

LUCA CARRUBBA

Doctorate in Advanced Studies in Artistic Production | Specialist in Digital Art and Culture and Interactive Technologies

PROFESSIONAL PROFILE

Luca Carrubba holds a PhD in Fine Arts from the University of Barcelona, *graduating with honors*. His work lies at the intersection of digital art, cultural processes, and interactive technologies, exploring how these practices can drive innovation and social transformation. His doctoral thesis, *Los juegos posibles* (Possible Games), forms the basis of a line of research on video games as algorithmic technology, digital culture, and contemporary creation.

This career path has also unfolded in the university sphere, with teaching and research at the University of Barcelona, ELISAVA, BAU, and the UOC. For the last 10 years, he has been co-director of ArsGames, where he has promoted applied research, cultural mediation, and educational projects that connect design, participation, and digital justice. He works as a consultant, curator, and independent cultural producer, developing exhibitions and programs for institutions such as Fundación "la Caixa," La Capella, Foto Colectania, CentroCentro, Tabakalera, and Instituto Cervantes.

INDUSTRY KNOWLEDGE

- **Contemporary design:** Professor at BAU, teaching interaction design, audiovisual culture, and computational thinking.
- **Heritage and Museums:** Direct experience in curating museum exhibitions and museography (Fundación "la Caixa," CentroCentro, Instituto de Cultura de Barcelona, Instituto de Arquitectura Basco) and coordination with cultural facilities (Civic Centers, Foundations, Arts Centers).
- **Local and international context:** Consolidated network of collaborations with cultural institutions in Barcelona (La Capella, civic centers, libraries, Hangar, HacTe), Spain (CentroCentro Madrid, Fundación Etopia Zaragoza, Tabakalera San Sebastián, RedACTS) and internationally (Instituto Cervantes Tokyo, Centro Multimedia de Mexico, Fundación Rosa Luxemburg Berlin, IDARTES Bogotá, FACT Liverpool, Triennale di Milano).
- **Current Trends:** Active researcher in open technologies, digital art and culture, speculative design with academic publications and participation as a reviewer in international scientific journals (ISEA, Artnodes, Teknokultura).

ACADEMIC BACKGROUND

Doctorate in Fine Arts (Cum Laude)

University of Barcelona, 2015–2019

Thesis: *Possible Games* | Director: Dr. Laura Baigorri | Distinction: Cum Laude

Bachelor's and Master's Degree in Communication Sciences (M.Sc.)

La Sapienza University of Rome, 1999–2004 | Honors

Postgraduate Diploma in Music Composition and Interactive Technologies

IDEC, Pompeu Fabra University, 2007

Postgraduate Diploma in Multimedia-Oriented Programming

IDEC, Pompeu Fabra University, 2006

TEACHING AND RESEARCH EXPERIENCE

University of Barcelona

2026: Faculty of Fine Arts, lecturer in the subject "Contemporary Visualities"

University of Barcelona

2026: Tutor on the Official Master's Degree in Visual Arts and Education (MAVE), Faculty of Fine Arts,

UOC

2026: Creation of teaching materials for the App Programming course for the Multimedia Programming degree.

Research stay

2025-26: Faculty of Education, University of Barcelona

BAU School of Design

2023–2026: Lecturer in Computational Thinking and Visual Culture, Master's Degree in Audiovisual Innovation and Interactive Environments. Reference: Frank María

BAU Escola de Disseny

2022–2023: Professor of *Full-Body Interaction Design*, Master's Degree in Audiovisual Innovation and Interactive Environments. Reference: Frank María

BAU School of Design

2021–2022: Substitute professor of the subject *Audiovisual Culture II* in the third year of the Bachelor's Degree in Design. Reference: Frank María

BAU School of Design

2020–2021: Lecturer in the seminar within the subject *Audiovisual Culture II* in the third year of the Degree in Design. Reference: Frank María

ELISAVA, University of Vic

2025: Lecturer for the subject "Project III. Interaction Design," Bachelor's Degree in Design and Innovation. Reference: Raúl Goñi

ELISAVA, University of Vic

2020–2022: Lecturer for the course "Workshop III," Bachelor's Degree in Design. Reference: Raúl Goñi

ELISAVA, University of Vic

2020–2022: Lecturer in the subject "Project III" in the Design Degree. Reference: Raúl Goñi

Open University of Catalonia

2022: Creator of the content for the Computational Thinking course, UOC Reference: David Merino Arranz

Open University of Catalonia

2021–2023: Collaborating professor in the Master's Degree in Design, Master's Degree in Visual Identity and Branding
Reference: Efraín Foglia

Pontificia Universidad Javeriana

2014: Lecturer in Introduction to Electronic Arts, Faculty of Visual Arts, 2nd semester, Pontificia Universidad Javeriana, Colombia. Reference: Prof. Andres Jurado

Pontificia Universidad Javeriana

2014: Contracted researcher for the semester course in *Intermedia - Networks*, Faculty of Visual Arts, 2nd semester, Pontificia Universidad Javeriana, Colombia. Academic reference: Prof. Andres Jurado

Liberia Accademia di Belle Arti

2009-2010: Lecturer hired for the *Sound Design* course, "Biennio Nuovi Media e nuove Tecnologie," Brescia, Italy. Academic reference: Davide Anni

Lecturer at University Summer Schools:

2017: Video games beyond leisure: the aesthetic, political, and pedagogical relevance of video games, **University of Burgos**, Spain. Academic advisor: Dr. Eurídice Cabañas Martínez

2016: Hybrid Narratives: Video Games, Transmedia, Animation

Summer school for the Master's Degree in Digital Humanities and the Master's Degree in Journalism at the **University of Los Andes**, Colombia. Academic advisor: Dr. Omar Gerardo Rincón Rodríguez

Peer review: ISEA, Artnodes, Teknokultura

PROFESSIONAL EXPERIENCE AND NOTABLE PROJECTS

Co-director of ArsGames (since 2015)

Development of cultural and educational projects in art, pedagogy, and citizen participation using technology and video games. International coordination and institutional relations.

Notable projects under my direction (with quantifiable data):

Truth, Lies and Democracy Game Jam (2024): Budget: €15,000 | Team: 8 people | Participants: 100+ | Duration: 3 days. Activist game jam within the framework of Barcelona's European Capital of Democracy. Coordination with European institutions and comprehensive management of the event.

Present and Future of Spanish Video Games (2024): Budget €73,000 | Team: 13 people | Participants: 500+ | Duration: 1 month. Organization of transnational dialogues between Japanese and Spanish authors within the framework of the exhibition in Tokyo. Design and coordination of the event with Japanese, Catalan, and Spanish institutions.

AudiogamesXR (2023-25) Budget: €120,000 | Team: 8 people | Duration: 2 years | Funding: Ministry of Culture, Government of Catalonia. Interactive installation and VR video game for blind people, in collaboration with the ONCE Foundation. Project management, budget management, technical coordination, and development team leadership.

Vórtex - Micro-incubator for social video games (2022-24): Total budget: €60,000 (3 editions) | Team: 5 people | Beneficiaries: 50+ creators. Funding: Government of Catalonia, Ministries of Culture. Support program for the creation of social and alternative video games. Program design, project selection, project management and direction, mentoring, and monitoring.

Digital Gaming Rights Conference (2020-25). Annual budget: €15,000-18,000 | Team: 4 people | Participants: 200+ per year. Funding: Government of Catalonia, Barcelona City Council. Series of annual meetings with a citizen participation platform. Program design and content curation, speaker coordination, digital platform management.

GameArtopia - Digital Archive of Game Art (2021-24): Budget: €45,000 | Team: 4 people | Catalogued works: 50+ | Funding: Government of Catalonia, Ministry of Culture. First playable digital archive of Ibero-American Game Art. Project management and curation, definition of cataloging criteria (Dublin Core), coordination with artists, and project management.

Gaming Zone and Hacker Zone - Laboratory at Zona Nord Library (2018-25): Annual budget: €14,000 | Team: 5 people | Annual participants: 15 Funding: Barcelona City Council

of Barcelona, Creative Europe. Laboratory for experimentation and community revitalization. Programming design, coordination with the library, impact assessment.

Juegos del Común (2016): Budget: €10,000 | Team: 6 people | Participants: 30+ | Award received: Repte Canodróm. Barcelona City Council's open data gamification platform. Project design and management, institutional coordination with the City Council and universities, management and implementation.

EXPERIENCE IN THE ART SYSTEM (selection)

2025: Artist-researcher

Artistic research with the project "Al Calor devenimos hembras" (In the Heat We Become Women), Hacte Foundation, Barcelona, [\[link\]](#)

2025: Museum researcher

Research and writing of the mediation script "*Cartografiar el poder: de la imprenta al algoritmo*" (Mapping power: from the printing press *to the algorithm*). Design Museum, Barcelona, [\[link\]](#)

2025: Curator of the expanded program "Narrating [with] the videogame image"

Curator of the expanded program for the exhibition "Navigating the Image." Foto Colectania Foundation, Barcelona. [\[link\]](#)

2025-26: Exhibition curator

Curator of the exhibition "Nostalgia for the Future: Navigating Collapse." Curator with Eurídice Cabañas at La Capella. Barcelona, [\[link\]](#)

2020-24: Exhibition curator

Sole curator for the exhibition "*Homo Ludens: Video Games to Understand the Present*" produced by the "La Caixa" Foundation, Madrid, Barcelona, Seville, Mallorca, Girona, Tarragona, [\[link\]](#)

2024: Exhibition curator

Curator of the exhibition "Present and Future of Spanish Video Games." Curator with Eurídice Cabañas at Instituto Cervantes. Tokyo, [\[link\]](#)

2024: Exhibition Curator

Curator of the exhibition "The Visible City // The City at Play." Curator with Eurídice Cabañas at CentroCentro, Madrid [\[link\]](#), and at the Basque Country Institute of Architecture. Donosti, [\[link\]](#)

2023-25: Director of GameArtopia: playable archive of Ibero-American GameArt.

Digital archive project based on the Dublin Core standard for Spanish and Latin American GameArt works. [\[link\]](#)

2022: Curatorial text for the exhibition catalog "Play - Videogames Arte e Oltre" Participation as author in the exhibition catalog "Play - Videogames Arte e Oltre,"

La Venaria Reale, Italy. [[link](#)]

2022: Exhibition curator

Curator for the exhibition "Cntrl-ALT-PLAY. alternativas lúdicas al control" (Cntrl-ALT-PLAY. playful alternatives to control) produced by the "Etopia" Foundation, opening May 17, 2022, Reference: Blanca Pérez.

2021: Guest curator

Guest curator at the *Immaterial* event, an experimental gathering around the paradigm of digitally mediated reality. Tabakalera International Center for Contemporary Culture, San Sebastián, Spain. Reference: Oier Etxeberria. [[link](#)]

2020-2021: Coordination and monitoring of the "Bideo-jokuak. Play Without End" Coordinate a working group composed of several selected agents in order to begin laying the foundations for a project to be carried out within the program "Bideo-jokuak. Play without end 2021," Tabakalera International Center for Contemporary Culture, San Sebastián, Spain. Reference: Oier Etxeberria.

2006-2016: Digital Artist

Presenting digital artworks at exhibitions and festivals in different locations in Europe, South America, and Asia, such as the [Piksel festival](#), [Bains Numerique](#), [culturaDigitalBr](#), [GameON](#), [Laboral Centro de arte](#), [Hangar new media art center](#). A repository of my artistic practice can be consulted at www.estereotips.net

EDUCATIONAL INNOVATION

2021: Development Director

Director of development for the project "Video Games: Both Sides of the Screen. Online Multiplayer Gaming" for the Telefónica Mexico Foundation. [[link](#)]

2020-2021: Director of Development

Director of the project "*What kind of digital being are you?*" for the Anti-Drug Addiction Foundation (FAD). [[link](#)]

2019: Technical director of the digital development project "This is not an Atlas."

Coordinating and managing operations for the development of the digital platform "[This is not an](#) Atlas" in collaboration with Orango Kollective and the Rosa Luxemburg Foundation, Berlin, Germany. Reference: Dr. Severin Hadler.

2018-2019: Technical Director of the project "GeneraciónConvive.com"

Coordinating and managing all operations for the development of the gamified MooC platform "www.generacionconvive.com" with more than 2,000 active students using it daily. Reference: Alicia Santos

2015-2017: Common games - gamification of open data

Coordinator of the winning project in the Barcelona City Council's "repte Canodróm" competition. More information: <https://juegosdelcomun.arsgames.net/>

PUBLICATIONS

Books and catalogs

Carrubba, L., (2023) *Video games in dispute: the video game experience and the video games to come*. Aguaderradama, ARCOS University Foundation, Chile

Carrubba, L., (2021) *Homo Ludens: video games to understand the present. Exhibition catalog*. "la Caixa" Foundation, Spain

Book chapters

Cabanes E., Carrubba L., (2025) *VIDEO GAMES AND CITIZEN PARTICIPATION: PLAYFUL GOVERNANCE*. In Sánchez i Peris, Revuelta Domínguez (eds) BOOK OF PAPERS VII INTERNATIONAL CONGRESS ON VIDEO GAMES AND EDUCATION Art, city and video games, University of Valencia.

Cabanes E., Carrubba L., (2024) *Video games on the periphery. Cultural practices from the margins of digital entertainment*, University of Seville

Cabanes E., Carrubba L., (2024). *Disputing the future, playing with the world. Video games as artifacts of prediction and understanding*. Revista Occidente, Vol- Jun-Jul

Carrubba, L. (2022). *Play with Identity. The Avatar never lies*. Curatorial text for the exhibition catalog *Play – videogames arte e oltre*, La Venaria Reale, Sagep Editori, Turin.

Carrubba L., (2022) *L'avatar non mente mai*. In *Play - Videogames Arte e Oltre*, Turin,

Carrubba, L., (2018) Augmented Education Laboratory. In Ohlenschlanger, K, (Eds) *Art and Educational Innovation in the Digital Age*, Laboral Center for Art and Industrial Creation, Spain.

Carrubba, L., (2018) *"How contemporary art has reprogrammed digital games: an analysis of the 'Game Art' phenomenon."* In Muriel, D. and San Salvador del Valles, R., (Eds) *Digital Technology and New Forms of Leisure, 2018*, Spain [academic review, see scientific committee]

Cabañes Martinez, E., **Carrubba, L.**, (2011) *"Scratch: learning the grammar for a new language,"* in *Student Usability in Educational Software and Games: Improving Experiences*

book, IGI-global, U.K. 2011, viewable here
[editorial review, see scientific committee]

Carrubba, L., Soares, G., (2011) "Cartografiando" (*Mapping*), in "Orbitando Satélites - Exhibition Catalog," Spain, 2011, downloadable [here](#)
[commissioned]

Thesis

Carrubba, L. (2019). *Los juegos posibles. La creación de videojuegos alternativos entre arte, mercado y cultura de masas* (*Possible Games: The Creation of Alternative Video Games Between Art, Market, and Mass Culture*), University of Barcelona.
[Doctoral Thesis]

Carrubba, L., (2004) "Superheroes for Sale. Expressive Practices and Sociopolitical Contexts of the Superhero Narrative from American Comics to Contemporary Cinema," La Sapienza University, Rome, Italy.
[Master's thesis]

Academic articles

Carrubba, L., (2026). "Nostalgia for the future." An exhibition on desired futures. *Mosaic* [online], no. 206. ISSN: 1696-3296. DOI: <https://doi.org/10.7238/m.n206.2516>

Carrubba, L., (2018) Video games as technopolitical devices. The case of "Juegos del Común." *ICONO14 Journal Scientific Journal of Communication and Emerging Technologies*, 16(1), 212-237.

Carrubba, L., (2017) Sound as an interface and the case of Audiogames. *Mosaic - magazine of the Master's Degree in Multimedia Applications at the Open University of Catalonia (UOC)*, [online]
<https://mosaic.uoc.edu/2017/12/14/el-sonido-como-interfaz-y-el-caso-audiogames/>

Carrubba, L., (2017) "Hacker ethics, playbour, and weisure. Video games as a productive activity." in "LifePlay, Vol. 6, Spain
[peer review, see scientific committee]

Carrubba, L., (2014), "Occupying the game - the artistic method and the creation of experimental games," in "Bit y Aparte -interdisciplinary journal of video game studies," No. 2, ISSN 2340-4434, Arsgames Label, Spain [peer review, see scientific committee]

Carrubba, L., (2014) "Free software: managing and creating the commons," "Youth Magazine," No. 102, ISSN 0211-4364, Youth Institute, Spain
[commissioned]

Carrubba, L., (2013) "Towards a new production model for video games," "Bit y

Aparte -academic journal of video game studies," No. 0, ISSN 2340-4434, Sello Arsgames, Spain, 2013
[peer review, see scientific committee]

Communications, conferences, and seminars

Carrubba, L. (2025) "From Indiepocalypse to Indieverse: Format Leap Towards Sustainable Creation," opening lecture at the 3rd edition of the Indie Games Terrassa Conference, CITM - UPC, Spain.

Carrubba, L., Cabañes Martinez, E. (2017) "Homozapping: a case study on the creation of a video game about sexuality," essay presented at the "Digra Italia 2017" conference, Italy.
[academic review, see scientific committee]

Rubio Tamayo, J. L., **Carrubba, L.**, Arias, L, (2016) "Space, Immersion, Interaction. HMD and MSID for the development of an educational tool," article presented at the "Colloque Euromime" conference, France
[peer review, see scientific committee]

Rubio Tamayo, J. L., **Carrubba, L.**, (2016) "Procedural Sound Representation and Generation Through Body Movement Using Kinect and Pure Data: Perspectives on the Relationship Between Sound and Space in Research and Education,"

Carrubba, L., (2011) "Code, cartographies and relational learning, ISEA 2011, Turkey [[link](#)]
[peer review, see scientific committee]

Carrubba, L., "Qeve, a free vj application made in puredata," in "Puredata 09 International Convention," Brazil. Downloadable [here](#)
[peer review, see scientific committee]

Independent research

Cabañes, E., Carrubba, L. et al (2025) DIVERSITY IN VIDEO GAMES: ANALYSIS OF COMPANIES, GAMES, AND SOCIAL ENVIRONMENTS, Independent study funded by the Government of Catalonia.

Cabañes E., Rivas D., Carrubba L., (2022) Study on gender stereotypes, roles, and relationships, commissioned by CIMA - Association of Women in the Audiovisual Industry.

Carrubba, L. Cabañes Martinez, E., Monreal Becerra, D., (2021) Case studies of video games on disability: representation and accessibility, report for Asociación

Amputats Sant Jordi, Spain
[commissioned].

Carrubba, L. Cabañes Martinez, E., Monreal Becerra, D., (2021) "Dynamics Techno-pedagogical approaches to video games and disability, report for the Sant Jordi Amputees Association, Spain
[commissioned]

Carrubba, L., Cabañes Martinez, E., Armero, A., López Rivas, D. (2020) "The creative video game industry in Barcelona within the framework of the Social and Solidarity Economy. Current status, issues, and possibilities," report for Barcelona City Council, Spain.
[commissioned]

Dissemination

Carrubba, L., (2025) On video games, resistance, and tenderness, Xarxanet [[link](#)]

Carrubba, L., (2023) Digital Right to Play, *Open Society Foundation*.

Carrubba, L., (2022) "Game engines: when design is a political act," in *El salto diario*, online edition. [[link](#)]

Carrubba, L., Cabañes Martinez, E., (2021) "Zombies and necropolitics," in *El salto diario*, online edition. [[link](#)]

Carrubba, L., (2020) "Fortnite, Apple, and technopolitics: the political relevance of video games," in *El salto diario*, online edition. [[link](#)]

Carrubba, L. (2019) "Culture at stake," in *El salto diario*, online edition. [[link](#)]

Cabañes Martinez, E., **Carrubba, L.** (2017) "Sexuality and Video Games: Homozapping," in "Deus Ex Machina - Machine Notebooks," Vol. II, Arsgames Label, Spain
[commissioned]

Audiovisual

Carrubba L., Muriel D., Grupo Lavinia Next. (2021) *Game worlds*. La Caixa Foundation.
Viewable on Caixa+ [[link](#)]

Podcast

Carrubba L. (2022) *Jugamos con* Series of 3 podcasts written and produced for Fundación “LA Futura.”

CONFERENCES (SELECTION)

“Game Art: the art of video games,” Volcán 24, Mirador Interactive Museum, Santiago, Chile, 2024 [[link](#)]

“Serious games: politics and social action,” Ciutat i Ciència Biennial, Barcelona, 2021 [[link](#)]

“Play Safe: Game Arts during a Plague,” as part of the Game Arts International Assembly, 2021 [[link](#)]

“Pirate Methodologies for Politicizing Digital Research,” as part of the seminar *Methodological Perspectives in Artistic Research*, Faculty of Fine Arts, University of Barcelona, 2021. Academic Advisor: Marta Negre. [[link](#)]

“Possible Games,” master class, Faculty of Visual Arts, Polytechnic University of Valencia, Visual Arts course, Valencia, February 2020. Reference: Dr. Moises Maña,

“Possible Games,” as part of the doctoral research conference of the EAPA doctoral program, University of Barcelona, 2019. Academic Advisor: Laura Baigorri. [[link](#)]

“Art-Science-Society Transfer” as part of the symposium “IN>TRA Shared Prototypes,” University of Barcelona, November 2018 [[link](#)]

“Art, Design, and Video Games,” University of Barcelona, April 2018 [[link](#)]

“*Sound as an interface*,” as part of the UX17 Conference, Open University of Catalonia, Barcelona, November 2017 [[link](#)]

“*Free Software for Artistic Creation*,” Faculty of Mathematics, University of Catania, *Open Knowledge - Open Arts* conference, Catania, 2015 [[link](#)]

Pure Interactions, Bogotá, ASAB Arts Faculty, Bogotá, Colombia, 2015

“*Code as Art Production*,” Mira Festival 2013, CCCB, Barcelona, Spain, 2013 [[link](#)]

COMPUTER SKILLS

Linux system administrator

Programming languages: Python, Processing, Puredata, Openframeworks (C++), PHP, HTML, JS, CSS

LLM: Hugging Face, Ollama, Development: Node.js, p5.js, D3js, Docker

CMS: WordPress, Moodle

Basic Android development

Basic video game programming in different environments and technologies.

Video and audio editing,

Physical computing: Arduino, sensors and actuators, Makey Makey

GIT

Office software

VIM, BASH

LANGUAGE SKILLS

Italian: Native

Spanish: C2

Catalan: Advanced (in the process of obtaining C1 certification)
English: Advanced (equivalent to C1)

Awards and Jury

2026: Winner of Barcelona Crea/HacTe with the project "Al calor devenimos hembras"
(In the heat we become women) **2026:** Participation as a jury member in the City of Barcelona Award, Digital Culture Commission.

2024: Winner of the Barcelona Producció, La Capella competition with the project Nostalgia de Futuro

2024: Winner of "Grants for artistic creation, research, and innovation in the fields of visual arts, performing arts, music, thought, and board games (CLT019)"

2022: Winner of the "Digital Jove" award for the work of the Arsgames association