

# TATIANA VILELA DOS SANTOS

Tatiana Vilela dos Santos is a digital artist and game designer, born in Paris in 1989. After a «baccalauréat» in literature specialized in foreign languages, she obtained two bachelor's degrees in game design from the ICAN school in 2012 and the University Paul Valéry Montpellier 3 in 2013. During these first four years of higher education, she carried out researches on games as performance and on Human-Computer Interactions. She then studied Contemporary Plastic Practices for a year, before joining the University of Paris 1 Panthéon-Sorbonne where she obtained her master's degree in interactive multimedia. She is currently working on her doctoral thesis in Information and Communication Sciences.

Alongside this academic career, she joined the game industry in 2010 as a Junior Game Designer for the company Eastpad, specializing in game development for what was then Apple's brand new platform, the iPad. In 2012, she became an independent game designer and has since worked for large groups (Orange, BNP Paribas, Renault, Citroën) and research centers (CNRS, Interdisciplinary Research Center, Institut Acte) on playful interactive projects using new or custom-made technologies (virtual reality, augmented reality, mixed reality, transmedia...).

Nourished by her research work and her professional practice, she developed, in 2012, an artistic approach to video game design. Her first work, Lacci, is an aesthetic digital labyrinth inspired by Op Art and questioning the notions of obedience and transgression through her game mechanics. She then created more than twenty playful installations for which she designed and manufactured unique controllers and feedback interfaces. She mainly works in artistic residencies. Her works are exhibited all over the world and has been rewarded several times (Maker Faire, EIGD, A MAZE., Connex ...).

Beyond her practice of interactive design, she shares her design methods through educational interventions in schools and universities, as well as during workshops, masterclasses and international lectures (GDC, ENS , IULM, IndieCade ...).

A list of her notable exhibitions, performances, conferences, workshops and media interventions, organized in chronological order, is available at this address:

A map of all her exhibits is available at this address:

## Education

**DOCTORATE Information and Communication Sciences** (since 2021)  
Research unit : Mediation Research Center  
University : [Université de Lorraine](#)

**MASTER Interactive multimedia** (2014 - 2015)  
Département : Design, Medias, Technologies  
University : [Université Paris 1 Panthéon-Sorbonne](#)

**MASTER Contemporary Plastic Practices** (2013 - 2014)  
Département : Plastic arts  
University : [Université Paul Valéry Montpellier 3](#)

**LICENCE Game Design** (2012 - 2013)  
Département : Professional publishing  
University : [Université Paul Valéry Montpellier 3](#)

**BACHELOR Game Design** (2009 - 2012)  
Département : Digital design  
University : [Institut de Création et d'Animation Numérique \(ICAN\)](#)

## Contacts

**TWITTER :**  
**FACEBOOK :**  
**YOUTUBE :**  
**VIMEO :**  
**LINKEDIN :**  
**INSTAGRAM :**

## ARTISTIC WORKS

<p><b>Pied de bébé</b> 2021</p> <p><b>Playful installation</b> Arcade, fusbball, multiplayer, circuit bending, hacking, toys, collage...</p>	<p><b>Good Soup MF</b> 2020</p> <p><b>Video game</b> Chop sticks, joystick, dexterity, interface hijacking...</p>	<p><b>Keyboard Landscaper</b> 2020</p> <p><b>Video game</b> Musical landscape creation, interface hijacking...</p>	<p><b>L'Oeuf-Sphinx</b> 2020</p> <p><b>Playful installation</b> Puzzle game, metallophone, cryptic artefact, Rosetta stone...</p>	<p><b>Dikotomi</b> 2019</p> <p><b>Playful installation</b> Anaglyphe game, graphic creation, identities, polarisation...</p>	<p><b>PBM</b> 2019</p> <p><b>Playful videomapping</b> Cooperative arcade game, videomapping on monuments...</p>	<p><b>Stone Dream Sim.</b> 2019</p> <p><b>Video game</b> Interactive dream, generative narration, procedural poetry...</p>
<p><b>寝ゲーム</b> 2018</p> <p><b>Playful installation</b> Competitive game, videomapping on interactive floor pad, newaza...</p>	<p><b>Contre-ciel</b> 2017</p> <p><b>Playful installation</b> Puzzle game, electronic keyboard, artifical interactive sky, Rosetta stone...</p>	<p><b>L'Atlas des Matrices</b> 2017</p> <p><b>Interactive installation</b> Interactive slideshow, endgame screenshots, creative game...</p>	<p><b>Dead Pixels<sup>2</sup></b> 2017</p> <p><b>Playful installation</b> Team game, arcade, digital drawing, territory capture...</p>	<p><b>Pourparlers</b> 2016</p> <p><b>Video game</b> Coopetitive game, group survival, voting system...</p>	<p><b>(in)tact</b> 2016</p> <p><b>Playful immersive room</b> Immersive room, light interactive clouds, dance performance...</p>	<p><b>Dead Pixels</b> 2016</p> <p><b>Playful installation</b> Team game, arcade, digital drawing, territory capture...</p>
<p><b>Magnêsiă</b> 2015</p> <p><b>Playful installation</b> Competitive game, magnetic, light installation...</p>	<p><b>GPU</b> 2015</p> <p><b>Playful installation</b> Puzzle game, shaders, interface as constraint, Rosetta stone...</p>	<p><b>jungle.in</b> 2015</p> <p><b>Playful immersive room</b> Immersive room, light interactive clouds, cooperation...</p>	<p><b>BBOS</b> 2015</p> <p><b>Playful installation</b> Performance, shaders, camera and video projection on a dancefloor...</p>	<p><b>Snailed It</b> 2015</p> <p><b>Video game</b> Competitive game, one avatar and controller for three players...</p>	<p><b>BLACKBOX</b> 2014</p> <p><b>Playful installation</b> Rhythm game, interface as constraint...</p>	<p><b>Jeu de mains</b> 2014</p> <p><b>Playful installation</b> Two versus two, corporeal, labyrinthine dome...</p>
<p><b>Tango</b> 2014</p> <p><b>Playful installation</b> Coordination game, no screen no sound, vibration as the only feedback...</p>	<p><b>Oort</b> 2013</p> <p><b>Playful installation</b> Coordination game, light as the only controller...</p>	<p><b>Adsono</b> 2013</p> <p><b>Playful installation</b> Coopérative game for two players, Twister, bodies as playground...</p>	<p><b>Nivôse</b> 2013</p> <p><b>Playful installation</b> Vjing game, medical imaging, Rosetta stone...</p>	<p><b>Tetra</b> 2013</p> <p><b>Video game</b> Coordination game, weird and creepy monsters...</p>	<p><b>Isochrone</b> 2013</p> <p><b>Video game</b> Coordination game, abstract geometries, music phasing...</p>	<p><b>Lacci</b> 2012</p> <p><b>Video game</b> Digital maze, optical art, disobedience and transgression...</p>

# EXHIBITS & PERFORMANCES

2021	2020	2018	2017	2016	2015	2014	2013					
<p><b>Indie Maker Syndicate</b> Keyboard Landscaper, Good Soup MF &amp; L'Oeuf-Sphinx IMS New York, USA</p> <p><b>FANIAROF</b> Pied de Bébé FAN Rosny-sous-bois, France</p> <p><b>Semaines du numériques DP² &amp; Atlas des matrices</b> Un Singe en Hiver Centre des Prés du Roy St-Germain-lès-Arp., France</p> <p><b>Contre-ciel</b> Contre-ciel MJC André Malraux Montbard, France</p>	<p><b>Journées du Patrimoine L'Oeuf-Sphinx &amp; Contre-ciel</b> Château Ephémère Carrières sous Poissy, France</p> <p><b>Sortie de résidence L'Oeuf-Sphinx</b> Château Ephémère Carrières sous Poissy, France</p> <p><b>Septième ciel</b> Contre-ciel Un Singe en Hiver Dijon, France</p>	<p><b>Playtopia</b> Contre-ciel The Castle Cape Town, South Africa</p> <p><b>Game On</b> Dead Pixels La Mediatheque London, UK</p> <p><b>Maker Faire</b> DP² &amp; Atlas des matrices Cité des Sciences Paris, France</p>	<p><b>GIF Jam</b> Dead Pixels Folie Numérique Paris, France</p> <p><b>Cycle Jeu Vidéo</b> BLACKBOX Stereolux Nantes, France</p> <p><b>A MAZE.</b> Spoons Urban Spree Berlin, Germany</p>	<p><b>IN.PLAY//OUT.PLAY</b> Exposition solo Puzzle Thionville, France</p> <p><b>Paradigm EA Festival</b> BLACKBOX The Biscuit Factory Edinburgh, Scotland</p> <p><b>Future of StoryTelling</b> Spoons Snug Harbor New York, USA</p>	<p><b>We Throw Switches</b> BLACKBOX Custom Lane Edinburgh, Scotland</p> <p><b>Black Box</b> (in)tact Le Cube Issy-les-Moulineaux, France</p> <p><b>Test Card</b> Isochrone Texture // MCR Manchester, UK</p>	<p><b>Random Bazar</b> Pourparlers Cité des sciences Paris, France</p> <p><b>A MAZE. Pop up</b> BLACKBOX District ME Abu Dhabi, UAE</p> <p><b>Horizons numériques</b> (in)tact Abbaye Escaladieu Bonnemazon, France</p>	<p><b>Test Card</b> Isochrone Texture // MCR Manchester, UK</p> <p><b>BETAPublic Hotbed ed.</b> Adsono Camden People's Theatre London, UK</p> <p><b>Games Are For Everyone</b> BLACKBOX The Caves Edinburgh, Scotland</p>	<p><b>Protoplay</b> Isochrone Caird Hall Dundee, Scotland</p> <p><b>Awkward Arcade</b> Isochrone Art Council Manchester, UK</p> <p><b>MAKE STUFF</b> Isochrone Digital Laboratory Rochdale, UK</p>	<p><b>DemoNight #3</b> BLACKBOX CRI Paris, France</p> <p><b>Culture Experience Days</b> BLACKBOX Quartier Général Paris, France</p> <p><b>Chroma Key</b> BBOS &amp; Adsono Gossima Paris, France</p>	<p><b>La Nuit des Arts</b> jungle.in La plaine image Roubaix, France</p> <p><b>Futur en Seine</b> Virtual T-Break CNAM Paris, France</p> <p><b>Random Bazar</b> BLACKBOX &amp; Adsono CRI Paris, France</p>	<p><b>Zoo Machines</b> Jeu de mains Imaginarium Roubaix, France</p> <p><b>Zoo Machines</b> Jeu de mains Musée d'Histoire Natur. Lille, France</p> <p><b>WTA Finals</b> Virtual T-Break Indoor Stadium Singapore, Rep. of Singapore</p> <p><b>A MAZE.</b> Adsono iClub Johannesburg, South Africa</p>	<p><b>Print Screen</b> Lacci Mediatheque Holon Tel Aviv, Israel</p> <p><b>A MAZE.</b> Adsono Urban Spree Berlin, Germany</p> <p><b>Zoo Machines</b> Adsono L'Hybride Lille, France</p> <p><b>Gamerz</b> Oort Patio Bois de l'Aune Aix-en-Provence, France</p> <p><b>Retro (No) Future</b> Tetra Visage du Monde Cergy, France</p> <p><b>NotGames Fest</b> Lacci Köln Game Lab Cologne, Germany</p>
<p><b>Contre-ciel</b> Contre-ciel MJC André Malraux Montbard, France</p>	<p><b>2019</b></p> <p><b>Museumix</b> Dead Pixels Musée de la carte à jouer Issy-les-Moulineaux, France</p> <p><b>Cookie Party</b> Dikotomi &amp; Dead Pixels Landy Sauvage Saint-Denis, France</p> <p><b>Videomapping festival</b> PBM Office du Tourisme Béthune, France</p> <p><b>A MAZE.</b> Stone Dream Simulator SEZ Berlin, Germany</p> <p><b>Bord'osmose</b> BLACKBOX &amp; Dead Pixels La Guinguette Bordeaux, France</p> <p><b>Objet ludi/artistique</b> Dead Pixels² Le Cube Issy-les-Moulineaux, France</p> <p><b>Plan B Fest</b> Contre-ciel Plan B Kharkiv, Ukraine</p>	<p><b>Cookie demoparty</b> GPU Folie numérique Paris, France</p> <p><b>Photophore</b> Contre-ciel Espace Caussimon Tremblay-en-France, France</p> <p><b>Utopiales</b> Contre-ciel Cité des Congrès Nantes, France</p> <p><b>Clujotronic</b> Dead Pixels² Muzeul de Artă Cluj-Napoca, Roumania</p>	<p><b>Festival Mediapart</b> Pourparlers 104 Paris, France</p> <p><b>Game in progress</b> 寝ゲーム Cité des Sciences Paris, France</p> <p><b>DALL</b> 寝ゲーム Net-info Tunis, Tunisia</p>	<p><b>We Throw Switches</b> BLACKBOX Arcadia Dundee, Écosse</p> <p><b>We Throw Switches</b> BLACKBOX V&amp;A Museum London, UK</p> <p><b>IN.PLAY//OUT.PLAY</b> Exposition solo Shadok Strasbourg, France</p> <p><b>Future Play</b> Dead Pixels Assembly Room Edinburgh, Scotland</p>	<p><b>Yoyo</b> Adsono Palais de Tokyo Paris, France</p>	<p><b>Pete the Monkey</b> BLACKBOX &amp; Adsono Plage de St-Aubin St-Aubin, France</p> <p><b>Warp Festival</b> Isochrone The Whitworth Manchester, UK</p> <p><b>Peut-être Festival</b> Adsono Jardin d'Alice Montreuil, France</p>	<p><b>GIF Jam</b> Adsono La Briche Foraine Saint-Denis, France</p> <p><b>Acquisition permanente</b> Magnesiä Game Science Center Berlin, Germany</p>	<p><b>Maker Faire</b> Adsono Parc des expositions Montreuil, France</p> <p><b>A MAZE.</b> Magnesiä Urban Spree Berlin, Germany</p> <p><b>Take the Blows</b> Adsono Batofar Paris, France</p> <p><b>Capitaine Futur</b> La boîte à murmures Gaîté Lyrique Paris, France</p>	<p><b>WTA Finals</b> Virtual T-Break Indoor Stadium Singapore, Rep. of Singapore</p> <p><b>A MAZE.</b> Adsono iClub Johannesburg, South Africa</p> <p><b>Playful Arts Festival</b> Oort Willem II Factory Den Bosch, Netherlands</p> <p><b>Maker Faire</b> Adsono 104 Paris, France</p> <p><b>w00t</b> Adsono Axel Möller Have Copenhagen, Denmark</p>	<p><b>Retro (No) Future</b> Tetra Visage du Monde Cergy, France</p> <p><b>NotGames Fest</b> Lacci Köln Game Lab Cologne, Germany</p> <p><b>Geekopolis</b> Isochrone Palais des Congrès Montreuil, France</p>		

## RESIDENCIES & AWARDS

### Art residencies

**FANIAROF** - Rosny-sous-Bois, France  
August 2021 - September 2021

**Château Éphémère** - Carrière-sous-Poissy, France  
August 2020 - September 2020

**NetInfo** - Tunis, Tunisie  
February 2018

**Puzzle** - Thionville, France  
November 2017

**Shadok** - Strasbourg, France  
September 2017

**Le Cube** - Issy-les-Moulineaux, France  
May 2017

**Théâtre de Boussy** - Boussy, France  
December 2016 - March 2017

**DRAFT** - Paris, France  
June 2016 - Decembre 2016

**Centre de Recherche Interdisciplinaire** - Paris, France  
November 2015 - October 2016

**The Brain** - Berlin, Germany  
March 2015 - April 2015

**CIANT** - Prague, Czech Republic  
December 2013 - January 2014

### Awards

**2019**

**Laureate : Residency program** - organized by [le Château Éphémère](#)  
for l'Oeuf-Sphinx, a playful interactive light sculpture controlled by a metallophone

**2018**

**Laureate : Honorable Mention** - organized by [A MAZE](#).  
for Spoons, a virtual reality project produced by La Générale de Production

**2016**

**Laureate : Golden Cookie** - organized by [Cookie Collective](#)  
for Space Cookie, a musical research project on procedural music generation

**2014**

**Laureate : Originality Award** - organized by [EIGD](#)  
for Adsono, a light and sound electronic wearable controller

**Nomination : Innovation Award** - organized by [EIGD](#)  
for Adsono, a light and sound electronic wearable controller

**Laureate : Double Maker of Merit** - organized by [Maker Faire](#)  
for Adsono, a light and sound electronic wearable controller

**2013**

**Laureate : CONNEXT Award** - organized by [M2F Créations](#)  
for Oort, a research project on perceptible but intangible interfaces (light, smoke, electric fields ...) carried out at the Université Paul Valéry Montpellier 3

**2011**

**Nomination : Hits Playtime Award** - organized by [Le Monde](#)  
for Sto, a research project on playful performance carried out at ICAN

## COMMISSIONED WORKS

### Video Director and Editor

A MAZE.

March 2021 - November 2021

Writing, filming and editing of videos documenting various game jams and artistic residencies organized by the A MAZE. festival

### Game Designer

We Are Social | Renault

February 2018 - March 2018

Design, documentation & narrative design of Mobility Theory, an alternate reality game for the launch of Renault's EZ-GO

### Game Designer

We Are Social | AccorHotels

January 2017 - February 2017

Design, documentation, level design & playtest of virtual reality projects (Oculus Rift & HTC Vive) & social networks for AccorHotels

### Game Designer

We Are Social | Orange

October 2016 - December 2016

Design, documentation, level design & playtest of games for the humanoid robot TiKi in OrangeLab in France

### Game Designer

MOMAEvent | Citroën

September 2016 - June 2017

Design & building of playful installations for an escape game in the C42, Citroën's showroom on the Champs-Élysées

### Artist | Game Designer

Sésame | Ankama

April 2016 - May 2016

Design & building of Dead Pixels, a playful installation for the Jouer Ensemble festival at the Kipstadium in Lille

### Artist | UX Designer

Underground Sugar

January 2016 - May 2017

Design & prototyping of interactive installations for a theater - a digital art adaptation of Écume des Jours

### Artist | Game Designer

CRI

June 2015 - December 2015

Design & construction of playful art / science installations, scenography of the GameLab exhibition at the Cité des Sciences et de l'Industrie

### Artist | Game Designer

Sésame | Ankama

May 2015 - June 2015

Design & building of jungle.in a playful light installation, for La Nuit des Arts in La Paine Image in the north of France

### Game Director

La Générale de Production

March 2015 - April 2018

Game direction of Spoons, a virtual reality puzzle game set in the surreal world of illustrator Nicolas Barrôme-Forgues

### Game Designer

Ville de Dreux

January 2015 - June 2015

Design & prototyping of an immersive interactive installation and a playful urban circuit for an exhibition on actor Charles Denner

### UX Designer | Manager

Institut Acte

September 2014 - June 2015

Design & management of Metabolism, a web audit program analyzing the creative process from a semiotic and pragmatic point of view

### UX Designer | Manager

CNRS

September 2014 - June 2015

Design, management and development of esthEVO, a citizen science project evaluating aesthetic preferences by culture using a genetic algorithm

### Game Designer

We Are Social | BNP Paribas

April 2014 - November 2014

Design, documentation, playtest and balancing of Virtual T-Break a playful installation for the WTA Finals in Singapore

### Game Designer | Facilitator

Qui veut pister

September 2013 - December 2014

Documentation, mission design and facilitation of treasure hunts in Paris, using Parisian historical sites and events

### UX Designer | Manager

TIU

April 2013 - September 2013

Interaction design & documentation of a playful web experience, production & management of transmedia projects and events

### Game Designer Assistant

Lardux | Arte

June 2012 - September 2012

Interaction design & documentation of the interactive transmedia project Hotel, based on the eponymous machinima

### Junior Game Designer

Eastpad | Epic Games

December 2010 - October 2011

Design, documentation, mission design, level design & storyboards of Erya, an adventure game on iPad developed on Unreal Engine 3

# ENSEIGNEMENT, CONFÉRENCES & ATELIERS

## Graduate and Undergraduate teaching

### Game Design (Bachelor)

École Européenne Supérieure de l'Image  
since April 2021

### UX & Game Design (Bachelor)

École Méliès  
since January 2021

### Game Design & Programming (DN MADE)

Lycée Jacques Prévert  
since March 2019

### UX & Game Design (Bachelor&Master)

RUBIKA (GAME/ISD)  
since September 2015

### UX, Game & Narrative Design (Bachelor&Master)

Pôle Universitaire Léonard de Vinci (IIM)  
since September 2015

### Culture Numérique (Bachelor)

SciencesPo  
June 2018 - September 2019

### Graphic Design & Programming (Bachelor)

Pôle Universitaire Léonard de Vinci (IIM/ESILV)  
September 2015 - September 2017

### Graphic Design & Programming (Bachelor)

RUBIKA (GAME)  
September 2015 - September 2017

### UX & Game Design (Master)

E-ArtSup / Epitech  
January 2015 - December 2015

### UX & Game Design (Master)

Université Paris 1 - Panthéon-Sorbonne  
January 2015 - June 2015

### Game Studies (Master)

Université Montpellier 3 Paul Valéry  
December 2013

## School teaching\*

### Game design in literature, technology and art classes

Middle-school Gaspard Monge (Beaune)  
since November 2021

### Game design in art classes

Middle-school les Grands Champs  
since November 2021

### Game design in mathematics classes

Middle-school André Chenier  
since February 2021

### Game design in technology classes

High School Perret (France)  
April 2021

### Game design in mathematics and technology classes

Middle-school Jacqueline de Romilly  
September 2019 - June 2020

### Game design in literature classes

Middle-school Pablo Neruda  
May 2018 - March 2019

### Game design in math, technology and art classes

Middle-school Pierre de Ronsard  
September 2018 - June 2019

### Game design in math, technology, art and PE class

Middle-school Liberté  
September 2017 - June 2019

### Game design in mathematics and technology classes

Middle-school René Descartes  
September 2017 - June 2018

\*teaching game design in secondary education during different classes in coordination with teachers from targeted schools to prevent dropouts, as part of the French priority education policy

## Masterclasses

### Game design for robotics

ESME Sudria (Paris, France) July 2019

### Alternative controller game design

RUBIKA India (Pune, Inde) June 2019 - July 2019

### Alternative controller game design

Net-info (Tunis, Tunisie) February 2018

## Lectures

### Beyond screens and joysticks

Université de Lorraine (Metz) December 2021

### Beyond screens and joysticks

University Lusófona (Lisbon) December 2021

### Experimental Gameplay Workshop

GDC (San Francisco) July 2021

### A guided tour of the ALT CTRL wonderland

Cultural Masseur (Hong Kong) March 2021

### The dev.olution of MechBird

SGC (Paris) November 2020

### A guided tour of the ALT CTRL wonderland

Jibambe Na Tec (Nairobi) November 2020

### Game design beyond screens and joysticks

IULM (Milan) June 2019

### The dev.olution of MechBird

GROW (Paris) November 2018

### The dev.olution of MechBird

IndieCade (Paris) October 2018

### Game design beyond screens and joysticks

GDC (San Francisco) March 2018

## Workshops

### Game controller making workshop

MJC André Malraux (Montbard) December 2021

### Game controller making workshop

Bibliothèque Sand (L'Hay-les-Roses) October 2021

### Alternative controller game workshop

Le Cube (Issy-les-Moulineaux) April 2019

### Alternative controller game workshop

CRI (Paris) June 2018

### Alternative controller game workshop

Stereolux (Nantes) May 2018

### Alternative controller game workshop

FEFFS (Strasbourg) September 2017

### Alternative controller game workshop

CRI (Paris) June 2017

### From art installation to virtual reality

FoST (New-York) October 2017

### IN/OUT PLAY: interfaces & performance

FEFFS (Strasbourg) September 2017

### Game designers as fantasising gods

Now Play This (London) April 2017

### Playful Installations design

A MAZE. (Abu Dhabi) September 2016

### Beyond screens and joysticks

Nordic Game Conf. (Malmö) May 2016

### Beyond screens and joysticks

ENS (Paris) December 2015

### Playful installations design

EIGD (Montreuil) October 2015

### Playful installations design

Hits Playtime IRL (Paris) June 2015

### Short praise of playful performances

A MAZE. (Berlin) April 2015

### Dedicated controllers & render devices

A MAZE. (Johannesburg) September 2014

### Sensation, an inner playground

A MAZE. (Berlin) April 2014

### Artistic controller game workshop

Le Cube (Issy-les-Moulineaux) March 2017

### Expressive controller game workshop

Citoyenneté-Jeunesse (Paris) March 2017

### Alternative controller game workshop

CRI (Paris) June 2016

### Quick custom controller workshop

Creative Coast (Karlshamn) May 2016

### From choreography to game system

Playful Arts Festival (Amsterdam) April 2016

### Alternative controller game workshop

Clujotronic (Cluj-Napoca) September 2015

### Quick custom controllers workshop

The House of Indie (Anvers) September 2015

## MISCELLANEOUS

### Mentoring

#### **Pôle Univ. Léonard de Vinci**

Different game jams

since May 2019

#### **Gobelins**

Game jam: Play with fire.

November - December 2021

#### **A MAZE. alt.ctrl@home jam**

alt.ctrl jam

March 2021

#### **Museomix**

Technologies in museums

October 2019

#### **Creative weekend (ADAMI)**

Culture Experience Days

March 2016 - November 2019

#### **Transversal projects (Rubika)**

Renault, Ubisoft, Logitech, GE...

May 2018 - October 2019

#### **Creative workshop (ADAMI)**

Live contact / Bodily interface

November 2016

#### **Creative workshop (ADAMI)**

«Les objets partent en live»

December 2015

#### **CRI**

Live Escape Jam

December 2015

#### **Hits Playtime**

Indie game competition

January 2015 - June 2015

### Panels

#### **Cultural Masseur**

Chill-Chat Salon

March 2021 (Hong Kong, China)

#### **La Nuit des Idées**

Art post-2020

January 2021 (Hong Kong, China)

#### **Le Cube**

Alternative controllers

April 2019 (Issy-les-Moulineaux, France)

#### **Freeplay**

ALT / DIY Controls

May 2018 (Melbourne, Australia)

#### **Stereolux**

Video games & digital arts hybridizations

March 2018 (Nantes, France)

#### **Random Bazar**

Media jam & political games

December 2016 (Paris, France)

#### **Indie Game Contest**

Artistic hijacking of video games

September 2016 (Strasbourg, France)

#### **CRI**

Twitch plays Pokemon?

March 2015 (Paris, France)

#### **EIGD**

Press, jam, event... game promotion

November 2014 (Montreuil, France)

### Jurys

#### **Gobelins**

Week jam jury

December 2021 (Paris, France)

#### **Rubika**

Half-year projects in gamification

November 2021 (Valenciennes, France)

#### **Pôle Universitaire Léonard de Vinci**

Graduation project defense (Art Master)

July 2021 (Paris, France)

#### **Pôle Universitaire Léonard de Vinci**

Graduation project defense (UXD Master)

August 2020 - August 2021 (Paris, France)

#### **Rubika India**

Graduation project defense (GD Bachelor)

July 2019 (Pune, Inde)

#### **Hits Playtime**

Indie game competition

June 2016 (Paris, France)

#### **Rubika**

Bachelor entrance exam

February 2016 - 2021 (Valenciennes, France)

### Others

#### **The alt.ctrl show / Indiecade**

Twitch Streaming

since February 2021

#### **[alt.ctrl] - MechBird**

Content creating on YouTube

since March 2020

#### **Gamasutra**

Writing research articles

since May 2018

#### **Micro-talk**

Micro-talk at Inter Arts Matrix

December 2021

#### **CMA Judo-Jujitsu**

Member of the association

July 2016 - September 2021

#### **ADAMI**

Co-organization of art workshops

July 2018 - November 2019

#### **Pôle Universitaire Léonard de Vinci**

Head of the UX department

June 2017 - September 2017

#### **Hits Playtime**

Co-organization of an indie competition

December 2015 - June 2017

#### **Game Side Story**

Writing about indie games

January 2012 - September 2013

## PRESS & MEDIA

### Text

**TATIANA VILELA DOS SANTOS,  
LA FRANÇAISE QUI SECOUE L'ART INTERACTIF**

**Cheek Magazine**

[read the article](#)

**13 games that will change the way you think about gaming**

**The Guardian**

[read the article](#)

**Joue avec mon corps**

**Usbek & Rica**

[read the article](#)

**A MAZE. Magazine No.1 - EU Edition: Women**

**A MAZE. Magazine**

[read the article](#)

**The Times They Are A-Changin'**

**Chronic'art**

[read the article](#)

**Au Shadok, des oeuvres numériques ludiques**

**à tester et à dompter**

**Rue89**

[read the article](#)

**Une installation interactive permet  
de faire la pluie et le beau temps**

**Telerama**

[read the article](#)

**Visite en 18 images de la Maker Faire Paris**

**MAKERY**

[read the article](#)

### Video

**Jour de Play - Le Contrôle**

**Arte**

[watch the video](#)

**BiTS - Bonus**

**Arte**

[watch the video](#)

**Portrait - Tatiana Vilela dos Santos**

**& La performance des joueurs**

**Un bot pourrait faire ça**

[watch the video](#)

**FEFFS 2017 - Interview de Tatiana Vilela Dos Santos**

**Stras & Pixels**

[watch the video](#)

**IN.PLAY//OUT.PLAY l'exposition jouable  
de Tatiana Vilela Dos Santos**

**Thionville TV**

[watch the video](#)

**BiTS - Geekosaurus**

**Arte**

[watch the video](#)

**Cycle jeu vidéo - TABLES RONDES "JEU VIDÉO ET  
ART NUMÉRIQUE : QUELLES HYBRIDATIONS ?"**

**Stereolux**

[watch the video](#)

### Audio

**Homoludens**

**Matthieu Tasseti**

[listen to the interview](#)

**{IN DEV WITH}**

**Gamekult**

[listen to the interview](#)

**Le Jeu Vidéo et les Arts**

**Disquette Molle**

[listen to the interview](#)

**Émission #29**

**Le Mouchard**

[listen to the interview](#)

**Passage à niveau**

**Radio Alfa**

[listen to the interview](#)

