown, OH
- 2010 **Project next.** Indiecade. Los Angeles, CA
- Artist talk.** Fantastic Fest Arcade. Austin, TX
- Keynote panel.** GDC Serious Games Summit. San Francisco, LA
- Artist talk.** Entertainment Technology Center. Pittsburgh, PA

- 2009 **Artist talk.** Northern Illinois University. Dekalb, IL
Artist talk. Carnegie Mellon University. Pittsburgh, PA
Artist Talk. University of Massachusetts, Boston, MA
Hijacking Controversy. Carnegie Mellon University, Pittsburgh, PA
Artist talk. *Digital.Event.09*, OCAD. Toronto, Canada
- 2008 **Contrajuegos.** Arteleku. S.Sebastian, Spain
Game Symposium. Rensselaer Polytechnic Institute. Troy, NY
Artist Talk. Universita' di Bergamo, Bergamo, Italy
Artist Talk. *Homo Ludens Ludens*, LABoral. Gijon, Spain
- 2007 **SimUtopie & SimDistopie.** Università degli Studi. San Marino.
Hacktion! Political Games. Centre Pompidou, Paris, France
Femcamp. Laboratorio TechnéDonne, Bologna, Italy
Candida Déjà vu. Forte Prenestino, Roma, Italy
- 2006 **Serious simulations for fun.** IT forum. Aarhus, Denmark
Interaktivni Festival. Ljubjana, Slovenia
The influencers. CCCB. Barcelona, Spain
Homemade Festival. Fine arts academy. Carrara, Italy
Games@iulm. IULM. Milano, Italy
Radical Software. Piemonte share festival. Torino Italy
Researching the Future. Planetary Collegium/NABA. Milano, Italy
- 2005 **Connessioni leggendarie.** Mediateca S.Teresa. Milano, Italy
Playing with code. Interferenze. S. Martino Valle Caudina, Italy
Utopia reversed. Schiller festival. Weimar, Germany
- 2004 **Festival del tecnoteatro.** Hiroshima mon amour. Torino, Italy
Artist talk. PEAM, Pescara Electronic Artists Meeting. Pescara, Italy

PRINT PUBLICATIONS AND JOURNALS

Books and academic articles discussing my work:

Matthew Payne, *Playing War: Military Video Games After 9/11*. NYU Press 2016.

Jussi Parikka, *Geology of media*. University of Minnesota Press, 2015.

Dale Hudson, Patricia Zimmermann, *Thinking Through Digital Media: Transnational Environments and Locative Places*. Palgrave Macmillan US, 2015.

Paolo Ruffino, *When one is too many: Molleindustria and Paolo Pedercini*. Ed. Janez Janša, 2015.

Nenciu, Alina Petra Marinescu; Rughinis, Cosima, *Every Day The Same Dream? Social Critique Through Serious Gameplay. The International Scientific Conference Elearning And Software For Education, 2015*.

India Flora Mazzei, *The critical power of Anti-advergaming: Molleindustria's Phone Story and McDonald's videogames*. Game Studies. Universiteit Utrecht. 2015.

Mary Flanagan, *Values at Play in Digital Games*. The MIT Press, 2014.

Christophe Duret , *Five more steps and you will be a new person: the procedural closure of the experiential field in Every Day the Same Dream*. Revista Comunicação e Sociedade, 2015.

Brian Schrank, *Avant-garde videogames: playing with technoculture*. The MIT Press 2014.

Paul D. Miller, Svetlana Matviyenko (ed.), *The Imaginary App*. The MIT Press, 2014.

Miguel Sicart, *Beyond Choices: the design of ethical gameplay*. MIT Press 2013.

Gabriele Ferri, *Rhetorics, Simulations and Games: The Ludic and Satirical Discourse of Molleindustria*. International Journal of Gaming and Computer-Mediated Simulations, 2013

James Newman, *Best Before: Videogames, Supersession and Obsolescence*. Routledge, 2012.

Yasmine Kasbi, *Les Serious Games: Une Révolution*. Edipro, 2012.

Accordi Rickards Marco, Padula Alessia. *Videogiochi e propaganda*. Universitalia, 2012.

Ulrik Andersen, Christian Bro Pold, Soren. *Interface Criticism: Aesthetics Beyond the Buttons*. Aarhus university press, 2011.

Harteveld, Casper. *Triadic game design: balancing reality and play*. Springer, 2011.

Høvsgaard, Lautrup, Pedersen & Wang, *Netværker Digitale medier i dansk*. Dansk Laerer 2011.

Rose, Mike. *250 Indie Games You Must Play*. A K Peters/CRC Press, 2011.

Di Corinto, Arturo, and Gilioli, Alessandro. *I Nemici della Rete*. Rizzoli, 2010.

Soderman, Braxton. *Every Game the Same Dream? Politics, Representation, and the Interpretation of Video Games*. Dichtung-digital Journal, 2010.

MacInnes, Neal. *Interview with Paolo Pedercini*. Journal #3, 2010.

Schrier, Karen, and David Gibson. *Designing Games for Ethics*. IGI Global, 2010.

Fuchs, Mathias. *Das Spiel und seine Grenzen*, Springer, 2010.

Lemoine , Stéphanie, and Samira Ouardi. *Artivisme*. Editions alternatives, 2010

Noonan, Luke. *An artist interview with Paolo Pedercini / Molleindustria*. Emerging Language Practice Journal, University of Buffalo, 2010.

Bogost, Ian. *Newsgames*. MIT press, 2010.

Fuchs, Mathias, and Ernst Strouhal. *Das Spiel und seine. Grenzen* 2010.

Ferri, Gabriele. *Satira politica tramite videogioco. Considerazioni semiotiche sull'uso persuasivo di sistemi algoritmici*. EC Rivista dell'associazione italiana studi semiotici, 2010.

Dyer-Witheford, Nick and Greig de Peuter . *Games of Empire: Global Capitalism and Video Games*. U. Of Minnesota Press, 2009.

Raley, Rita. *Tactical Media*. U. of Minnesota Press, 2009.

Tota, A. L. *Gender e mass media. Verso un immaginario sostenibile*. Meltemi Editore, 2008.

Breivik, Kristin. *Games Combatting the Dictatorship of Entertainment: A Study of the Newsgaming Phenomenon*. INFOMEVI345, University of Bergen. 2008.

Williams, J. Patrick, and Jonas Heide Smith. *The players' realm: studies on the culture of video games and gaming*. McFarland, 2007.

Bogost, Ian. *Persuasive Games: The Expressive Power of Video Games*. MIT press, 2007.

Bazzichelli, Tatiana. *Networking: la rete come arte*. Costa & Nolan, 2006.

Wang, Wallace. *Steal this computer book 4.0*. No Starch Press, 2006.

Ludovico, Alessandro. *Memory Reloaded: The treatment of history in video games as exemplified in a work by Paolo Molleindustria*. Springer | in, 2006.

PUBLICATIONS

Benvenuti nel deserto del reale. Una conversazione con Paolo Pedercini in *MACHINIMA! Teorie. Pratiche. Dialoghi*. Edited by Matteo Bittanti, Henry Lowood. Ludologica, 2012.

Chapter 25, in *Cultura e nuovi media: Cinque interrogativi di Lev Manovich*. Edited by Vito Campanelli and Danilo Capasso. MAO Media, 2011.

"Oligarchy Post-mortem", in *Net Works*. Edited by xtine Burrough. Routledge, 2011.

"Media contagiosi" (Contagious media), in *Skizomedia*. Edited by Franco "bifo" Berardi. Derive/approdi, 2006.

Note: pop essay about viral media.

"Radical game design: Notes on video game rethorics", *A mínima / revista de arte y nuevas tecnologías*, 2006.

"7 Giorni in una seconda vita" (7 days in a second life), *Cluster magazine*, 2005.

Note: The first essay about Second Life written in Italian.

CURATORIAL

Pixel Punks- DIY pop-up arcade. Mr. Roboto Projects, Pittsburgh, PA. February 7, 2014

VIA Games. VIA Festival, Pittsburgh, PA. 2013, 2014, 2015

AMC Arcade. Allied Media Conference, Detroit. June 20, 2014

JURIES, PRIZES & MISC.

Jury member from 2011 to 2013 of the *Nuovo Award*, a prize of the Independent Games Festival intended to honor unconventional works "which advance the medium and the way we think about games". The Independent Game Festival is the most important international prize for Independent game developers and takes place during the Game Developers Conference.

I coordinated of the track *Imagining Better Futures Through Play* at the 2013 and 2014 *Allied Media Conference*. The Allied Media Conference is a yearly gathering of independent and activist media makers from all over North America.

My role deals with the organization of a series of workshop oriented toward grassroots organizations and underserved communities in Detroit.

My game *Unmanned* won the Grand Jury Award at Indiecade 2012. Indiecade has been dubbed "the video game industry's Sundance" and cultivates innovation and artistry in games and interactive media.

Unmanned won the "most innovative" and the "best gameplay" awards at the 2012 *Games for Change* festival in New York. *Games for Change* is the premiere organization connecting individuals and organizations using digital games for progressive social change.

I appear in the 2008 documentary *Playing Columbine* by Danny Ledonne and in the 2016 documentary *Traceroute* by Johannes Grenzfurthner.

I was a recipient of Project Kindle's *Makers Muse* grant 2011. The *Makers Muse* is an unsolicited "out of the blue" grant supporting "creative thinkers, artists, activists, doers, and paradigm pushers".

In 2010 my game *Every Day The Same Dream* was a finalist at *Indiecade Festival*.

I was a juror of the 2012 *Bivouac Urbain*, festival d'arts numérique, Quebec City.

Paolo Pedercini

I was the jury President for the 2011 *Hits Playtime*, a student competition promoted by the French Newspaper *Le Monde*.

I was part of the scientific committee member of the exhibition "Avatar: an experience in the virtual world" at Museo Tridentino di Scienze Naturali of Trento.

SELECTED PUBLICITY

Apple removes games with Confederate flags. June 25, 2015. USA Today
Click Here to Yell at a Confederate Flag. June 25, 2015. Vice Motherboard
Videogre kot hrana za možgane. May 20, 2015. Dnevnik
When Gamers and Activists Collide. September 10, 2015. Yes Magazine
This browser extension wants to stop you from tweeting something you'll regret. The Verge
To build a better mousetrap. May 6, 2014. Liberation
The New Marxism Comes To Computer Games. May 5, 2014. BuzzFeed
Be a good little capitalist with To Build a Better Mousetrap. May 5, 2014. Killscreen
La critica sociale è un gioco. March 3 2014. Il Sole 24 Ore.
Poking fun at trademark disputes with Trademarkville. Mar 4, 2014. Polygon
Anti-Candy Crush Game 'Trademarks' All Of Your Words. March 2, 2014. Kotaku
Esportare videogames radicali dall'Italia a Pittsburgh. Ottobre 2014. America 24
Molleindustria, videojuegos con conciencia social. Aug 19, 2014. El Periodico
Videogames: Not Just for Fun. May 1, 2014. International Business Times
Tuer n'est pas jouer. August 24 2014. Arte TV
Cubicle culture and the potential of indie games to tell stories differently. January 31, 2013. Venturebeat
Death by Joystick. Dec 17, 2012. Der Standard
How text-based war games are challenging representations of conflict. Dec 5, 2012. New Statesman
Unmanned presents a nuanced, psychological perspective on modern warfare. Feb 23 2012. Ars Technica
Unmanned and the Rhetoric of Division. Aug 30, 2012. Popmatters
Computer Games I. Aug 5, 2012. BBC Radio Global business
Saving the World One Controller at a Time. Jun 25, 2012. The Takeaway, PRI
Kritische Computerspiele. May 24, 2012. Dradio Wissen
Tjek: Her er det mest realistiske krigsspil til dato. Mar 2, 2012. Politiken
¿Sueñan los soldados con ovejas eléctricas? Mar 2, 2012. El Pais
המשחק שיוציא לכם את החשק להיות מפעיל מל"טים Mar 11, 2012. Haaretz
Phone Story: Das Anti-Handy-Spiel. Feb 3, 2012. DW
Giochi Radicali. November issue, 2011. Il Mucchio – 688
Ethically opposed to smartphones? There's an app for that. Sep 17, 2011. Irish Times
The ugly side of Apple. Sep 16, 2011. New Zealand Herald

La Apple blocca Phone Story, il gioco-denuncia su come nascono i telefonini. Sep 16, 2011. La Stampa

Apple bans smartphone-criticising game from App Store. Sep 15, 2011. ZDNet

Apple bans satirical iPhone game Phone Story from its App Store. Sep 14, 2011. Guardian

Apple Bans Phone Story Game That Exposes Seedy Side of Smartphone Creation. Sep 14, 2011. Wired

The tale of banned iPhone game 'Phone Story'. Sep 14, 2011. USA Today

Apple bans app that shows ugly side of electronics. Sep 14, 2011. CNN

Apple Bans Anti-iPhone Game App. Sep 14, 2011. Huffington Post

Anti-iPhone-Spiel fürs iPhone verboten . Sep 14, 2011. Spiegel

Une parodie ludique d'Apple retirée de l'App Store. Sep 14, 2011. Le Monde

Game That Critiques Apple Vanishes From App Store. Sep 13, 2011. The New York Times

Une application anti-Apple en vente sur iTunes. Sep 13, 2011. Le Nouvel Observateur

Leaky World Presents a Playable Wikileaks Scenario. Jan 7, 2011. Paste magazine

Storytelling 2.0: Exploring the news game. Nov 18, 2010. The New Scientist

WikiLeaks è un gioco globale. Dec 29, 2010. Repubblica

La critica videoludica di Wikileaks. Dec 29, 2010. Corriere

Every Day The Same Dream. Feb 15, 2010. The Millions

Analysis: Every Day's Not The Same 'Art Game'. Jan 12, 2010. Gamasutra

Escaping the suburb of the soul. Jan 5, 2010. FM4 ORF (AT)

A Videogame to Fight Cubicle Malaise. Jan 4, 2010. GOOD magazine

Serious Games. Oct 31, 2009. Metropolis, ARTE TV

The Friday Game: Ergon/Logos. Sep 4, 2009. EDGE

Muhammad vs. Jesus, now offline. May 4, 2009. Jerusalem Post

'Faith Fighters' Developers Launch Sequel to Controversial Game. May 1, 2009. Christian Post

Game taken offline after Islamic group complains. Apr 29, 2009. Associated Press

Controverse rond religieuze vechtgame. Apr 29, 2009. De Telegraaf

Banned Faith Fighter game gets a caring sequel. Apr 29, Times

Nixed 'Faith Fighter' Game Gets Lovey-Dovey Sequel. Apr 29, 2009. Fox News

Jogo em que Jesus pode lutar contra Maomé causa polémica. Apr 28, 2009. Publico

سحب "العبة مصارعة" دينية" مخافة اغصاب المسلمين Apr 28, 2009. BBC arabic

Islamic Group Forces Site To Remove Satirical Religious Video Game "Faith Fighter". Apr 28, 2009. The Huffington post

Il dominio sul petrolio. Nov 30, 2008. l'Unita'

Oiligarchy: l'affare più viscido che c'è. Nov 13, 2008. La Stampa

Oiligarchy: A game with a message. Nov 25, 2008. Guardian
Free Play. Sep 24, 2008. Rhizome
Llegó la hora de abrir el juego. Aug 10, 2008. Pagina 12
Faith Fighter & Co.: l'odio religioso e politico in un videogame. Jan 25, 2008. Panorama
Combattere l'odio religioso, con un gioco. Jan 21, 2008. Corriere della sera
Molleindustria, videogame rules as a political medium. Nov 17, 2007. Neural
Scherzi da prete. July 6, 2007. L'espresso
Videogiochi politicamente scorretti. Feb, 2007. Radio RAI DISPENSER
Who Says Video Games Have to be Fun? The Rise of Serious Games. Jul 29, 2007.
Gamasutra
Creators Put Politics Into Video Games. Jan 21, 2007. Washington Post
The playful approach to political debate. Oct 26, 2006. The Guardian
Video Game Chastising McDonald's Business Practices Too Good To Be True. Jun 9, 2006.
MTV news
Activismo y juego, en una parodia inspirada en la multinacional McDonald's. Apr 20,
2006. El Pais
Gamer wehren sich gegen Werbung. Feb 4, 2006. Der Standard
Hot off the Grill. Feb 27, 2006. Gamasutra
Jeu. Simulation grinçante par des hacktivistes italiens.. Feb 17, 2006. Liberation
Flash-Spiel: Anti-Werbe-Spiel nimmt McDonalds aufs Korn. Feb 14, 2006. PC Welt
Games that stick it to 'The Man'. Feb 3, 2006. CNET
Giochi ribelli. Mar 6, 2005. D – la repubblica delle donne
Quando il gioco si fa molle... i videogame diventano politici. Oct 16, 2004. l'Unità
Hackers re-invent political protests. Oct 6, 2004. BBC News
The role of play. May 13, 2004. The Guardian
A Che gioco Giochiamo? Jun 5, 2004. Carnet