

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

2009 - Present

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

Indiecade East. Museum of Moving Images
New York City, NY.
February 15-17, 2013

Indiecade Festival
San Francisco, CA
October 4-7, 2012

Fantastic Arcade
Fantastic Fest, Austin, TX
September 19-26, 2012

Social Disorder
Glassell Gallery, LSU, Baton Rouge, LA
August 30 – October 7, 2012

Games 4 Change
New York, NY
June 18, 2012

Deconstructing the Habit
ACNY Spattered Columns, New York, NY
June 6th

Level, Art Center of the Capital Region
Troy NY
April 27 – May 25, 2012

So far so good, Extra Extra gallery
Philadelphia, PA
January 13, February 12, 2012

New Frontiers, Sundance Festival
Utah MOCA, Salt Lake City, UT
January 17 – 27, 2012

Jusqu'ici, tout va bien
Oudeis, Le Vigan, FR
December 9 – 17, 2011

d = D != d, Gwangju Design Biennale.
Gwangju, South Korea.
September 7 – November 11, 2011

2Player Computers. Games. Art.

New Walk Museum & Art Gallery. Leicester, UK
16th July – 5th September 2011

Online commissions, AND: abandon normal devices.
FACT gallery, Liverpool, UK
September 28 2011 – November 28, 2011

SpielSalon
Museum Fridericianum, Kassel (Germany)
July 14 – 16, 2011

Why Participate?
Flux Factory, NY (USA)
August 5, 2011

Interior-ity
PROEKT_FABRIKA @ Moscow Biennial (Russia)
September 22 – October 30, 2011

Platine Festival
August 15 – 19, 2011
Cologne (Germany)

Neoludica: art is a game
Collateral Event Venice Biennale (Italy)
June 1 – November 27, 2011

Videofomes Festival
Clermont-Ferrand (France)
March 16, April 3, 2011

The Typhoon Continues and So Do You
Flux Factory, NYC (USA)
April 2 – May 1, 2011

We can be heroes
Espace multimedia gantner, Belfort-Dijon (France)
March 26, June 25, 2011

FILE games Rio
Rio de Janeiro (Brazil)
April 12 – May 08, 2011

Source code
Modified arts, Phoenix (AZ)
March 18 – April 10, 2011

Credit Due
Babycastles, NYC
January 6, 2011

Design Politics
Inspiration Fest, Buenos Aires (Argentina)
November 26 /27, 2010

Electrified 02 – Hacking Public Space, S.M.A.K. in Belgium
Gent (Belgium) / Microwaves (Hong Kong)
April 3 – June 13, 2010

Indiecade 2010
Los Angeles, CA (USA)
October 8 – 10, 2010

Fantastic Fest Arcade
Austin, TX (USA)
September 23-26, 2010

IMPAKT Festival
Utrecht (Netherlands)
13-17 October, 2010

Learn to play
Euphrat Museum of Art, Cupertino, CA
September 17-18, 2010

N Design 2010: art games
Curitiba (Brazil)
July 11 – 18, 2010

PLAYFUL & PLAYABLE: Crítica y Experimentación con Videojuegos
Vitoria (Spain)
June 24 – September, 2010

Games 4 change
New York, NY (USA)
May 24-27, 2010

Esse, Nosse, Posse: Common Wealth for Common People
National Museum of Contemporary art, Athens (Greece)
April, 2010

La Fete de l'animation
Lille (France)
18-21 March, 2010

Game (Life): Video Games in Contemporary Art
Firehouse Gallery, Burlington VT (USA)
December 18, 2009 –February 13, 2010

FILE GAMES Hipersonica
Museu de Arte Moderna, Rio de Janeiro (BR)
December 02-18, 2009

MARKET FORCES

Share Festival, Torino (IT)
November 3-8 2009

ATOPIC FESTIVAL

CitÈ des sciences et de l'industrie, Paris (FR)
October 27th-November 4th, 2009

INDIE GAMES ARCADE

Eurogamer expo, London (UK)
October 30-31, 2009

GAMES ART FACTORY

Porte de Versailles, Parc des Expositions, Paris (FR)
September 17-20, 2009

EE Miller: TITS Artist curated screening

CANADA, NYC (USA)
July 31, 2009

Techno Culture

Dowd Fine Arts Center, Cortland NY
May 28 – June 26, 2009

Werk Nu / Work now

Z33, Hasselt (BE)
June 28 – July 27, 2009

Feedback, festival di arti interattive

San Casciano di Val Pesa (IT)
June 25-28, 2009

SubversivMesse

Linz (AT)
May 14-17, 2009

Play Cultures – multiplace

Bratislava (SK)
April 14 – May 03, 2009

Digital.Event.09

Toronto (CA)
February 13 – 28, 2009

Pixxelpoint, for God's sake

Nova Gorica (SL)
December 5-12, 2008

Crisi. Contra les aparences

Angels Barcelona, Barcelona (ES)

December 04, 2008 – January 24, 2009

Los Oxcars
Barcelona (ES)
October 28, 2007

Digital Art à la carte @ Sonar
Barcelona (ES)
June 19-21, 2008

The Super Thing: NYC goes DEVO
3d Ward gallery, New York City (USA)
May 10 – June 1, 2008

Signal and noise festival
VIVO media arts centre, Vancouver (CA)
Aprile 17 – Aprile 19, 2008

Homo Ludens Ludens
LABoral Centro de Arte y Creación Industrial, Gijon (ES)
April 18 – September 22 2008

Try Again
La casa Encendida, Madrid (ES)
April 10 – June 8, 2008

FAD Festival de arte digital
Belo Horizonte (BR)
September 29, 2007

Play Cultures
Museum of Contemporary Art Vojvodina, Novi Sad (Serbia)
October 4-25, 2007

Els límits de la natura
Centre d'Art la Panera, Lleida (ES)
July 5 – September 30, 2007

Mediawala festival
New Delhi (IN)
March 1, 2007

Private Dancers
O3one, Belgrado (Serbia)
February 19-24, 2007

Mine 06 digital arts festival
Rebild (DK)
October 28-29, 2006

Gaming Realities – mediaterra

Athens (GR)
October 4-8 2006

Freeshout Festival
Prato (IT)
September 19-23 2006

File Games
File Festival, Sao Paulo (BR)
August 15- September 3 2006

Food in Bytes
Time in Jazz festival Berchidda, Sassari (IT)
August 10-16 2006

Playing with code
Interferenze – New arts festival, S. Martino Valle Caudina (IT)
September 1-3, 2005

PoV: Alternative Games Exhibition
Digra international games conference, Vancouver (CA)
June 16-19, 2005

Molleindustria
The Israeli center for Digital Art (IL)
March 30, 2005

Piemonte Share
Torino (IT)
February 28, 2004

ALT + CTRL / A Festival of Independent and Alternative Games
University of California, Irvine (USA)
October 5 – November 24 2004

VIDEOGAMES WITH AN AGENDA
Curzon soho, London (UK)
October 16 – November 7, 2004

PEAM, Pescara Electronic Artists Meeting
Pescara (IT)
May 19-23, 2004

SELECTED TALKS

- 2013 *Games as commentary*, Museum of Moving Images, New York City, NY
Spilbar, Play'n Provoke, Filmhuset, Copenhagen, DK
- 2012 *Toward Independence*, Indiecade, Los Angeles, CA
Lecture, UCSC Center for Games and Playable Media, Santa Cruz, CA
Lecture, 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
Workshop Making Revolutionary games, Allied Media Conference, Detroit, MI
Game Bang, Open @ Triennale di Milano, Milan, IT
Reframing Consumerism in the Digital Age, Environment today. Pittsburgh, PA
Lecture, 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
Lecture, 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
Lecture, Entertainment Technology Center. Pittsburgh, PA

- 2009 *Lecture*, Northern Illinois University. Dekalb, IL
Lecture, Carnegie Mellon University. Pittsburgh, PA
Artist Talk, University of Massachusetts, Boston, MA
Hijacking Controversy. Carnegie Mellon University, Pittsburgh, PA
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
Homo Ludens Ludens, LABoral Centro de Arte y Creación Industrial. 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
PEAM, Pescara Electronic Artists Meeting. Pescara, Italy

BIBLIOGRAPHY

Books extensively discussing my work:

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.

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

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

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

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.

Articles on academic journals:

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.

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

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

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

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.

JURIES, PRIZES & MISC.

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.

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'm currently a coordinator of the track *Imagining Better Futures Through Play* at the 2013 *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 "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 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.

In January 2013 I was a juror of the Steel City codefest at Google Pittsburgh, a “hackaton” for the creation of public service apps employing local dataset.

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

Spil, kunst og provokationer
Feb 13, 2013. GameReactor (DK)

Når computerspil ikke må være sjove
Jan 19, 2013. Eurogamer (DK)

Death by Joystick
Dec 17, 2012. Der Standard (DE)

How text-based war games are challenging representations of conflict
Dec 5, 2012. New Statesman (UK)

The Art of Play
Aug 17, 2012. Financial times (UK)

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, Public Radio International

Kritische Computerspiele
May 24, 2012. Dradio Wissen (DE)

Indie zone – Unmanned review
May 2012. The Games Machine (IT)

Tjek: Her er det mest realistiske krigsspil til dato
Mar 2, 2012. Politiken (DK)

¿Sueñan los soldados con ovejas eléctricas?
Mar 2, 2012. El Pais (ES)

טים"מל מפעיל להיות החשק את לכם שיוציא המשחק
Mar 11, 2012. Haaretz (IL)

Phone Story: Das Anti-Handy-Spiel

Feb 3, 2012. DW (DE)

Jeu Pépère s'en va-t-en guerre
Feb 25, 2012. Liberation (FR)

iPhone game to benefit Foxconn employee who attempted suicide
Feb 20, 2012. MSNBC

Former Foxconn worker becomes beneficiary of Phone Story money
Feb 14, 2012. Want China Times (Taiwan)

Giochi Radicali
November issue, 2011. Il Mucchio – 688 (IT)

Ethically opposed to smartphones? There's an app for that
Sep 17, 2011. Irish Times (IR)

The ugly side of Apple
Sep 16, 2011. New Zealand Herald (NZ)

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

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

Infamous Anti-iPhone Game Goes To Android
Sep 15, 2011. Forbes

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

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

Interview: Molleindustria On Phone Story's 'Objectionable' Message
Sep 14, 2011. Gamasutra

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 (DE)

Une parodie ludique d'Apple retirée de l'App Store

Sep 14, 2011. Le Monde (FR)

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 (FR)

Jeu vidéo : "Je perds donc je pense"
Sep 17, 2011. Le Monde (FR)

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

Wikileaks entre en jeu
Jan 7, 2011. Ecrans (FR)

Leaky World: Diskursives Videospiegel
Jan 5, 2011. Netzpiloten (DE)

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

Wikileaks game asks you to connect dots and stop leaks
Dec -, 2010. MSNBC

WikiLeaks è un gioco globale
Dec 29, 2010. Repubblica (IT)

La critica videoludica di Wikileaks
Dec 29, 2010. Corriere (IT)

Le mauvais jeu de la vie
Dec 23, 2010. Ecrans (FR)

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 (IL)

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

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

Controverse rond religieuze vechtgame
Apr 29, 2009. De Telegraaf (NL)

Banned Faith Fighter game gets a caring sequel
Apr 29, Times (UK)

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 (PT)

المسلمين اغضاب مخافة "دينية" مصارعة لعبة "سحب"
Apr 28, 2009. BBC arabic (UK)

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

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

Oilgarchy: l'affare più viscido che c'è
Nov 13, 2008. La Stampa (IT)

Oilgarchy: A game with a message
Nov 25, 2008. Guardian (UK)

Free Play
Sep 24, 2008. Rhizome (US)

Llegó la hora de abrir el juego
Aug 10, 2008. Pagina 12 (AR)

Faith Fighter & Co.: l'odio religioso e politico in un videogame
Jan 25, 2008. Panorama (IT)

Combattere l'odio religioso, con un gioco
Jan 21, 2008. Corriere della sera (IT)

Molleindustria, videogame rules as a political medium

Nov 17, 2007. Neural (IT)

Videospil om pædofile præster vækker vrede
Jul 9, 2007. Politiken (DK)

Preti pedofili: videogioco online, proteste reali
Jul 9, 2007. Panorama (IT)

Scherzi da prete
July 6, 2007. L'espresso (IT)

Videogiochi politicamente scorretti
Feb, 2007. Radio RAI DISPENSER (IT)

Who Says Video Games Have to be Fun? The Rise of Serious Games
Jul 29, 2007. Gamasutra (USA)

Creators Put Politics Into Video Games
Jan 21, 2007. Washington Post (USA)

The playful approach to political debate
Oct 26, 2006. The Guardian (UK)

Nettiaktivismia Mäkkäarin kääreissä
April 2006. Voima (FI)

MicMcDo
Jul 17, 2006. Ecrans (FR)

Video Game Chastising McDonald's Business Practices Too Good To Be True
Jun 9, 2006. MTV news (USA)

Activismo y juego, en una parodia inspirada en la multinacional McDonald's
Apr 20, 2006. El Pais (ES)

Gamer wehren sich gegen Werbung
Feb 4, 2006. Der Standard (DE)

Hot off the Grill
Feb 27, 2006. Gamasutra (USA)

Jeu. Simulation grinçante par des hacktivistes italiens.
Feb 17, 2006. Liberation (FR)

Flash-Spiel: Anti-Werbe-Spiel nimmt McDonalds aufs Korn
Feb 14, 2006. PC Welt (DE)

Games that stick it to 'The Man'
Feb 3, 2006. CNET (USA)

Giochi ribelli

Mar 6, 2005. D – la repubblica delle donne (IT)

Quando il gioco si fa molle... i videogame diventano politici

Oct 16, 2004. l'Unità (IT)

Hackers re-invent political protests

Oct 6, 2004. BBC News (UK)

The role of play

May 13, 2004. The Guardian (UK)

Molleindustria gioca duro

Aug 9, 2004. Exibart (IT)

A Che gioco Giochiamo?

Jun 5, 2004. Carnet (IT)