

Matteo Uguzzoni

Curriculum Vitae 2022

Matteo Uguzzoni

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Bio

I'm an Italian *game designer* and *educator* based in NYC.

Since 2009 I've created urban games and immersive experiences that has been showcased and awarded all around the world. I love to teach and build communities.

Selected Engagement

2022 - Playful Futures: sci-fi online LARP ethnography	Game Designer, Project Manager
2019 - Trust in Play - European School of Urban Game Design	Nomadic branch director
2022 Shabaka: diaspora community engagement	Game Designer, Facilitator
2018 - 21 MICA Maryland Institute College of Art	Game Design/Interactive Arts FT Faculty
2021 GBUL - Saturday Leader Program	Workshop teacher
2020 OCI lab - World Bank - Edgeryders	Mentor
2020 Memorabilia - La Luna al Guinzaglio	Game Designer Consultant
2019 Unione Terre di Castelli	Workshop Teacher
2019 Corcoran School of the Arts and Design	Visiting Artist Critique

Publications

- 2022 **Witness: a science-fictional universe to explore everyday life under radically different economic systems** - Futures Conference - Turku, Finland. Essay co-author
- 2022 **The battle over street play in New York City (1910-1930)** - The Strong Museum of Play. Essay Author
- 2017 **The Playcast** - 10 episodes - www.theplaycast.co - A podcast about immersive theater, urban games and everything in between. Host and producer

Residencies

2022 Research Fellowship	Strong Museum of Play, Rochester, NY (US)
2019 Artist in Residence	Mt Caz, Corvallis, OR (US)
2018 Game Designer in Residence	MICA Maryland Institute College of Art, Baltimore (US)
2017 Visiting Artist	Open Village - Edgeryders - Essaouira (MA)
2017 Citizes Artist Incubator	Creative Europe - Linz (AT)
2016 Artist in Residence	Casa Natural - Matera (IT)
2016 Artist in Residence	Emerging Spaces - Pristina (Kosovo)

Selected Exhibition

- 2022 **Lower Manhattan Cultural Council** - LUMINA, NYC (US)
- 2021 **Paesaggi Affettivi** - Triennale di Milano, Milan (IT)
- 2020 **The BIG show** - Creative Alliance, Baltimore, MD (US)
- 2016 **Come out and Play** - NYC
- 2016 **Travellings** - In Situ, Marseille (FR)
- 2015 **KidsBit** - Perugia (IT)
- 2014 **Playpublik** - Krakow, (PL)

Awards

- 2014 **Best Game** 72 Hours Urban Interaction (DE)
- 2014 **Selected Project** Innovazione Culturale (IT)
- 2010 **Best Project** (Jury)TechGarage (IT)
- 2010 **Best Project** (Public) TechGarage (IT)
- 2010 **Best Project** (Wired) TechGarage (IT)
- 2010 **Best Project** Kublai - Italian Ministry of Economic Development (IT)

Classes and Workshops

Interaction as Art	(MICA)
Game/Play	(MICA)
Games+Theater	(MICA)
Live Immersive Production	(MICA)
Game Design Senior Thesis	(MICA)
Cartographie	(MICA)
Advanced Tabletop Game Design	(MICA)
Audience Development	(TrustInPlay)
Game Design 101 Workshop	(TrustInPlay)
PowerPitch Workshop	(~80 runs for Startup / Companies / Accelleration programs)
Rapid idea prototyping Workshop	(NonRiservato - ITA)

Languages

Italian:	mother tongue
English:	proficiency
Portuguese:	proficiency
Spanish:	Intermediate
French:	intermediate

Work experience



Type of business	School of Art - Interactive Arts Department
Positions held:	Interim Chair - FT Faculty
Main activities:	Game Design and Interactive arts classes / Game Lab Manager / Faculty Management / Departmental Budgeting / Community Engagement
website	http://gamelab.mica.edu/



Type of business	Real-life Game Design
Positions held:	Partner - Creative Director
Main activities:	Game Design / Art Direction Event Production Festival Curatorship
website	www.urbangames-factory.it

Selected Clients



Type of business	Visual Storytelling Studio
Positions held:	Co-founder
Main activities:	Presentation consultancy Art Direction Workshop Curricula
website	www.livello7.it

Links

- matteouguzzoni.com - Personal website
- theplaycast.co - Podcast on Urban Games and Immersive Experiences (Host)
- urbangames-factory.it - Urban Games company (co-funded, active)