

Mattia Thibault



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Personal Information

Date of birth: 07th October 1986
Nationality: Italian and French
Gender: Male

Areas of Interest

Semiotics of Culture, Narratology, Game Studies, Internet Studies.
Playfulness, Games, Gamification/Ludification, Smart Cities, Internet Memes, Viral Communication Design Fiction, Deep web.

Affiliation

CIRCe, Interdepartmental Centre of Research on Communication, University of Turin.

Current Positions

Ph.D. Student in Semiotics, University of Turin. Supervisor: Massimo Leone.

Education

2012 (July) **Master's degree** in Comparative Modern Cultures from the University of Turin, with a note of 110/110 cum laude.
Thesis "*Transmission, Retrieving, and Innovation of Roles: a Comparative Analysis of Role-Playing Games, Literature, and Video-games*".
2009 (March) **Bachelor's degree** in Comparative Literature from the University of Turin, with a note of 106/110.
Thesis: "*The Abbey, the Municipality and Savoy Counts: conflicts of power in Pinerolo during the 13th century*".

Visiting

2014 (February – June) **visiting Ph.D. student at Tartu University, Estonia** as part of the **SEMKNOW** program. Supervisor: Peeter Torop.
2009 (September) – 2010 (June) Period of study abroad in Paris, as part of the **Erasmus Project**, at **Paris 7**, Denis Diderot University.

Fellowships, Awards & Funds raised

2015 Grant for organising a Workshop from Fondo Ricerca e Talenti, Italy [4 000€].
2014 Scholarship from Archimedes Foundation (Estonia) [1 925 €].
2014-2016 Ph.D. Student Scholarship from University of Turin, Italy [36 972 €].
2009-2010 Extra grant for International Mobility from EDISU.
2009-2010 Scholarship from the European Union (*ERASMUS* program).

Other certificates

2015, Statement of Accomplishment for Professor's Kevin Werbach's course on **Gamification**, Wharton University of Pennsylvania, on Coursera.

Commissions of trust on

2015 - now Co-manager of the **social network accounts** of Lexia, academic journal on semiotics.
2014-now **Assistent examiner** of Massimo Leone, *Semiotics B*, University of Turin.
2013 (January) – now **Co-editor of Lexia**, academic journal on semiotics.

Membership of Scientific Societies

Member of the International Association for Semiotic Studies, **IASS-AIS**
Member of the Italian Association of Semiotic Studies, **AISS**.

Languages

Mother tongues Italian and French.

Other Languages English (fluent), Spanish (intermediate), Turkish (intermediate), Russian (beginner), Latin (able to read).

Certificates: First Certificate in English (level B2), University of Cambridge, ESOL Examinations in 2004.

Scientific Events Organized

2015 (May 7th), **Head of the Organising Board** of the international conference "Mettimo in gioco la città! - Gamification Urbana e Cittadini Giocatori". Held in Turin, Italy. All materials can be found at: <http://giochiurbani.blogspot.it/>

2014 (September 26th) Member of the Organising Board and Game Designer for the stand "Storie in Gioco: Percorsi di Senso" held in Turin for the "Night of Researchers".

2014 (June 6th) Member of the Organising Board of "La Città in Gioco – tattiche di Smart Citizenship" workshop organised by CIRCe for Smart City Weeks Turin 2014.

Scientific Advising

2015 (January) **Scientific advisor for PR Agency Drum (Helsinki, Finland)**. Client: RAY (Raha-automaattiyhdistys, The Finnish Slot Machine Association).

Providing content and academic perspective to press and marketing materials on video game culture development related to product launch of a new consumer slot machine game. Quoted on press materials distributed to Finnish media.

Publications

Book Chapters

-Katsaridou, M and M. Thibault (forthcoming) "Architextuality and video games: a semiotic approach." accepted for publication in *Contemporary Research on Intertextuality in Video Games*, eds. Duret, C and C. M. Pons. IGI Global.

Refereed Articles

-Thibault, M, (forthcoming) "Lotman and play. For a theory of playfulness based on Semiotics of Culture." accepted for publication in *Sign System Studies*.

-Thibault, M, (2015) "Gioco e Spazialità digitale: Percorsi ludici tra avenue digitali e realtà alternata" in Mangano D. and B. Terracciano (eds.) *Arti del vivere e semiotica. Tendenze, gusti ed estetiche del quotidiano*. E | C journal special serie: 80-83.

-Thibault, M, (2014) "Immagini attanziali, uno sguardo Biosemiotico". *Lexia* 17-18: 107-121.

Other articles

-Thibault, M, (forthcoming) "LEGOs: when videogames are a bridge between toys and cinema" abstract accepted for publication in the critical notes of *G|A|M|E journal 4*.

Talks

Lectures

2015 (March 20th), "Complotti on-line: il caso #Gamergate" Lecture given in 2014-2015 Meetings on meaning: the meaning of #Conspiracy. Plot and Mystery in Communication

International Conferences

2015 (May the 27th), "From the Periphery to the Heart of the Semiosphere ", Media Mutations 7 *Space Invaders*, Bologna, Italy.

2015 (May the 7th), "Giocar nelle città digitali per riscoprire gli spazi urbani analogici", Workshop "Mettiamo in gioco la città", Turin, Italy.

2014 (October 24th), "Giochi Tradizionali e Ludicità Naturale", Annual Congress of AISS (Italian Association of Semiotic Studies) in Teramo, Italy.

2014 (September 19th), "Toward a Semiotic Analysis of Toys", 12th World Congress of Semiotics, New Bulgarian University, Sofia, Bulgaria.

2013 (October 8th), "Playing for Real: between the world of play and the real

world". Semiotic Conference "Is it Real?" held by Cankaya University, Ankara, Turkey.
2013 (October 4th), "Gioco e Spazialità digitale: Percorsi ludici tra avenue digitali e realtà alternata". Annual Congress of AISS (Italian Association of Semiotic Studies) in Rimini, Italy.

2013 (May 31th), "Voyage in the Play-Sphere: considerations on play-semiotics". Semiofest 2013 in Barcellona, Spain.

2013 (May 18th), "Intertextual Aspects of Play and Games". Young Scholars Symposium in Thessaloniki, Greece, held by the South-east European Centre for Semiotic Studies, New Bulgarian University and Aristotle University of Thessaloniki.

Other Conferences

2014 (November 12th), "For a Semiotic of Play" PhD students' seminars, Interdepartmental Centre of Research on Communication, University of Turin.

2014 (March 18th), "Role and Position of Play and Games in an Intertextual net or semiotic eco-system" Doctoral Seminar, University of Tartu, Estonia.

2013 (March), "Play and Semiosphere: games as a genetic engineering of sense". PhD students' seminars, Interdepartmental Centre of Research on Communication, University of Turin.

Other

Complementary competencies

2015 (January) series of courses of biblioinformatics:

"Research Evaluation: processes, methods and tools" held by Dr. Maria Cassella, Director of the "Norberto Bobbio" Library, Turin.

"Open Access and the research products catalogue" held by Drs. Mutti and Falco.

"The library's informatics services" held by Dr. Gena.

2014 (October) "Fundraising Humanities" course and practical exercise held by StudiUm, University of Turin.

2014 (July) "Being young protagonists in H2020: CV and opportunity of grants for international mobility" held by the Common Strategic Task Force at the University of Turin.

2012 (February) Campus Mentis at Bologna, a career guidance organic action, dedicated to the best Italian graduates, and it is part of the "Diritto al futuro (Right to the future)" package developed by the Council of Ministers Presidency.