

Game Matters

Innovating Game Studies
and Research

In collaborazione con IGDA Italy

12 dicembre – 2025

Officina degli Esordi - Bari



REGISTRATI QUI



Event Program

Friday, December 12

ODE - Officina degli Esordi - Via Francesco Crispi 5, Bari

MORNING SESSION

8.30am – 9.00am

Registration

9.00am – 9.30am

Opening and Institutional Greetings

Francesco De Giorgio (SAE Institute)

Tommaso Di Noia (Politecnico di Bari)

Fabrizio Festa (Conservatorio di Matera)

Alessandra Micalizzi (SAE Institute)

9.30am – 12.15 | Game design and innovation

Chair: Claudio Pomo (Politecnico di Bari)

Selin Kaynar – Beyond Realism: Architectural Stylization as Critical Commentary in Indie Games - Independent Researcher

Nicola Zolin – Entangled Sound: Toward a Neo-Materialist Framework for Game Audio Ecologies - University of Venice

Iris Zhang – Like mother, like burr: Making and playing for catharsis - UCLA

11.00am – 11.15am | Coffee Break

Luisa Strangis – Neuro-Driven Interfaces: UX/UI Design, Cognitive Patterns, and Ethical Frontiers in Game Environments - Bari Academy

Giuseppe Candido – AI and Procedural Content Generation in Game Design - Bari Academy

Gustavo Bülow – Level Design Table Generation with Artificial Intelligence - Universidade Feevale

12.15pm -13.00pm | Keynote Speaker

Ilaria Mariani, Politecnico di Milano.

Towards Social Change. Designing Games as Complex Communication Artefacts.

13.00-15.00 Lunch Break & Games Sections

AFTERNOON SESSION

15.00pm -17.00pm | Panel 2 – Games and Art languages

Chair: Fabrizio Festa, Conservatorio di Matera

Paolo Clemente, Dario Mattia, Antonio Colangelo, Fabio Natale, Gianpaolo Cassano – Generative Sound Design & Gamification of Urban Exploration - Conservatory of Matera

Valentina Fedele, Brunella Botte, Giada Marinensi – Skin Deep: An Exploratory Analysis of the Identity Value of Skins in Fortnite - Link University

Luca Malcangi – Videogames as Participatory Art Forms - University of Bari

Richard Bingham – Engine Interpretation: Decoding Time and Temporality in Zelda64 - Queen Mary University of London

Matteo Genovesi – Updating Narrative Seriality in Digital Games: The New Telltale and Don't Nod - Bari Academy

Michele Varini – Virtuaverse: Nostalgia, Rebellion, and the Sonic Pixel - Catholic University of Sacred Heart

15.00pm -17.00pm | Panel 3 – Games, Society, and Culture

Chair: Alessandra Micalizzi, SAE Institute

Marika Mascitti, Salvatore Messina, Alessandro Soriani – Decolonial Playgrounds: Intersectional Pedagogies of Resistance in Video Game Design - University of Bologna.

Federico Gorziglia – Coping with Burnout through Coziness: How Wanderstop Teaches Players to Resist Perfectionism over a Cup of Tea - Rome, University La Sapienza

Federico Ferrari, Massimiliano Panarari – Political Gaming and Local Democracy: A Comparison of Some Serious Games Designed by Local Municipal Governments - University of Modena and Reggio Emilia

Sabino Di Chio – TV Series and the Ambivalence of Gamification - Università degli Studi di Bari

Alessandro Franzò – Precarity by Design: Gaming Houses as Organisational Spaces Legitimising Precarious Playbour inside the Esports Ecosystem - University of Milan

Luca Falzea, Matteo Botto – To Woke or Not to Woke? Gamers Discuss Baldur's Gate - University of Genoa

**17.00pm -17.45pm | Keynote Speaker:
Michele Scioscia - Effenove**

From Museum to Videogame: Immersive Innovation Between Culture and Interactivity

EVENING SESSION

17.45pm -19.00pm | Special Section: From Theory to Practices

Round Table

Art, Game, Design and Alternative Purposes: StarLex and the P+Arts Project [SAE Institute, Conservatorio di Matera, Poliba,] - con Ivana Murianni, Fabio Belsanti , Andrea Dresseno, Matteo Bittanti, Beatrice La Terza

Award Ceremony of the SAE Game Jam

“AFTER GAMES” MUSIC EVENT

From 19.00pm | After Games - From Game Sound to the Dancefloor

Evening event “Music and Drinks” open to the public.

Lucia La Rezza – Violinist and performer specializing in video game soundtracks

DJ Tuppi – Musician and performer

Contacts

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