

CURRICULUM VITAE

Paolo Pedercini

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EDUCATION

- 2007 - 2009** MFA, Rensselaer Polytechnic Institute (RPI), Troy NY
Integrated Electronic Arts
Areas of Specialization: experimental game design, video, tactical media
- 2001 - 2004** BA, LABA - Libera Accademia di Belle Arti, Brescia Italy
Visual arts and multimedia communications
Areas of Specialization: Web/interaction design, net.art, new media

PROFESSIONAL EXPERIENCE

- 2006 - Present** **Independent game designer.**
Developing serious and casual games for game portals, companies and associations.
- 2007 - 2008** **Teaching assistant.**
Teaching basic tools from the Adobe suit ad RPI, Rensselaer Polytechnic Institute.
- 2005 - 2007** **Teacher of new media communication.**
Teaching Flash 8, advanced level, oriented to data visualization project at NABA, New academy of fine arts.
- 2006** **Multimedia community specialist.**
Designing social software for Sky Italia.

- 2005 - 2006** **Creative director and web developer.**
Thinking up online and below the line alternative marketing campaigns, designing and developing online contents for guerrilla marketing.
- 2004 - 2005** **Graphic and Web designer.**
Designing and developing websites and magazines for Studio Rodighiero Associati.
- Pre-2005** Cartoonist/illustrator, letterman, grocery store associate, steelworker, fast food crew, food worker, plastic worker.

SELECTED WORKS

- 2008** **Missed connections**
A forensics investigation of physical disconnection based on classified ads found on craigslist.
Experimental Video 7'
- 2008** **Oiligarchy**
A commentary on oil industry, lobbying and fossil fuel depletion.
Online game
- 2008** **Permitted Habitats**
Interactive map of genetically modified organisms released for field tests from 1987 to 2008.
Collaboration with Center for PostNatural History.
Data visualization
- 2008** **The Free Culture Game**
Playable theory about the struggle between free culture and copyright.
Online game
- 2008** **Faith Fighter**
A cathartic tool for religious hate.
Online game

- 2007** **Terminal Air**
Dynamic mapping of flights involved in the CIA extraordinary rendition program.
Collaboration with Institute for Applied Autonomy and Trevor Paglen.
Data visualization
- 2007** **Serpica Naro Lab**
Online community for independent open source fashion.
Collaboration with Serpica Naro
Alternative web 2.0 platform
- 2007** **Operation Pedopriest**
Newsgame about child abuses within the clergy.
Online game
- 2006** **McDonald's Videogame**
Anti-advergame highlighting the unethical practices of the fast food company.
Online game
- 2005** **Where Next**
Online platform for betting on terrorist attacks inspired by an actual DARPA program.
Collaboration with guerrigliamarketing
Net.art
- 2005** **Embrioni in fuga (Embrio Run)**
Propaganda game for a referendum about stem cell research.
Online game
- 2005** **Ricordibastardi**
The first Italian mash up album. 14 tracks remixing the classic italian songwriters' and modern pop-rock songs.
Illegal record
- 2004** **Enduring Indymedia**
Instant game about the seizure of Indymedia server hardware.
Online game
- 2004** **MayDay NetParade**

Virtual parade for the precarious workers.
Collaboration with Chainworkers
Net.art

- 2004** **Queer Power**
A queer detournement of the fighting game genre.
Online game
- 2004** **Memory Reloaded**
Matching pairs game hack about historical revisionism.
Online game
- 2004** **Papa Parolibero**
Satirical tool deconstructing the language of the Catholic establishment.
Software toy
- 2003** **Tuboflex**
Dystopic commentary of precarious labor.
Online game
- 2003** **Orgasm Simulator**
Rhythm sex game about a subtle form of gender oppression.
Online game
- 2003** **Tamatipico**
Virtual pet parody about the exploitation and control of a worker.
Online game

SELECTED SHOWS

- 2008** Pixxelpoint festival: for God's sake.
Nova Gorica (SL)
- 2008** Crisi. Contra les aparencess
Galeria Dels Àngel, Barcelona (ES)
- 2008** Sonar festival - Digital Art à la carte
Barcelona (ES)

- 2008** Kunsthalle
Seoul (S. KOREA)
- 2008** The Super Thing: NYC goes DEVO
3d Ward gallery, New York City (USA)
- 2008** Signal and noise festival
VIVO media arts centre, Vancouver (CA)
- 2008** Homo Ludens Ludens
LABoral Centro de Arte y Creación Industrial, Gijon (ES)
- 2008** Try Again
La casa Encendida, Madrid (ES)
- 2007** FAD Festival de arte digital
Belo Horizonte (BR)
- 2007** Play Cultures
Museum of Contemporary Art Vojvodina, Novi Sad (Serbia)
- 2007** Els límits de la natura
Centre d'Art la Panera, Lleida (ES)
- 2007** Mediawala festival
New Delhi (IN)
- 2007** Private Dancers
O3one gallery, Belgrado (Serbia)
- 2006** Mine 06 digital arts festival
Rebild (DK)
- 2006** Gaming Realities - Mediaterra
Athens (GR)
- 2006** File Festival
Sao Paulo (BR)
- 2005** Interferenze. New arts festival
S. Martino Valle Caudina (IT)
- 2005** PoV: Alternative Games Exhibition
Digra international games conference, Vancouver (CA)
- 2005** Molleindustria
The Israeli center for Digital Art, Holon (IL)
- 2004** Piemonte Share Festival
Torino (IT)
- 2004** ALT CTRL / A Festival of Independent and Alternative Games
University of California, Irvine (USA)
- 2004** VIDEOGAMES WITH AN AGENDA
Curzon soho, London (UK)

WRITINGS

Media contagiosi (Contagious media)

A short pop essay about viral media.

Published in Skizomedia - by Franco "bifo" Berardi, derive/approdi 2006.

7 Giorni in una seconda vita (7 days in a second life)

The first account written in Italian about second life and MMORPGs.

Published in Cluster magazine 2005.

Radical game design

Notes on video game rethorics.

Published in A mínima / revista de arte y nuevas tecnologías 2006

Paolo Pedercini runs a blog on video games and politics and occasionally writes for neural magazine and videoludica. He contributed to the Book Mondì virtuali by Mario Gerosa (Castelvecchi, 2006) and is in the scientific comitee of exhibition Avatar: an experience in the virtual world at Museo Tridentino di Scienze Naturali of Trento.

SELECTED TALKS / LECTURES

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| 2008 | Contrajuegos
Arteleku, S. Sebastian (ES) |
| 2008 | Influence & Independence Game Symposium
Rensselaer Polytechnic Institute, Troy, NY (USA) |
| 2008 | Homo Ludens Ludens
LABoral Centro de Arte y Creación Industrial, Gijon (ES) |
| 2008 | SimUtopie & SimDistopie
Università degli Studi della Repubblica di San Marino, (SM) |
| 2008 | Laboratorio di narrativa per immagini: cinema, televisione,
informazione
Università di Bergamo, Bergamo (IT) |
| 2007 | Femcamp donne nelle tecnologie tecnologie delle donne
Laboratorio TechnéDonne, Bologna (IT) |

- 2007** Candida Deja vu
Forte prenestino, Roma (IT)
- 2007** Hacktion! Political Games
Centre Pompidou, Parigi (FR)
- 2006** Serious simulations for fun
it-forum, Aarhus (DK)
- 2006** Interaktivni Festival
Lubjana (SI)
- 2006** The influencers
CCCB, Barcelona, (ES)
- 2006** Homemade Festival
Accademia Belle Arti, Carrara (IT)
- 2006** Games@iulm
IULM, Milano (IT)
- 2006** Radical Software - Piemonte share festival
Torino (IT)
- 2006** Researching the Future: art and design in transmodal
transition
Planetary collegium m-node, Milano (IT)
- 2005** Conessioni leggendarie
Mediateca S.Teresa, Milano (IT)
- 2005** Hoax is More!
Taverne republique, Paris (FR)
- 2005** Playing with code - Interferenze New arts festival
S. Martino Valle Caudina (IT)
- 2005** Utopia reversed - Schiller festival
Weimar (DE)
- 2004** Festival del tecnoteatro
Torino (IT)
- 2004** PEAM, Pescara Electronic Artists Meeting
Pescara (IT)

MEDIA COVERAGE

Paolo's work has been covered by the most of the Italian major newspaper and magazines and on several international media as The Guardian, El Pais, BBC, Liberation, Der Standard, New York Times, Washington Post, Business Week, Playboy Brazil, CNET among the others.

Molleindustria's project is extensively featured in the books "Persuasive Games: The Expressive Power of Video Games" by Ian Bogost (MIT press 2007), "Networking: la rete come arte" by Tatiana Bazzichelli (Costa & Nolan 2006), "The Players' Realm: Studies on the Culture of Video Games and Gaming" by J. Patrick Williams and Jonas Heide Smith (McFarland 2007). Paolo Pedercini appears in the documentaries "Playing Columbine" and "Culture Jamming: Media Actionism in the 21th Century".

TECHNICAL SKILLS

Proficient in production of web applications (Flash, PHP, Javascript, XHTML, XML).
Proficient in all aspects of digital imaging and graphic design (Adobe Creative Suite).

Experienced in digital video production and editing (Premiere, After Effects).

Experienced in sound design (Audition, Acid Pro).

Experienced in electronics (circuit prototyping, microcontroller programming).

REFERENCES

Igor Vamos

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Richard Pell

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Antonio Caronia

Professor of Cultural Processes Sociology in The Brera Academy
Professor of Aesthetics of New Media in The NABA (Nuova Accademia di Belle Arti, Milan)
Director of Studies of M-Node, linked to the Planetary Collegium, Plymouth (GB)
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