

PERSONAL INFO

Name **MARESA BERTOLO**
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Nationality Italian
Date of birth 30/06/1970

WORK EXPERIENCE

- Date 2002 - today
 - Employer's name **Politecnico di Milano, Design Department**
 - Sector University
 - Position held **Assistant professor**
 - Main activities **Research, teaching, administrative tasks, students tutoring.**
 - Since 2002 :: **Coordinator** of Laboratorio di Computer Grafica for CdL in Communication Design sections;
2002-2017 **teacher** for the module "Informatica Applicata" of "Laboratorio di Computer Grafica" (2D & 3D computer animation, 3D online systems, interactive online communication systems, stereoscopy)
2017-now teacher for the module "Tecniche della Rappresentazione" of "Laboratorio di Computer Grafica"
 - 2002 - 2007 :: **Teacher** of "Book informatico" in all the CdL of Design School, focused on online portfolio design
 - A.A 2006/2007 :: **Teacher** of "Comunicazione Visiva" in "Laboratorio di Design Concept", focused on design and development of videogames
 - A.A 2007/2008 :: **Teacher** of "Strumenti e tecniche della multimedialità" in "Laboratorio di Sviluppo Progetto", focused on design and development of videogames
 - Since 2011 :: **Teacher** of "Game Design", Design School, based on my teaching project and focused on Game Studies and Game Design
 - **Supervisor and Tutor of PhD students** on Game Studies and Game Design
 - **Supervisor of Master's Degree Thesis** on Interaction Design, Game Studies and Game Design
 - **Since 2018** :: Member of the Dottorato di Ricerca in Design PhD Faculty
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- Date 2015 - today
 - Association name **Associazione Play Res**
 - Position held **Founding member**
 - Main activities **Member of Board; in charge of Play Research branch (dealing with research on game and with game); Scientific Director of Tavola Esagonale Conference.**

- Date 1998 - 2002
- Employer's name Politecnico di Milano, Facoltà del Design
 - Sector University
 - Position held Modulo di Informatica Applicata (Laboratorio di Computer Grafica), Book informatico
 - Main activities Teaching, students evaluation

- Date (da - a) 2002
- Employer's name Università Statale di Milano, Polo Didattico e di Ricerca di Crema
 - Sector University
 - Position held **F.S.E. "Programmazione grafica in tempo reale applicata ai videogiochi"**
 - Main activities Teaching, students evaluation

- Date (da - a) 1999 - 2001
- Employer's name Università dell'Insubria (Varese), Corso di Laurea in Informatica
 - Sector University
 - Position held Computer Grafica
 - Main activities Teaching, students evaluation

- Date (da - a) 1999 - 2001
- Employer's name Università dell'Insubria (sede di Varese), Corso di Laurea in Informatica
 - Sector University
 - Position held Research fellowship
 - Main activities Virtual interactive environments for distance learning

- Date (da - a) 1999 - 2000
- Employer's name ITIS Marie Curie, Milano
 - Sector School
 - Position held Informatica, Sistemi
 - Main activities Teaching, students evaluation

- Date (da - a) 1996 - 1997
- Employer's name Mediacube, Milano
 - Sector Computer Animation and post-production
 - Position held Animator programmer; Motion Capture Expert
 - Main activities Systems analyst, programmer, graphic designer, motion capture designer and programmer

- Date (da - a) 1991 - 1998
- Employer's name Professional training companies (Alcatel, NeTraining, Atel, ...)
 - Sector Training
 - Position held Teacher
 - Main activities Teaching and organising full-immersion computer science courses (C, C++, Office, computer graphics)

MAIN PUBLICATIONS

BOOKS

Marini, D., Bertolo, M., Rizzi, A., (2002) "Comunicazione Visiva Digitale. Fondamenti di Eidomatica", Milano: Pearson

Bertolo, M., (2002) "Design della comunicazione ipertestuale", Milano: PoliDesign

Bertolo, M., De Luca, V., Grassi, A., Lochis, G., (2006), "Flash! Percorso guidato per animazioni interattive", Milano: Pearson

Bertolo, M., Mariani, I. (2014), "Game Design. Gioco e giocare tra teoria e progetto", Milano: Pearson.

Bertolo, M., Scullica, F., Zamporri, R. (2016), "Boardgame Interior Design", Milano: Franco Angeli.

ESSAYS in BOOKS

Bertolo M., De Luca V., "La città interattiva. Un approccio ludico", in M. Galbiati, F. Piredda, Visioni urbane. Narrazioni per il design della città sostenibile, Milano, FrancoAngeli, 2012

Bertolo, M., Mariani, I. (2014), "A Hostile World. A pervasive urban game to sensitise and foster a cross-cultural reflection", in D. Ruggiero, Cases on the Societal Effects of Persuasive Games, Hershey: IGI Global.

Bertolo, M., "Gioco e narrazione, esistenziali affini", in M. Matrone, D. Pinardi, Narrativa d'impresa, Milano, FrancoAngeli, 2013

ESSAYS in PERIODICAL

Bertolo, M., De Luca, V., "Urban games to design the augmented city", in Eludamos. Journal for Computer Game Culture, 6(1), 71-83, 2012

PAPERS

Bertolo, M., Mariani, I. (2013), "Meaningful play: learning, best practices, reflections through games", in K. Mitgutsch et al Context Matters! Exploring and Reframing Games in Context. Proceedings of the Vienna Games Conference 2013, Vienna: New Academic Press. ISBN: 9783700318644.

Bertolo, M., Mariani, I. (2013), "Game and Play as means for learning experiences", in INTED2013 Proceedings: 7th International Technology, Education and Development Conference, Valencia. ISBN: 9788461626618 / ISSN: 2340-1079.

EDUCATION AND TRAINING

- Date 1989 - 1996
- Name of the Institute Corso di Laurea in Scienze dell'Informazione, Università Statale di Milano, Facoltà di Scienze matematiche, fisiche e naturali
- Main themes Computer science, programming, operating systems, logic, computer graphics, HCI, interfaces, computer animation
- Title Computer Science Master's Degree