

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, Media, Technology
University : [Université Paris 1 Panthéon-Sorbonne](#)

[MASTER Contemporary Plastic Practices](#) (2013 - 2014)
Département : Arts, Literature, Languages
University : [Université Paul Valéry Montpellier 3](#)

[LICENCE Game Design](#) (2012 - 2013)
Département : Arts, Literature, Languages
University : [Université Paul Valéry Montpellier 3](#)

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

Contacts

[TWITTER](#) :
[FACEBOOK](#) :
[YOUTUBE](#) :
[VIMEO](#) :
[LINKEDIN](#) :
[INSTAGRAM](#) :

ARTISTIC WORKS 1/2

Pied de bébé 2021

Playful installation
Arcade, futsal,
multiplayer, circuit
bending, hacking,
toys, collage...



mechbird.fr/pieddebebe

Good Soup MF 2020

Video game
Chop sticks, joystick,
dexterity, interface
hijacking...



mechbird.fr/goodsoupmf

Keyboard Landscaper 2020

Video game
Musical landscape
creation, interface
hijacking...



mechbird.fr/keyboardlandscaper

L'Oeuf-Sphinx 2020

Playful installation
Puzzle game,
metallophone, cryptic
artefact, Rosetta
stone...



mechbird.fr/oeuf-sphinx

Dikotomi 2019

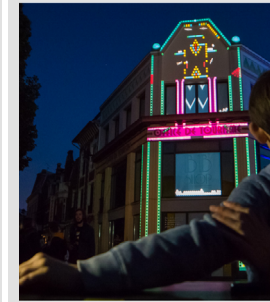
Playful installation
Anaglyphe game,
graphic creation,
identities,
polarisation...



mechbird.fr/dikotomi

PBM 2019

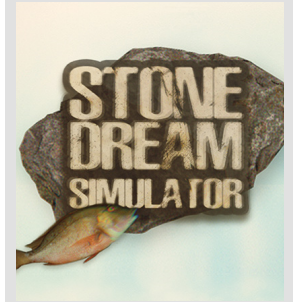
Playful videomapping
Cooperative arcade
game, videomapping
on monuments...



mechbird.fr/pushthebuttonmartine

Stone Dream Sim. 2019

Video game
Interactive dream,
generative narration,
procedural poetry...



mechbird.fr/stonedreamsimulator

寝ゲーム 2018

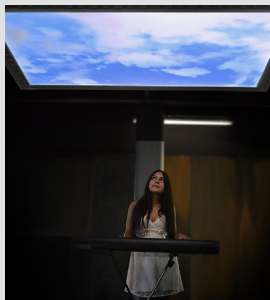
Playful installation
Competitive game,
videomapping on
interactive floor pad,
newaza...



mechbird.fr/negemu

Contre-ciel 2017

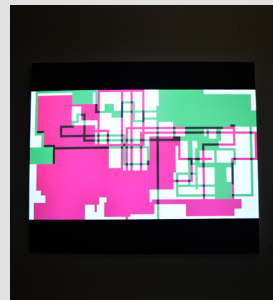
Playful installation
Puzzle game,
electronic keyboard,
artificial interactive
sky, Rosetta stone...



mechbird.fr/contre-ciel

L'Atlas des Matrices 2017

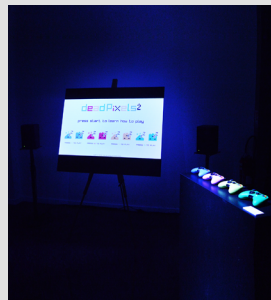
Interactive installation
Interactive slideshow,
endgame screenshots,
creative game...



mechbird.fr/atlasdesmatrices

deadPixels² 2017

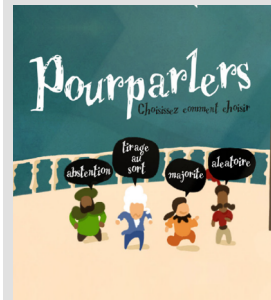
Playful installation
Team game, arcade,
digital drawing,
territory capture...



mechbird.fr/deadpixels2

Pourparlers 2016

Video game
Coopetitive game,
group survival,
voting system...



mechbird.fr/pourparlers

(in)tact 2016

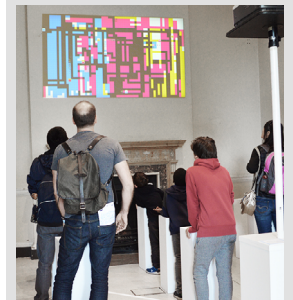
Playful immersive room
Immersive room, light
interactive clouds,
dance performance...



mechbird.fr/intact

Dead Pixels 2016

Playful installation
Team game, arcade,
digital drawing,
territory capture...

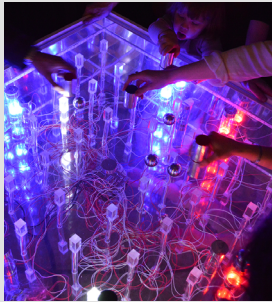


mechbird.fr/deadpixels

ARTISTIC WORKS 2/2

Magnësiä
2015

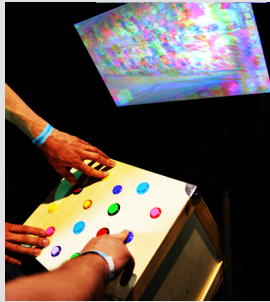
Playful installation
Competitive game,
magnetic, light
installation...



mechbird.fr/magnesia

GPU
2015

Playful installation
Puzzle game,
shaders, interface as
constraint, Rosetta
stone...



mechbird.fr/gpu

jungle.in
2015

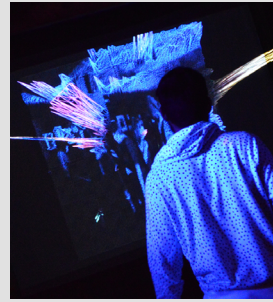
Playful immersive room
Immersive room, light
interactive clouds,
cooperation...



mechbird.fr/junglein

BBOS
2015

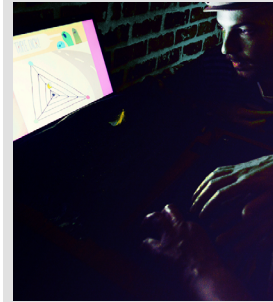
Playful installation
Performance,
shaders, camera and
video projection on a
dancefloor...



mechbird.fr/bbos

Snailed It
2015

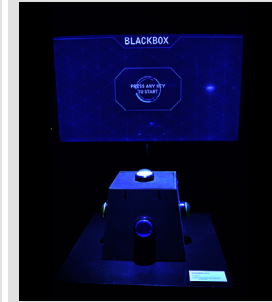
Video game
Competitive game,
one avatar and
controller for three
players...



mechbird.fr/snailedit

BLACKBOX
2014

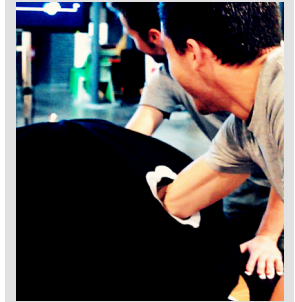
Playful installation
Rhythm game,
interface as
constraint...



mechbird.fr/blackbox

Jeu de mains
2014

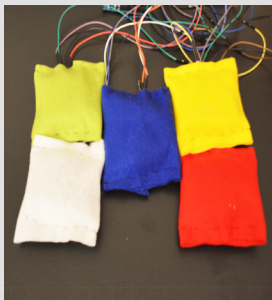
Playful installation
Two versus two,
corporeal,
labyrinthine dome...



mechbird.fr/jeudemains

Tangō
2014

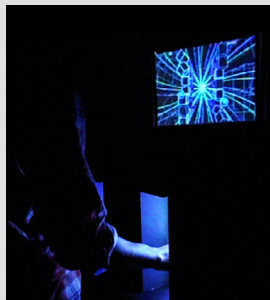
Playful installation
Coordination game,
no screen no sound,
vibration as the only
feedback...



mechbird.fr/tango

Oort
2013

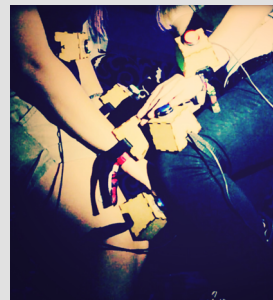
Playful installation
Coordination game,
light as the only
controller...



mechbird.fr/oort

Adsono
2013

Playful installation
Cooperative game
for two players,
Twister, bodies as
playground...



mechbird.fr/adsono

Nivôse
2013

Playful installation
Vjing game, medical
imaging, Rosetta
stone...



mechbird.fr/nivose

Tetra
2013

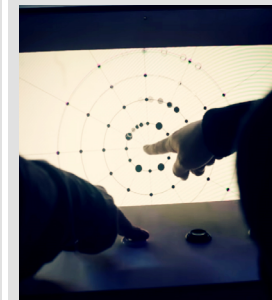
Video game
Coordination game,
weird and creepy
monsters...



mechbird.fr/tetra

Isochrone
2013

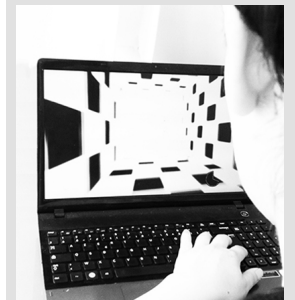
Video game
Coordination game,
abstract geometries,
music phasing...



mechbird.fr/isochrone

Lacci
2012

Video game
Digital maze, optical
art, disobedience and
transgression...



mechbird.fr/lacci

EXHIBITS & PERFORMANCES

2022	2020	2018	2017	2016	2015	2014	2013		
<p>Game in Noisy Dead Pixels Micro-Folie Noisy-le-Sec, France</p> <p>This Is Not A Fucking Museum! Dead Pixels Gaîté Lyrique Paris, France</p> <p>Now Play This Pourparlers Somerset House London, England</p> <p>JEF Pied de Bébé Zuiderpershuis Antwerp, Belgium</p> <p>>Ready >Players Contre-ciel, GPU, DP² & Atlas des matrices Forum des images Paris, France</p> <p>Maker Faire L'Oeuf-Sphinx Cité des Sciences Paris, France</p>	<p>Journées du Patrimoine L'Oeuf-Sphinx & Contre-ciel Château Ephémère Carrières sous Poissy, France</p> <p>Sortie de résidence L'Oeuf-Sphinx Château Ephémère Carrières sous Poissy, France</p> <p>Septième ciel Contre-ciel Un Singe en Hiver Dijon, France</p>	<p>Playtopia Contre-ciel The Castle Cape Town, South Africa</p> <p>Game On Dead Pixels La Mediatheque London, UK</p> <p>Maker Faire DP² & Atlas des matrices Cité des Sciences Paris, France</p> <p>Cookie demoparty GPU Folie numérique Paris, France</p> <p>Photophore Contre-ciel Espace Caussimon Tremblay-en-France, France</p> <p>Utopiales Contre-ciel Cité des Congrès Nantes, France</p> <p>Clujotronic Dead Pixels² Muzeul de Artă Cluj-Napoca, Roumania</p>	<p>GIF Jam Dead Pixels Folie Numérique Paris, France</p> <p>Cycle Jeu Vidéo BLACKBOX Stereolux Nantes, France</p> <p>A MAZE. Spoons Urban Spree Berlin, Germany</p> <p>Festival Mediapart Pourparlers 104 Paris, France</p> <p>Game in progress 寝ゲーム Cité des Sciences Paris, France</p> <p>DALL 寝ゲーム Net-info Tunis, Tunisia</p>	<p>IN.PLAY//OUT.PLAY Exposition solo Puzzle Thionville, France</p> <p>Paradigm EA Festival BLACKBOX The Biscuit Factory Edinburgh, Scotland</p> <p>Future of StoryTelling Spoons Snug Harbor New York, USA</p> <p>We Throw Switches BLACKBOX Arcadia Dundee, Écosse</p> <p>We Throw Switches BLACKBOX V&A Museum London, UK</p> <p>IN.PLAY//OUT.PLAY Exposition solo Shadok Strasbourg, France</p> <p>Future Play Dead Pixels Assembly Room Edinburgh, Scotland</p>	<p>We Throw Switches BLACKBOX Custom Lane Edinburgh, Scotland</p> <p>Black Box (in)tact Le Cube Issy-les-Moulineaux, France</p> <p>Test Card Isochrone Texture // MCR Manchester, UK</p> <p>BETAPublic Hotbed ed. Adsono Camden People's Theatre London, UK</p> <p>Games Are For Everyone BLACKBOX The Caves Edinburgh, Scotland</p> <p>Now Play This Dead Pixels Somerset House London, UK</p> <p>Yoyo Adsono Palais de Tokyo Paris, France</p>	<p>Random Bazar Pourparlers Cité des sciences Paris, France</p> <p>A MAZE. Pop up BLACKBOX District ME Abu Dhabi, UAE</p> <p>Horizons numériques (in)tact Abbaye Escaladieu Bonnemazon, France</p> <p>Protoplay Isochrone Caird Hall Dundee, Scotland</p> <p>Awkward Arcade Isochrone Art Council Manchester, UK</p> <p>MAKE STUFF Isochrone Digital Laboratory Rochdale, UK</p> <p>Pete the Monkey BLACKBOX & Adsono Plage de St-Aubin St-Aubin, France</p> <p>Warp Festival Isochrone The Whitworth Manchester, UK</p> <p>Peut-être Festival Adsono Jardin d'Alice Montreuil, France</p>	<p>Clujotronic BLACKBOX Piata Stefan cel Mare Cluj-Napoca, Romania</p> <p>Take the Blows Snailed It & Adsono Badaboum Paris, France</p> <p>Geekopolis GPU & Adsono Parc des expositions Paris, France</p> <p>La Nuit des Arts jungle.in La plaine image Roubaix, France</p> <p>Futur en Seine Virtual T-Break CNAM Paris, France</p> <p>Random Bazar BLACKBOX & Adsono CRI Paris, France</p> <p>Maker Faire Adsono Parc des expositions Montreuil, France</p> <p>A MAZE. Magnésiä Urban Spree Berlin, Germany</p> <p>Take the Blows Adsono Batofar Paris, France</p> <p>Capitaine Futur La boîte à murmures Gaîté Lyrique Paris, France</p>	<p>Homo Numer. Ludens BLACKBOX Cité des Sciences Paris, France</p> <p>EIGD Adsono La Générale Montreuil, France</p> <p>Zoo Machines Jeu de mains Imaginarium Roubaix, France</p> <p>Zoo Machines Jeu de mains Musée d'Histoire Natur. Lille, France</p> <p>WTA Finals Virtual T-Break Indoor Stadium Singapore, Rep. of Singapore</p> <p>A MAZE. Adsono iClub Johannesburg, South Africa</p> <p>Playful Arts Festival Oort Willem II Factory Den Bosch, Netherlands</p> <p>Maker Faire Adsono 104 Paris, France</p> <p>w00t Adsono Axel Möller Have Copenhagen, Denmark</p>	<p>Print Screen Lacci Mediatheque Holon Tel Aviv, Israel</p> <p>A MAZE. Adsono Urban Spree Berlin, Germany</p> <p>Zoo Machines Adsono L'Hybride Lille, France</p> <p>Gamerz Oort Patio Bois de l'Aune Aix-en-Provence, France</p> <p>Retro (No) Future Tetra Visage du Monde Cergy, France</p> <p>NotGames Fest Lacci Köln Game Lab Cologne, Germany</p> <p>Geekopolis Isochrone Palais des Congrès Montreuil, France</p>
<p>2021</p> <p>Indie Maker Syndicate Keyboard Landscaper, Good Soup MF & L'Oeuf-Sphinx IMS New York, États-Unis</p> <p>FANIAROF Pied de Bébé FAN Rosny-sous-bois, France</p> <p>Semaines du numériques DP² & Atlas des matrices Centre des Prés du Roy St-Germain-lès-A., France</p> <p>Contre-ciel Contre-ciel MJC André Malraux Montbard, France</p>	<p>2019</p> <p>Museomix Dead Pixels Musée de la carte à jouer Issy-les-Moulineaux, France</p> <p>Cookie Party Dikotomi & Dead Pixels Landy Sauvage Saint-Denis, France</p> <p>Videomapping festival PBM Office du Tourisme Béthune, France</p> <p>A MAZE. Stone Dream Simulator SEZ Berlin, Germany</p> <p>Bord'osmose BLACKBOX & Dead Pixels La Guinguette Bordeaux, France</p> <p>Objet ludi/artistique Dead Pixels² Le Cube Issy-les-Moulineaux, France</p> <p>Plan B Fest Contre-ciel Plan B Kharkiv, Ukraine</p>	<p>Contre-ciel Contre-ciel The Castle Cape Town, South Africa</p> <p>Contre-ciel Contre-ciel The Biscuit Factory Edinburgh, Scotland</p> <p>Contre-ciel Contre-ciel Snug Harbor New York, USA</p> <p>Contre-ciel Contre-ciel Arcadia Dundee, Écosse</p> <p>Contre-ciel Contre-ciel V&A Museum London, UK</p> <p>Contre-ciel Contre-ciel Shadok Strasbourg, France</p> <p>Contre-ciel Contre-ciel Assembly Room Edinburgh, Scotland</p>	<p>Contre-ciel Contre-ciel Custom Lane Edinburgh, Scotland</p> <p>Contre-ciel Contre-ciel Le Cube Issy-les-Moulineaux, France</p> <p>Contre-ciel Contre-ciel Texture // MCR Manchester, UK</p> <p>Contre-ciel Contre-ciel Camden People's Theatre London, UK</p> <p>Contre-ciel Contre-ciel The Caves Edinburgh, Scotland</p> <p>Contre-ciel Contre-ciel Somerset House London, UK</p> <p>Contre-ciel Contre-ciel Palais de Tokyo Paris, France</p>	<p>Contre-ciel Contre-ciel Cité des sciences Paris, France</p> <p>Contre-ciel Contre-ciel District ME Abu Dhabi, UAE</p> <p>Contre-ciel Contre-ciel Abbaye Escaladieu Bonnemazon, France</p> <p>Contre-ciel Contre-ciel Caird Hall Dundee, Scotland</p> <p>Contre-ciel Contre-ciel Art Council Manchester, UK</p> <p>Contre-ciel Contre-ciel Digital Laboratory Rochdale, UK</p> <p>Contre-ciel Contre-ciel Plage de St-Aubin St-Aubin, France</p> <p>Contre-ciel Contre-ciel The Whitworth Manchester, UK</p> <p>Contre-ciel Contre-ciel Jardin d'Alice Montreuil, France</p>	<p>Contre-ciel Contre-ciel Piata Stefan cel Mare Cluj-Napoca, Romania</p> <p>Contre-ciel Contre-ciel Badaboum Paris, France</p> <p>Contre-ciel Contre-ciel Parc des expositions Paris, France</p> <p>Contre-ciel Contre-ciel La plaine image Roubaix, France</p> <p>Contre-ciel Contre-ciel CNAM Paris, France</p> <p>Contre-ciel Contre-ciel CRI Paris, France</p> <p>Contre-ciel Contre-ciel Parc des expositions Montreuil, France</p> <p>Contre-ciel Contre-ciel Urban Spree Berlin, Germany</p> <p>Contre-ciel Contre-ciel Batofar Paris, France</p> <p>Contre-ciel Contre-ciel La boîte à murmures Gaîté Lyrique Paris, France</p>	<p>Contre-ciel Contre-ciel Cité des Sciences Paris, France</p> <p>Contre-ciel Contre-ciel La Générale Montreuil, France</p> <p>Contre-ciel Contre-ciel Imaginarium Roubaix, France</p> <p>Contre-ciel Contre-ciel Musée d'Histoire Natur. Lille, France</p> <p>Contre-ciel Contre-ciel Indoor Stadium Singapore, Rep. of Singapore</p> <p>Contre-ciel Contre-ciel iClub Johannesburg, South Africa</p> <p>Contre-ciel Contre-ciel Willem II Factory Den Bosch, Netherlands</p> <p>Contre-ciel Contre-ciel 104 Paris, France</p> <p>Contre-ciel Contre-ciel Axel Möller Have Copenhagen, Denmark</p>	<p>Contre-ciel Contre-ciel Mediatheque Holon Tel Aviv, Israel</p> <p>Contre-ciel Contre-ciel Urban Spree Berlin, Germany</p> <p>Contre-ciel Contre-ciel L'Hybride Lille, France</p> <p>Contre-ciel Contre-ciel Patio Bois de l'Aune Aix-en-Provence, France</p> <p>Contre-ciel Contre-ciel Visage du Monde Cergy, France</p> <p>Contre-ciel Contre-ciel Köln Game Lab Cologne, Germany</p> <p>Contre-ciel Contre-ciel 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 music 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 Stō, a research project on playful performance carried out at ICAN

COMMISSIONED WORKS

Artist | Digital designer

Harmonia Sacra

Since November 2021

Digital stage design for a baroque theater performance featuring video mapping, interactive particle systems triggered by a cellist & machine learning

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 L'Écume des Jours by Boris Vian

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 Plaine 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

TEACHING, LECTURES & WORKSHOPS

Graduate and Undergraduate teaching

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

Alternative Controller Game Design (Master)

Université Montpellier 3 Paul Valéry

April 2022

Game Design (Bachelor)

École Européenne Supérieure de l'Image

April 2021 - November 2021

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 mathematics classes

Middle-school André Chenier

since February 2021

Game design in art classes

Middle-school les Grands Champs

November 2021 - Juin 2022

Game design in technology classes

High School Perret (France)

April 2021 - May 2022

Game design in literature, technology and art classes

Middle-school Gaspard Monge (Beaune)

November 2021 - March 2022

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

Alternative Controller Game Design

ESME (Paris, France) April 2022

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

Game design as an educational tool

Lycée Louis Armand (Eaubonne) March 2022

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

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

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

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 (Antwerp) September 2015

MISCELLANEOUS

Mentoring

Pôle Univ. Léonard de Vinci

Different game jams
since May 2019

Gaîté Lyrique

This Is Not A Video Game
May 2022

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 / «Les objets partent en live»
December 2015 - November 2016

CRI

Live Escape Jam
December 2015

Hits Playtime

Indie game competition
January 2015 - June 2015

Panels

Gaîté Lyrique

Learn by doing
May 2022 (Paris, France)

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

Pôle Universitaire Léonard de Vinci

Foundation degree (Digital design)
May 2022 (Paris, France)

Gobelins

Half-year projects in art & design
May 2022 (Paris, France)

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

A MAZE.

Video directing & editing
Since March 2021

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 | Les Inrocks
[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

Beyond Screens - ALT+CTRL show
IndieCade
[watch the video](#)

Jour de Play - Le Contrôle
Arte
[watch the video](#)

BiTS - Bonus
Arte
[watch the video](#)

**Portrait - Tatiana Vilela dos Santos
& The players' performance**
Un bot pourrait faire ça
[watch the video](#)

FEFFS 2017 - Interview of Tatiana Vilela Dos Santos
Stras & Pixels
[watch the video](#)

The playable exhibition of Tatiana Vilela Dos Santos
Thionville TV
[watch the video](#)

BiTS - Geekosaurus
Arte
[watch the video](#)

Video games & digital art: what hybridizations ?
Stereolux
[watch the video](#)

Audio

Homoludens
Matthieu Tasseti
[listen to the podcast](#)

{IN DEV WITH}
Gamekult
[listen to the podcast](#)

Le Jeu Vidéo et les Arts
Disquette Molle
[listen to the podcast](#)

Émission #29
Le Mouchard
[listen to the podcast](#)

Passage à niveau
Radio Alfa
[listen to the podcast](#)

