

## EduTalks@Council of Europe – Video game culture for teachers

Friday, 8 October 2021 17.00 - 19.00 CET

### Speaker bios

**Alessandro Soriani** holds a PhD in Pedagogical Sciences and Information and Communication Studies, is a research fellow and adjunct professor at the University of Bologna's Department of Education Studies. His research interests range from the way technology transforms educational relationships to the pedagogical values of videogames, from digital citizenship education to inclusive education. He also works as trainer and pedagogical consultant for European projects and for the Council of Europe's Digital Citizenship Education project.

**Andrea Dresseno** has graduated in Cinema at the University of Bologna. In 2002 he started working on the Chaplin Project (Cineteca di Bologna), curating the digitisation and the catalogue of the filmmaker's paper and stills archive. In 2009 he combined together his professional experience as an archivist and his passion for video games initiating the Archivio Videoludico, the first Italian archive aimed to preserve the video game medium. He has been working as a writer for several magazines and blogs dedicated to films and video games. Starting from September 2016, he is the president of the Italian Videogame Program (IVIPRO).

**Daniela Hau** has been working as a secondary school teacher for economics and communication in Luxembourg since 2006. For several years, she has also worked as a project manager in the field of "digital literacy" at SCRIPT (Service de Coordination de la Recherche et de l'Innovation pédagogiques et technologiques). There, her work and research focuses on digital and game-based learning, artificial intelligence and digital literacy. She is also a member of the ET2020 working group "Digital Education: Learning, Teaching and Assessment". Daniela holds two Master's degrees in Economics and MediaGame Pedagogy. She is currently doing a PhD in psychology on the topic "Towards an understanding of the impact of AI on learning".

**Stefano Caselli** is a PhD student at the Institute of Digital Games (University of Malta). His research is focused on the role of memory in digital games, concerning both collective and individual memory studies, existential ludology, and philosophy of technology. He is also a teacher of video game screenwriting at the Academy of Fine Arts SantaGiulia in Brescia (Italy) and of Game Design (at the Malta College of Arts, Science & Technology - MCAST and at Game Maker Academy, Cagliari, Italy). Since 2017, he collaborates with the Italian Cultural Association IVIPRO – Italian Videogame Program, a national and cross-regional project that aims at mapping Italy from a video game-oriented

perspective, identifying locations and stories that are suitable for virtual worlds, and entertaining a continuous dialogue with software houses, local institutions and museums.

**Viola Pinzi** is a project manager in the Digital Citizenship Department at [European Schoolnet](#). She is currently involved in project and product management, research, training activities and knowledge management, in the area of digital skills and online safety ([Better Internet for Kids](#), [Digital Skills and Jobs Platform](#), [Digital SkillUp](#) and [Games in schools](#)). Viola has 20 years' experience in the fields of education and employment services, with a focus on social inclusion and ICT tools integration. She holds a degree in Communication Sciences from the University of Siena and MSc in Information Studies from the University of Amsterdam.