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Curriculum Vitae – Fall 2018 [Updated 10/27/2018]

I am always open to consider positions as long as they present challenges for expanding my experience in leadership and in video game-based learning (VGBL) and allow me to provide benefits to some developing game design/development/research program.

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Appendix: Media Coverage of My Scholarship & Teaching Practices (Updated October 6, 2018)

Current position:

- Associate professor of Italian [Fall 2006 – Present].
- Director/Coordinator, Italian Studies Program [Fall 2000 – Present].

Appointments and activities related to current position:

- Outcomes Assessment Coordinator – Department of Languages, Literatures & Cultures (Fall 2013- Fall 2017)
- President of the International Faculty and Staff Association [IFSA] (2015-2016; 2008-2009 and 2010-2011). Served on the Executive Council as president-elect in 2014-2015 and 2009-2010. In 2011-2012, 2012-2013 and 2013-2014 served on the IFSA Executive Council as past president.

A. EDUCATION:

I. Ph.D. (USA):

Ph.D. in Italian: University of Connecticut (Storrs, CT), Spring 2001.

- DISSERTATION: “*Paradisus, locus amoenus*: Tradizione e intertestualita` nel Paradiso dantesco” [Tradition and Intertextuality in Dante’s Paradise]. Number of pages: 440.

II. UNIVERSITY (Italy):

Diploma: *Laurea in Lettere* (= M. A.): Università di Torino, July 1991.

- DISSERTATION: “Images of Paradise in the Christian World of the First Five Centuries”. Major Advisor: Professor Lellia Cracco Ruggini (Roman History). Number of pages: 430.
- UNIVERSITY OF TURIN, Italy, DEPARTMENT OF LETTERS (*Facoltà di Lettere – Indirizzo di Civiltà Medievale*): 11/86-07/91. Main subjects: Italian, Latin and Greek Literature annual Courses each, including History of Literature, Translation, Grammar/Syntax/Morphology); History, Geography.
- INTERDIOCESAN THEOLOGICAL SCHOOL (S.I.T.), Alessandria, Italy: 10/88-12/90: 20 exams taken at the Seminary Course as a student of the Roman Catholic Diocesan Seminary of Asti. Subjects included Philosophy, Psychology, Pedagogy, and Theology.
- UNIVERSITY OF TURIN, Italy, DEPARTMENT OF LAW (*Facoltà di Giurisprudenza*): 11/82-10/86: 9 exams taken. Main subjects: International Law, Economics, Constitutional Law, Roman Law.

III. SUPPLEMENTAL POST-GRADUATE INSTRUCTION (Italy):

- **Diploma: Participant Diploma.** UNIVERSITY OF TURIN, Italy: 01/92-06/92: Graduate Course for Diplomatic and International Careers (*Corso Post-Laurea di Preparazione per la Carriera Diplomatica e Carriere Internazionali*): a six-month course organized by the Ministry of Foreign Affairs and the University Center of European Studies; held at the International Labor Organization Training Center in Turin, Italy. Main Subjects: International Law, Economics, History, English, French.
- CATHOLIC UNIVERSITY OF MILAN, Italy: 11/92-06/93: School of Specialization in Social Communications-Journalism (*Scuola di Specializzazione in Comunicazioni Sociali – Giornalismo*): first year completed, 5 exams taken (average grade: 29/30). Subjects included Linguistics, History of Italian Cinema, History of Journalism, Composition and Style.

B. PROFESSIONAL ACTIVITIES:

1. TEACHING EXPERIENCE:

Associate Professor of Italian - Director, Italian Program: Saint Louis University, Fall 2006 - Present.

Assistant Professor of Italian - Director, Italian Program: Saint Louis University, Fall 2000 –Spring 2006.

Graduate Fellow in Italian: Trinity College (Hartford, CT), Fall 1997 - Spring 2000.

Teaching Assistant: The University of Connecticut (Storrs, CT), Fall 1994 - Spring 1997.

Courses taught at Saint Louis University:

- Spring '19 **PROSPECTED COURSES**: ITAL 1200-01 Intensive Italian For Gamers & lab ITAL 1200-360; ITAL 3020 Oral Communication in Italian I.
- Fall '18: ITAL 2010-01 & lab 2010-360 Intermediate Italian: Language & Culture; ITAL 3600-01/ITAL 3601-01 Eros, Power and Play: Pre-Modern Italian Theater (plus connected lab ITAL 3601-360, Teatro pre-moderno italiano, for Italian Majors and Minors, for linguistic competence).
- **On sabbatical in spring 2018** (see <https://simonebregni.com/2018/08/19/a-productive-sabbatical-spring-semester-2018/>)
- Fall '17: ITAL 2010-01 & lab 2010-36 Intermediate Italian: Language & Culture; ITAL 4010 Written Communication in Italian II.
- Spring '17: ITAL 1200-01 Intensive Italian for Gamers & lab ITAL 1200-360; ITAL 3550-01 Women, Knights, Weapons, Love: Medieval and Renaissance Italian Literature; ITAL 3550-36 Medieval and Renaissance Italian Literature in Italian, for Majors and Minors.
- Fall '16: Recipient of a Reinert Center for Transformative Teaching and Learning – Innovative Fellowship Award. The grant provides a course release and funding. ITAL 2010-01 Intermediate Italian: Language & Culture.

- Spring '16: ITAL 2010-01 & lab 2010-36 Intermediate Italian: Language & Culture; ITAL 3200 Survey of Italian Cinema.
- Fall '15: ITAL 2010-01 & lab 2010-36 Intermediate Italian: Language & Culture; ITAL 4010 Written Communication in Italian II.
- Spring '15: ITAL 360-01 Eros, Power and Play: Pre-Modern Italian Theater (plus connected lab ITAL 393-36, Teatro pre-moderno italiano, for Italian Majors and Minors, for linguistic competence).
- Fall '14: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 410 Written Communication in Italian II;
- Spring '14: ITAL 210-01 Intermediate Italian; ITAL 355-01 Women, Knights, Weapons, Love: Medieval and Renaissance Italian Literature; ITAL 393-36 Medieval and Renaissance Italian Literature in Italian, for Majors and Minors.
- Fall '13: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 410 Written Communication in Italian II;
- Spring '13: ITAL 210-01 Intermediate Italian; ITAL 320-01, Survey of Italian Cinema; ITAL 393-36, Italian Cinema in Italian, for Majors and Minors; ITAL 398-01 Independent Study – Contemporary Italian Novels; ITAL 498-01 Advanced Independent Study – Multi-Disciplinary Study: Apocryphals of the New Testament.
- Fall '12: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 110-03 Communicating in Italian I; ITAL 498 Advanced Independent Study – Italian Gastronomical Culture.
- Spring '12: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 393-01/ENG 393-04/ARTH 393-04/HON 393-04: History of Italian Theatre 3th to 18th century); ITAL 398 Independent Study – Business Italian; ITAL 498 Advanced Independent Study – Contemporary Italian Novels; ITAL 490 Capstone Paper; ITAL 495 Senior Residency.
- Fall '11: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 410-01 Written Communication in Italian II; ITAL 498 Independent Study – Contemporary Italian Novels; ITAL 490 Capstone Paper; EDI 698-15 Graduate Research Seminar: Modern Language & Education Curriculum Ph.D. candidate).
- Spring '11: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 393-01 Women, Knights, Weapons, Love: Medieval and Renaissance Italian Literature; ITAL 398 Independent Study – Contemporary Italian Novels; ITAL 495 Senior Residency.
- Fall '10: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 410 Written Communication in Italian II; ITAL 398 Independent Study – 20th Century Post-Modern Novels.
- Fall '09: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 320-01 Italian Cinema; ITAL 410 Written Communication in Italian II; ITAL 398 Independent Study – Intermediate Italian; ITAL 490 Italian Studies Certificate Capstone Paper.

Note: from Fall 2009 I resumed teaching all of my labs.

- Spring '09: ITAL 210-02 Intermediate Italian: Language & Culture; ITAL 415-01 Oral Communication in Italian II; ITAL 398 Independent Study – Business Italian; ITAL 490 Italian Studies Certificate Capstone Paper.
- Fall '08: ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 398-01 Independent Study – Dante's Divine Comedy; ITAL 410-01 Written Communication in Italian II.

Note: until Academic Year 2008-2009 I taught every lab connected to each of my language courses.

- Spring '08: *on Sabbatical Leave, Spring 2008.* ITAL 490-01 Italian Studies Certificate Capstone Paper out of the 5 graduating students who declared a Certificate, who asked me to direct their Capstone. Although I was on Sabbatical Leave, I agreed).
- Fall '07: ITAL 110-01 Elementary Italian II; ITAL 210-01 Intermediate Italian: Language & Culture; ITAL 320-01 Italian Cinema; ITAL 398-01 Independent Study – Italian Cinema (students would participate in ITAL 320 and do work for two credits; ITAL 490-01 Italian Studies Certificate Capstone Paper.
- Spring '07: ITAL 110-02 Communicating in Italian I; ITAL 415-01 Oral Communication in Italian II; ITAL 398-01 Independent Study – Intermediate Communication; ITAL 490-01 Italian Studies Certificate Capstone Paper; ITAL 498-01 Advanced Independent Study – Translation.
- Fall '06: IT A-110-01 Elementary Italian II; IT A-210 Intermediate Italian: Language & Culture; IT A-493 Special Topics: Literature in the Context of Language Learning; IT A-498 Advanced Independent Study.

Assistant Professor of Italian - Director, Italian Program: Saint Louis University, Fall 2000 –Spring 2006.

- Spring '06: IT A-115-01 Elementary Italian II; IT A-210 Intermediate Italian: Language & Culture; IT A-493-01 Dante's Divine Comedy; IT A-490 Italian Studies Certificate Capstone Paper; IT A-498 Advanced Independent Study. Total contact hours: 13.

- Fall '05: IT A-110-01 Elementary Italian II; IT A-210 Intermediate Italian: Language & Culture; IT A-398 Independent Study; IT A-490 Italian Studies Certificate Capstone Paper; IT A-493 Special Topics: Italian Cinema; IT A-498 Advanced Independent Study. Total contact hours: 13.
- Spring '05: IT A-115-01 Elementary Italian II; IT A-210 Intermediate Italian: Language & Culture; IT A-310-01; IT A-490 Italian Studies Certificate Capstone Paper; IT A-498 Advanced Independent Study. Total contact hours: 12.
- Fall '04: IT A-110-01 Elementary Italian I; IT A-210 Intermediate Italian; IT A-398 Independent Study; IT A-490; IT A-498. Total contact hours: 10.
- Spring '04: IT A-115-01; IT A-210-01; IT A-493 20th Century Italian Literature; IT A-298 Independent Study; IT A-490. Total contact hours: 11.
- Fall '03: IT A-110 8 ; IT A-210 Intermediate Italian: Language & Culture; IT A-398 Independent Study; IT-A490 Italian Studies Certificate Capstone; IT A-498 Independent Study. Total contact hours: 10.
- Spring '03: IT A-115-01; IT A-210; IT A-315; IT A-498 Independent Study: students participated in IT A-315 class; IT A-490 Italian Studies Certificate Capstone. Total contact hours: 13.
- Fall '02: IT A-110-01; Italian 210; IT A-498 Independent Study. Total contact hours: 9.
- Spring '02: IT A-115-01; IT A-115-02; IT A-398, Independent Study; IT-A490 Italian Studies Certificate Capstone. Total contact hours: 11.
- Fall '01: IT A-110; IT A-210; IT A-310; IT A-498, Independent Study. Total contact hours: 13.
- Spring '01: IT A-115; IT A-315 (Conversation). Total contact hours: 8.
- Fall '00: IT A-110 (first semester); IT A-115; IT A-210; IT A-498, Independent Study. Total contact hours: 13.

2. SCHOLARSHIPS & GRANTS:

External:

- 2003-Present: Annual grant of \$1,500-\$500 (depending on the year) to benefit students. Funded by the Italian Club of St. Louis. These grants funded the Annual Student Award in Italian studies. One to three student awardees received \$500 each. (2003 – present)
- Acquired a grant of \$500 for the Italian Club of SLU from the National Italian American Foundation (NIAF) (2002; 2006; 2007)

Internal:

- Fall 2016: Recipient of a Reinert Center for Transformative Teaching and Learning – Innovative Fellowship Award. I worked with the Center to re-design ITAL 1200, Intensive Italian, to include foreign-language acquisition through multimedia, anime-based interactive video games and related digital *realia*. In Spring 2017 I taught ITAL 1200, Intensive Italian for Gamers.
- Spring 2016: Recipient of a Mellon Grant.
- Spring 2006: Recipient of a Mellon Grant.
- Spring 2004: Recipient of a Mellon Grant.
- Spring 2003: Recipient of a Mellon Summer Stipend.
- Spring 2002: Recipient of a Mellon Grant and a Mellon Summer Stipend.

Academic Year 1995, 1996, 1996: Recipient of an Outstanding Fellowship at the University of Connecticut (Fall 1994 - Spring 1997). I was also a recipient of Summer Fellowships for those three consecutive academic years.

3. AWARDS

- Recipient of the 2017 James H. Korn Scholarship of Teaching and Learning Award, Saint Louis University.
- Nominated for the 2013-14 Undergraduate Teaching Award.
- Nominated and included in the 2008 and 2005 edition of Who's Who of American Teachers.
- Recipient of the 2003 Student Government Association 3rd Annual Outstanding Teaching Award.

4. PAPERS DELIVERED AT SYMPOSIA & CONFERENCES:

1. "Video Game-Based Learning in Higher Education." A two-hour workshop co-delivered with Dr. Brandon Essary, Ph.D., Elon University, at the Focus on Teaching and Technology Conference (FTTC) on September 27, 2018, University of Missouri – St. Louis.

2. "Teaching Intensive Italian for Gamers: Reflections, and a Textbook Project" in the Roundtable Session "Teaching Italian with (Video) Games" at the annual convention of the American Association of Italian Studies (AAIS), June 14, 2018, in Sorrento, Italy.
3. Keynote speaker at the "Lehre und Lernen" E-Learning Conference (Teaching and Learning Days) June 6, 2018, at the Alpen-Adria University of Klagenfurt, Austria. I delivered one invited presentation, "Video Games & Learning in Higher Education." And two invited workshops, "Video Game-Based Learning in Higher Education." & "Video Games in Second/Foreign Language & Culture Acquisition." <https://www.aau.at/en/blog/teaching-and-learning-days-2018/>
4. "Developing and Teaching Intensive Italian for Gamers" in the Roundtable Session "Innovative Approaches to Teaching Italian II" at the annual convention of the American Association of Italian Studies (AAIS), April 20, 2017, in Columbus, OH.
5. "Teaching Languages with Video Games? Intensive Italian for Gamers, Spring 2017 – A Work In Progress" At the MMLA 2016 Conference on November 10, 2016, Saint Louis.
6. "Assassin's Creed Taught Me Italian: Teaching Foreign/Second Languages through Video Games" At the Focus on Teaching and Technology Conference (FTTC) on November 3-4, 2016, University of Missouri – St. Louis.
7. "Using Video Games to Teach Language and Culture" At the Media Ecology Association MEA 2016 Conference - Interfaces of Play and Game: Engaging Media Ecosystems June 23-26, 2016, University of Bologna, Bologna, Italy.
8. "Using Video Games to Teach Italian: Useful, Effective, Feasible?" in the Roundtable Session "Innovative Approaches to Teaching Italian" at the convention of the American Association of Italian Studies (AAIS), April 2016, in Baton Rouge, LA.
9. "Sexuality, Identity (and Geopolitics?) in Medieval Italy" in the session "Geopolitics, Status and Identity" at the 3^{2nd} Annual Conference of the Illinois Medieval Association, February 20, 2015 at Saint Louis University in St. Louis, MO.
10. "Revisiting *Inferno* X. Dante and Catharism" in the session "Medieval Italian Literature" at the convention of the American Association of Italian Studies (AAIS), April 2013, in Eugene, OR.
11. "The Ubiquitous Language Lab: Using the iPod Touch to Enhance Language and Culture Acquisition", at the Ubiquitous Learning Conference, November 11, 2011, University of California – Berkeley.
12. "Dante and the Cathars: a History of Denial, or a Political Cleansing?" in the session "Middle Ages & Renaissance", at the Convention of the American Association of Italian Studies (AAIS), April 2011 in Pittsburgh, PA.
13. "Using the iPod Touch to Enhance Language & Culture Acquisition" in the session "Techno-Teaching Revisited: Exploring the Impact of Emerging Technologies in the Italian Classroom", at the Convention of the American Association of Italian Studies (AAIS), May 2009 in New York City.
14. "Revisiting Dante's *imitatio*: Intertextuality as a Modern Hermeneutic Device for Pre-Modern Culture, in the session "Intertextuality and Intratextuality in the Middle Ages" at the Convention of the American Association of Italian Studies (AAIS/AATI), May 2008, in Taormina, Italy.
15. "Music to my Ears: Enhancing Language & Culture Acquisition through Songs and Technology", presented at the I Language Teaching & Technology Conference, May 2007, at the University of Missouri, Columbia.
16. "*Eros, lusus* or 'just a joke'? Male homoeroticism, comic modes and ambiguity in Renaissance Italy" in the session "Homosexuality and Religion" at the Convention of the American Association of Italian Studies (AAIS), May 2007, in Colorado Springs.
17. Organizer and presenter of the third and fourth Italian Lecture Series, February 2006 and September 2007. This Lecture Series was offered under the auspices of the Gene Mariani/Italian Club of St. Louis Award.
18. "Intertextuality /Interdiscursivity and *imitatio/aemulatio* in Dante's *Comedy*" in the session, "Studies on Italian Literature of the 13th and 14th Century" at the joint Convention of the American Association of Italian Studies (AAIS) and the American Association of Teachers of Italian (AATI), May 2006, in Genoa, Italy.
19. Organizer and presenter of a session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the Divine Comedy" at the 38th International Congress on Medieval Studies, May 2005, Kalamazoo, MI.
20. "Paradise, *Locus Amoenus*: Intertextuality and *Imitatio/Aemulatio* in Dante's Comedy". Invited guest speaker at the University of Memphis, Annual Lecture in Italian Studies, April 17, 2006.
21. "*Un frate malvissuto*: Power, Play and Religion in Machiavelli's Mandragora". 25th Annual Cincinnati Conference on Romance Languages and Literatures, May 12-14, 2005 in Cincinnati, OH.
22. "Paradiso XXX: Intertextuality as a Christian Rewriting of the Paradise Myth". 39th International Congress on Medieval Studies, May 6-9, 2004 in Kalamazoo, MI. Session sponsored by the Center for Medieval and Renaissance Studies at SLU.
23. "Emule and Kazaa as Windows on Italy: Using the Internet and Digital Media to Teach Italian Language and Culture". Conference of the American Association for Italian Studies, Ottawa, Canada, April 29-May 2, 2004.
24. "*Locus Amoenus*: The Evolution of a *topos* from Dante to Ariosto". Annual Lecture in Renaissance Studies, SLU, April 14, 2004.

25. "Power and Play: Machiavelli's Representation of Religion in the Mandragora". Panel on "Religion and the Renaissance", Saint Louis University, March 20, 2003.
26. Panelist at the round table on "The future of the Italian Studies Curriculum" at the Italian Cultural Studies Conference in Boca Raton (FL), November 7-9, 2002.
27. "Animali mitici e carri del sole: intertestualita' e tradizione nel paradiso terrestre". 37th International Congress on Medieval & Renaissance Studies, Kalamazoo, MI, May 4-6, 2002 (paper read *in absentia*).
28. Panelist at the round table on "Italian Studies and the Curriculum" at the American Association of Italian Studies Conference at the University of Missouri, Columbia (MO), April 18-21, 2002.
29. "In Praise of the Revolution: using Napster-like Software to Teach Italian Language & Culture" at the 3rd Annual Conference in Italian Cultural Studies, Florida Atlantic University, 18-20 October, 2001.
30. "*Eros and Lusus*: Power and Play in Aretino's Il Marescalco." Twelfth Annual Purdue Conference on Romance Languages, Literatures & Film, Purdue University, October 12-14, 2000.
31. "Power and Play in Aretino's Il Marescalco." Southeastern Renaissance Conference, Savannah College of Art and Design, April 8-10, 1999.
32. Presentation on work-in-progress to Trinity College, Hartford, CT, October 22, 1997.
33. "Images of Paradise in Late Antiquity and the Middle Ages". Twenty-Second International Patristic, Medieval and Renaissance Conference, Villanova University, September 10-12, 1997.
34. "The Classical Heritage and Images of Paradise". Eighth Annual Conference "Apocalypse, Millenarism, New Boundaries", Binghamton SUNY, May 2-3, 1997.
35. "Paradise in Hell, Paradise Lost: Images of Earthly Paradise in Dante's Inferno and Purgatorio". Seventeenth Annual Medieval Studies Graduate Colloquium, University of Connecticut, April 12, 1997.
36. "Power and Play in Pietro Aretino's Il Marescalco". Yale Italian Studies Conference, Yale University, March 29, 1997.
37. "The Classical Heritage and Images of Paradise". Graduate Forum, University of Connecticut, February 17, 1997.
38. "*Paradisus, Locus Amoenus*: The Classical Heritage and Images of Paradise". Sixteenth Annual Medieval Studies Graduate Colloquium, Yale University, March 30, 1996.

5. OTHER PRESENTATIONS, TALKS, WORKSHOPS:

39. "I benefici dei videogame nell'acquisizione linguistica (The Benefits of Video Games in Language Acquisition). Invited workshop. April 19, 2018. Collegio Universitario di Merito Villa Nazareth, Rome, Italy.
40. "Game-Based Learning in Foreign/Second Language Acquisition" Invited three-hour seminar. March 16, 2018. Università degli Studi di Torino, Italy. Prof. Elisa Corino's Didattica delle Lingue Moderne course.
41. "Learning Italian through Cinematic Video Games" Invited game-based learning sessions (2). March 8 and 9, 2018. Spring Hill College in Bologna, Italy.
42. "*Assassin's Creed* Taught Me a Foreign Language: Video Games in Second/Foreign Language & Culture Acquisition" Invited presentation. February 15, 2018. Saint Louis University in Madrid, Spain.
43. "Using Video Games in Foreign/Second Language Acquisition" Invited workshop. February 14, 2018. M.A. Program in Spanish & ESL. New York University in Madrid, Spain.
44. Three invited lectures at high-schools in Asti and Alba, Italy on the US University system and Video Game-Based Foreign Language Acquisition:
 - On Friday, May 11, 2018 Dr. Bregni met students and faculty at the Istituto Enogastronomico "G.Penna"- in S. Damiano (near Asti). He was invited by the grade 13th student collective to deliver three two-hour lectures on video game-based foreign language learning to students in grades 9-13 as part of their "Co-Gestione" (students/teacher cooperation in teaching & learning week).
 - On Friday, May 25, 2018 Dr. Bregni was invited to speak to grade 13th students at Liceo Classico "V. Alfieri" in Asti, his former high-school, about the US university system, Saint Louis University and game-based foreign language learning as part of their college orientation lecture series.
 - On Saturday, May 26, 2018, Dr. Bregni was invited to speak to grade 11th and 12th students at Liceo Classico Internazionale "G. Govone" in Alba (near Cuneo). He delivered a two-hour lecture on video game-based foreign language learning.
45. "(E-)Life is (Not) Strange: Video Games in Second/Foreign Language Acquisition" October 2, 2017. SLU 1818 Annual Professional Development Talk. Delivered to approximately 60 high-school teachers connected to the 1818 SLU Advanced College Placement program.
46. "The Italian Renaissance and its Contributions to Storytelling" Invited guest lecture. March 3, 2017, Saint Leo University, Tampa, FL.
47. "Gaming and Online *Realia* Sources for the Second Language Classroom" SLU LLC Pedagogy Workshop, October 31st, 2016.
48. Speaker on the panel session "The Evolution of Gay Rights" at Atlas Week, Saint Louis University, March 29, 2012.

49. Speaker on the panel session "The Role of International in Shaping the Global Campus" at Atlas Week, March 27, 2012. The session was organized by the International Faculty and Staff Association (IFSA), of which I was president.
50. "Windows on Italy: Italian Language & Culture in the Digital World" at Florissant Community College. I was invited as a guest speaker as part of their "Cultural Awareness Week", November 18, 2008.
51. "*Dopo il liceo, studiare in USA? / Studying in the US after High-School?*" Invited guest speaker at the Liceo Classico Statale "V. Alfieri" di Asti. I was invited as a guest speaker at their College orientation program for 13th graders. I delivered the lecture on January 8, 2008. I was pleased to be invited, and glad to provide guidance and information, although I was on Sabbatical leave. They were very grateful and several faculty and students personally thanked me afterwards. They invited me again in December 2009, May 2011, January 2012, May 2013, January 2014, May 2015 and May 2016.
52. "In Praise of the (Internet) Revolution: Using the Internet and Digital Media to Teach Italian Language and Culture". 11th Departmental Colloquium, SLU, October 24, 2003.

5. SESSIONS ORGANIZED AT SYMPOSIA & CONFERENCES:

National and International

1. Co-Organized the Roundtable session "Teaching Italian with (Video) Games" at the annual convention of the American Association of Italian Studies (AAIS), June 14, 2018, in Sorrento, Italy.
2. Chaired the session "Boccaccio's *Decameron* and the Practice of Parody" at the 2011 Conference of the American Association of Italian Studies (AAIS), April 2011, University of Pittsburgh, PA.
3. Organized one session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 45th International Congress on Medieval Studies, May 2010, Kalamazoo, MI.
4. Organized two sessions (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 44th International Congress on Medieval Studies, May 2009, Kalamazoo, MI.
5. Organized and presided the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 42nd International Congress on Medieval Studies, May 2007, Kalamazoo, MI.
6. Organized and presided the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 41st International Congress on Medieval Studies, May 2006, Kalamazoo, MI.
7. Organized and presided the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 40th International Congress on Medieval Studies, May 2005, Kalamazoo, MI.
8. Chaired the session on "Petrarch and his Legacy in the European Renaissance" at the 2004 Central Renaissance Conference, September 24-25, 2004. Saint Louis University Center for Medieval and Renaissance Studies and the Regional Central Renaissance Conference, Saint Louis, MO.
9. Organized the Session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 39th International Congress on Medieval Studies, May 2004, Kalamazoo, MI.
10. Organized and presided the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 38th International Congress on Medieval Studies, May 2003, Kalamazoo, MI.
11. Organized the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 37th International Congress on Medieval Studies, 3-6 May, 2002, Kalamazoo, MI.
12. Organized and presided the session (sponsored by the Center for Medieval and Renaissance Studies, SLU) on "The Classical Tradition and the *Divine Comedy*" at the 36th International Congress on Medieval Studies, 3-6 May, 2001, Kalamazoo, MI.

Local

13. Co-organized and chaired the session "Intercultural Competence in Practice: Becoming Life-Long Learners of Global Citizenship" at SLU Atlas Week, Monday, April 4, 2016, Saint Louis University. The session was co-organized in my capacity as president of the International Faculty and Staff Association (IFSA).
14. Co-organized and chaired the session "What is Intercultural Competence? Theory and Practice" at SLU International Week, November 19, 2015, Saint Louis University. The session was co-organized in my capacity as president of the International Faculty and Staff Association (IFSA).

15. Co-organized and chaired the session “IFSA Atlas Panel - Global Networking: Career Building and Cross Cultural Connections in St. Louis” at Atlas Week, April 14, 2015, Saint Louis University. The session is co-organized in my capacity as president-elect of the International Faculty and Staff Association (IFSA).
16. Organized the session “The Role of International in Shaping the Global Campus” at Atlas Week, March 27, 2012, Saint Louis University. The session was organized in my capacity as president of the International Faculty and Staff Association (IFSA).
17. Organized a panel workshop session on Lawful Permanent Residency for SLU Deans, Directors and Chairs in my capacity as President of the International Faculty and Staff Association, in cooperation with SLU Human Resources and the International Office, November 10, 2011.
18. Chaired a panel workshop session on Lawful Permanent Residency for SLU Deans, Directors and Chairs in my capacity as President of the International Faculty and Staff Association, in cooperation with SLU Human Resources and the International Office, Spring 2010.

7. PUBLICATIONS:

• Peer-reviewed articles:

1. “Using Video Games to Teach Italian Language & Culture: Useful, Effective, Feasible?” In print. NEMLA Italian Studies XXXIX special issue “The Italian Digital Classroom: Italian Culture and Literature through digital tools and social media.”, 2017, pp. 42-71. Available as a PDF download and in print.
<https://www.buffalo.edu/content/dam/www/nemla/NIS/XXXIX/NeMLA%20Italian%20Studies%202017%20-%20Using%20Video%20Games.pdf> [published on October 6, 2018].
2. “Assassin’s Creed Taught Me Italian: Video Games and the Quest for Foreign Language Acquisition.” Invited article. In print. *Profession*, the Journal of the Modern Language Association.
<https://profession.mla.hcommons.org/2018/03/22/assassins-creed-taught-me-italian/> (published on 4/13/2018).
3. *Assassin’s Creed – The Ezio Collection; The Invisible Hours; Rise of the Tomb Raider*: Three mini-chapters (1,000-2,000 words each) accepted for inclusion in *Learning, Education & Games Vol. 3: 100 Games to Use in the Classroom*, ETC Press/Carnegie Mellon. In press (spring 2019)
4. “(E-)Life is (not) Strange: Teaching an Intensive Language Course for Gamers.” Invited book chapter. In press, spring 2019. A multidisciplinary chapter on my Intensive Italian for Gamers course in the volume “Language Learner Psychology”, Editors Mark R. Freiermuth, Department of International Communication Gunma Prefectural Women’s University, Japan & Nourollah Zarrinabadi, University of Isfahan, Iran.
5. “Unarmed prophets have always been destroyed, whereas armed prophets have succeeded:” Machiavelli’s Portrayal in the *Assassin’s Creed* Series. Invited publication. Benincasa, A. & Polegato, A., Machiavelli Pop. The Power and its Representations in the Media. Expected publication date: late 2019.
6. “The Ubiquitous Language Lab - Using the iPod Touch to Enhance Language and Culture Acquisition.” *Ubiquitous Learning: An International Journal*, Volume 4, Issue 2 (2012), pp. 81-90. PDF download at <http://ijq.cgpublisher.com/product/pub.186/prod.177> and in print.
7. “Enhancing language Learning and Culture through P2P.” *In print: Academic Exchange Quarterly* Spring 2006, pp. 33-37.
8. “*Paradisus, locus amoenus*: le immagini del paradiso nei primi cinque secoli dell’era cristiana.” *In print: Rivista di Storia e Letteratura Religiosa*, 41/2 (2005), pp. 297-328.
9. “In Praise of the Revolution: Using Napster-like Software to Teach Italian Language & Culture”. *In print: Italian Cultural Studies* 2001, Florida Atlantic University (2004), pp. 1-12.
10. “*Eros and Lusus*: Power and Play in Aretino’s *Il Marescalco*.” *In print: Romance Language Annual* 2000, Vol. XII (2004), pp. 139-144.

• Other publications:

1. Guest Editor for *Allegorica*, vol. 26 009-2010), the Journal of the Saint Louis University Center for Medieval and Renaissance Studies (*in print*). I was invited by Dr. Murphy to serve the guest editor for the latest (and final, at least in its current form) issue of *Allegorica*, focusing on Italian literature. I was asked to: a) invite contributions (I procured two of the four contributors); b) write a preface; c) write an English summary of one article in Italian. I also did major editing on one of the articles.

• Book reviews:

1. Bregni, S., Book Review of Pamela William, *Through Human Love to God : Essays on Dante and Petrarch*. Leicester, UK : Troubador Publishing Ltd., 2007. Pp. 137. *Forthcoming* : *Italica* 2009.
2. Bregni, S., Book Review of Sally J. Cornelison; and Scott B. Montgomery. *Images, Relics, and Devotional Practices in Medieval and Renaissance Italy*. Medieval and Renaissance Text and Studies, vol. 296. Tempe, AZ: Arizona Center for Medieval and Renaissance Studies, 2005. Pp. X + 274. *In print*: *Italian Culture* 2007.
3. Bregni, S., - Lloyd-Jones, K., Book Review of *Contextualizing the Renaissance: Returns to History*, in *Mediaevistik*, 15, 2002, pp. 394-400. *In print* (published: 2004). The book's topic is Renaissance Humanism.
4. Bregni, S., Book Review of Émilie Sérís. *Les Étoiles de Némésis: La rhétorique de la mémoire dans la poésie d'Ange Politien 1454-1494*. *In print*. *Neo-Latin News* (Fall 2005). The book deals with the Classical Tradition and the Italian Renaissance.

8. PUBLICATIONS IN PROGRESS:

1. "*Locus Amoenus*: Imitatio intertextuale/Interdiscorsiva nella *Commedia* (Intertextual/Interdiscursive *Imitatio* in Dante's *Comedy*)." My manuscript on Dante's *Divine Comedy*. Completing suggested editorial formatting revisions. Will be resubmitted to Longo Editore, Italy, in fall 2018. It is a completely new, original work, only loosely based on part of my PhD research.
2. "Italian for Gamers" – A textbook project. This is part of my sabbatical research project. The material I created for my Intensive Italian for Gamers course will be revised and put in textbook form. The text, intended as a supplement for "regular" elementary/lower-intermediate textbooks, is about to be proposed to publishers (fall 2018). I am cooperating on this project with fellow faculty members in Italian at other US institutions, since the AAIS conference in april 2017. I am the main editor/first name, and my colleague Brandon Essary, Ph.D., Elon University, is my co-author. Our textbook is potentially translatable/adaptable/editable in all major languages.
3. "Unarmed prophets have always been destroyed, whereas armed prophets have succeeded:" Machiavelli's Portrayal in the *Assassin's Creed* Series. Invited chapter for BENINCASA F. & POLEGATO A., *Machiavelli Pop*, TBD. Chapter will be submitted in late November 2019.
4. "Gaming in Second/Foreign Language Acquisition" – A book project. This is a collaborative effort, currently being explored with colleagues in Italian, French, Spanish and German in universities in North America. We are at the initial, planning stage of the project: a collection of essays on digital, interactive realia, "gamification", "serious" gaming, commercial gaming as applied to F/L2 acquisition. I would provide an introduction and one essay. We are looking to propose the manuscript to the MLA – Profession series.
5. "*Inferno* X: Dante & Catharism." Under revision.
6. "*Locus Amoenus*: The Evolution of a *topos* from Dante to Ariosto". Under revision. Article will be submitted to the International Journal of the Classical Tradition.

9. RESEARCH IN PROGRESS:

1. "Italian (Foreign Languages) for Gamers – A Textbook Project" – Textbook/format proposal. About to be submitted to US publisher for consideration, fall 2018.
2. Second and Foreign Language Acquisition through interactive digital media, using video games and new technologies (such as immersive 3D) to acquire language and culture competence. This is a collaborative project with colleagues from the American Association of Italian Studies (AAIS) and other colleagues in the field of second/foreign language acquisition. Our medium-term goal is a book project.
3. Dante and the Cathars. I continue exploring the complex relationship between the *Divine Comedy* and Catharism. The mere fact that the *Divine Comedy* fails to mention Catharism, when we know that in Dante's times 1/3 of the population of Florence was Cathar, points in the direction of an intentional suppression of the Cathar "heresy" on the part of Dante.

10. SERVICE – PROFESSIONAL

- Translator (from Italian into English) for the ConiglioViola interactive media art project "Le notti di Tino": <http://www.tinobagdad.com/en/>
ConiglioViola is a team of renowned Italian multimedia artists.
- Four reviews of four popular, commercially-available Language Learning softwares, published online on *Brighthub* (2007-2008). Example: Tell Me More Premium Italian:
<http://www.brighthub.com/review/Auralog/Simone-Bregni/article/360.html>

Brighthub was born in 2007 as the "Amazon for the educated customer". While on Amazon any customer can post a media review, regardless of background or expertise (or lack thereof), on *Brighthub* only experts who

enjoy a solid reputation in the field can contribute with a review. I was personally invited to join the *BrightHub* network in the Fall of 2007 on the basis on my expertise in language pedagogy and technology.

C. LANGUAGES:

- Italian: native speaker.
- English: near-native, spoken and written.
- French: fluent, spoken and written. French 377 (Poetry of the French Renaissance), taught in French, passed (University of Connecticut, Spring 1996).
- Spanish: fluent, spoken; can communicate functionally in writing.
- Latin: fluent reading.
- Ancient Greek: reading.

D. LIST OF PROFESSIONAL REFERENCES

- 1) Annie Smart, Ph.D. [Faculty; former Supervisor; Direct Report]
Professor of French; former Chair; Coordinator, French Program
Department of Languages, Literatures & Cultures
Saint Louis University
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- 2) Lois C. (Sandy) Hamrick, Ph.D. [Faculty; Senior Colleague]
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- 3) Philip R. Gavitt, Ph.D. [Faculty; former Supervisor]
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- 4) David Thomas Murphy, Ph.D. [Faculty; former Supervisor. Retired, fall 2015]
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- 5) Chris Stephens, M.A. [Peer]
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APPENDIX: Media Coverage of My Scholarship & Teaching Practices (Updated October 6, 2018)

<https://profession.mla.hcommons.org/2018/03/22/assassins-creed-taught-me-italian/>

SLU PRESS RELEASE

<https://www.slu.edu/news/2018/april/learning-italian-through-gaming.php>

PRESS RELEASE RECEPTION/RE-DISTRIBUTION

1. <https://www.newswise.com/articles/slu-students-learn-italian-playing-assassin%E2%80%99s-creed>
2. <https://www.pressreader.com/india/the-times-of-india-mumbai-edition/20180423/283265983411658>

WEBSITES (& RELATED PRINT PUBLICATIONS)

"Simone Bregni, Ph.D., (Languages, Literatures and Cultures) was quoted in in stories about teaching Italian through gaming that ran on Variety, Newswise, Eurekalert, Brightsurf, Movies with Butter, Science Daily, Bioportfolio, PhysOrg, Science Magazine, India Today, Business Standard, The Asian Age, The Namibia Press Agency, Tribune India, Deccan Chronicle and Hindustan Times." [SLU in the News]

3. <http://variety.com/2018/gaming/news/assassins-creed-ii-school-1202776178/>
4. https://www.eurekalert.org/pub_releases/2018-04/slu-ssl042018.php
5. <https://www.brightsurf.com/news/article/042018454761/slu-students-learn-italian-playing-assassins-creed.html>
6. <http://www.movieswithbutter.com/Uncategorized/Students-at-SLU-Are-Learning-Italian-by-Playing-Assassin-s-Creed-II>
7. <https://www.sciencedaily.com/releases/2018/04/180420131436.htm>
8. <https://www.bioportfolio.com/news/article/3607745/SLU-students-learn-Italian-playing-Assassins-Creed.html>
9. <https://phys.org/news/2018-04-slu-students-italian-assassin-creed.html>
10. <https://scienmag.com/slu-students-learn-italian-playing-assassins-creed/>
11. <https://www.indiatoday.in/pti-feed/story/video-games-can-help-learn-new-language-1217487-2018-04-22>
12. http://www.business-standard.com/article/pti-stories/video-games-can-help-learn-new-language-118042200153_1.html
13. <http://www.asianage.com/life/more-features/220418/video-games-can-help-learn-new-language.html>
14. <http://www.nampa.org/index.php?model=categories&function=display&id=17833377> (Namibia)
15. <http://www.tribuneindia.com/news/science-technology/video-games-can-help-learn-new-language/577869.html>
16. <https://www.deccanchronicle.com/lifestyle/viral-and-trending/220418/playing-assassins-creed-can-help-you-learn-new-language-study.html>
17. <https://www.hindustantimes.com/fitness/playing-video-games-is-one-of-the-best-ways-to-learn-a-new-language/story-XCVpUp9o9ibHuj0v2jMx8O.html>
18. <https://www.metro.news/computer-says-si-how-gaming-can-help-you-learn-a-language/1028902/>
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20. <http://it.ign.com/assassins-creed-ii-ps3-1/139401/news/negli-usa-si-impara-litaliano-con-assassins-creed-ii>
21. http://www.tgcom24.mediaset.it/mastergame/news/assassin-s-creed-ii-insegna-l-italiano-in-un-universita-americana_3136444-201802a.shtml
22. <https://gametimers.it/2018/04/26/usa-studenti-st-louis-imparano-italiano-grazie-a-videogiochi-come-assassins-creed-2/>
23. <https://www.giga.de/spiele/assassins-creed-2/news/assassins-creed-2-professor-bringt-italienisch-mit-zocken-bei/>
24. <https://www.longroom.com/discussion/988592/students-learn-italian-playing-assassins-creed-video-game>
25. http://www.stimme.de/deutschland-welt/panorama/tlsch/games/softwarespiele_ticker/Sprachen-lernen-mit-Spiel-Spass-Professor-lehrt-Italienisch-mit-Games;art136678,4019642
26. <https://italiapost.it/assassins-creed-america-insegnare-italiano/>
27. <https://multiplayer.it/notizie/198559-assassins-creed-ii-alla-saint-louis-university-si-usa-assassins-creed-ii-per-insegnare-litaliano.html>
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29. <http://www.wetheitalians.com/>
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31. <https://www.liputan6.com/health/read/3493714/profesor-ajarkan-bahasa-italia-pakai-gim-assassins-creed-ii> (Indonesia)
32. <https://kumparan.com/@kumparansains/mahasiswa-belajar-bahasa-italia-lewat-game-assassin-s-creed> (Indonesia)
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42. <https://www.vg247.it/2018/04/29/insegnare-rinascimento-alla-saint-louis-university-si-usa-assassins-creed-ii/>
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47. <http://www.togel4d.biz/2018/04/profesor-ajarkan-bahasa-italia-pakai.html> (Indonesia)
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49. <https://www.newsrss24.com/it/80594/scienza-e-tecnologia/assassins-creed-ii-diventa-uno-strumento-per-imparare-litaliano/>
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TWITTER

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FACEBOOK PAGES & GROUPS

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YOUTUBE

88. https://www.youtube.com/watch?v=_PtWtcVIE8M (in German)
89. <https://www.youtube.com/watch?v=fAk1im1FiXI> : PanelPicker session presentation for the 2019 SXXS Conference with Maxime Durand, Ubisoft's leading historian. Our proposal was accepted. The conference will take place in March 2019.

INTERVIEWS - PRESS

90. La Voce di New York, NYC Italian language newspaper. [5/21/18]
<https://www.lavocedinewyork.com/arts/lingua-italiana/2018/05/21/imparare-litaliano-divertendosi-con-videogiochi-certo-e-la-lingua-e-sempre-bella/>
91. La Stampa - Italian national newspaper – General audience interview. In print (p. 38, with a teaser line on p. 1) and online (pay version). [06/02/18]
<http://www.lastampa.it/2018/06/01/societa/il-prof-che-insegna-litaliano-in-america-con-i-videogiochi-KE4yt6nw9zAq7mdfCgQsTO/premium.html>

92. La Stampa – Italian national newspaper – Interview - pedagogy and technology. Online (free version). [06/02/18] <http://www.lastampa.it/2018/06/02/tecnologia/intensive-italian-for-gamers-un-corso-per-imparare-litaliano-con-i-videogiochi-OS4LxTEAVjeZjvvs0bTIOJ/pagina.html>
93. Eligeeducar.com – Chilean website of the National Chilean Teachers' Association. [June 6, 2018] <http://eligeeducar.cl/simone-bregni-profesor-ensena-italiano-videojuegos-2>
94. Altagram – A Language Localization Company (Germany). <https://altagram.com/learning-languages-through-gaming-interview-with-simone-bregni/>
95. Forbes Italia. [July 4, 2018] <https://www.forbes.it/sites/it/2018/07/04/imparare-lingue-videogame-simone-bregni/>
96. Il Pensiero/The Thought, "The only Italian Newspaper Published in the State of Missouri", publication of the Italian-American community of St. Louis, MO. September 22, 2018, p. 6. <http://www.ilpensierostl.com/ilgiornale.pdf>

INTERVIEWS - RADIO

97. Radio-Canada, Première Chaîne. Canadian national radio in French. [04/29/18]. Show: Dessine-moi un dimanche. <https://ici.radio-canada.ca/premiere/emissions/dessine-moi-un-dimanche>
98. Radio Cusano Campus, the radio of Niccolò Cusano University (<https://www.unicusano.it/>), a private institution in Rome, as part of their show "Giochi a fumetti". [05/05/18] Link to the 20-minute interview: <https://t.co/OWVAbuhJ2K>
99. BAM Radio Network – Online Radio/Podcasts for Educators – "Teaching Diverse Subjects with Video Games" [06/02/18] <http://www.bamradionetwork.com/game-based-learning/4744-teaching-diverse-subjects-with-video-games>
100. Radio DeeJay – Italian national radio. [06/09/18]. Show: MegaJay. <https://www.deejay.it/audio/20180609-7/565158/>

RADIO - MENTIONS

101. Radio Monte Carlo - Principauté de Monaco, Italian language radio station. Show: "Kay is in the air" [05/01/18] <http://www.radiomontecarlo.net/audio/50008/Martedi---Kay-is-in.html#.WujQ3t6zmak.twitter>
The words: "Idea molto carina" (very clever idea, 3:43-4:14), and "geniale" [brilliant] (35:47-37:37. This is the piece of news, with the mention of Saint Louis University) were used.
102. Radio Erft - Germany. News on 5/1/18 <http://www.radioerft.de/erft/re/17958/games/artikel?item=328273&seite=Drucken>
103. Radio Berg – Germany. News on 29/4/18: <http://www.radioberg.de/berg/rb/28994/games/news?item=328273>