

Dr Carlo Fabricatore



Senior Lecturer in Computing Games

Worcester Business School

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Dr. Carlo Fabricatore is a computer scientist, game scholar and professional game developer specialising in game design, game-based learning and project management.

He managed and participated in a variety of industrial game projects for platforms ranging from the Nintendo Gameboy to the Sony Playstation, collaborating with Nintendo, Sony and

Atari, amongst others.

His current research aims at objectifying and assessing engagement in ludic activities, and the effects that play and playfulness have on cognition, motivation, learning processes and human development.

Throughout his career he has designed and directed numerous international game design and development courses and degrees, relying on problem-based and experiential learning approaches, and on an inter-disciplinary integration of the domains of play studies, computer science, literature, psychology, and visual and aural arts.

Teaching & Research

Teaching interests:

Digital game design and development
Management
Software design and engineering

Research interests:

Game-based learning
Human-computer interactions
Systems thinking
Complexity science

Qualifications

Ph.D. in Computer Sciences

Publications

Fabricatore, C. (2011, March). *Gaming for Sustainable Futures: Designing Video Games to Develop Sustainable Mindsets*. Workshop held at the *Fourth Advanced International Colloquium on Building the Scientific Mind: Learning for Sustainable Futures*. Learning Development Institute, Stellenbosch, South Africa, March 2011.

Fabricatore, C. (2011, March). *Gaming for Sustainable Futures: Leveraging Video Gaming to Develop Sustainable Mindsets*. Presentation delivered at the *Fourth Advanced International Colloquium on Building the Scientific Mind: Learning for Sustainable Futures*. Learning Development Institute, Stellenbosch, South Africa, March 2011.

Fabricatore, C. and López, X. (2011). *Learning for sustainable futures through video games: an overview*. Proceedings of the *Fourth Advanced International Colloquium on Building the Scientific Mind: Learning for Sustainable Futures*. Learning Development Institute, Stellenbosch, South Africa, March 2011 (currently in publication).

Fabricatore, C. (2010, June). *Individual and social evolution: through digital gaming, outside the boxes*. Keynote speech presented at the conference *University in Cyberspace: Reshaping Knowledge for the Networked Age*, Turin, Italy, June 29, 2010.

Fabricatore, C. (2010, March). *Fostering progress through digital content labelling*. Keynote speech presented at the *Global Alliance Matrix Roundtable*, Dusseldorf, Germany, March 11-12, 2010.

Fabricatore, C., López, X. (2009, May). *Gaming and the scientific mind - The impact of digital gaming on the development of the scientific mind*. Seminar held at the *Third Advanced International Colloquium on Building the Scientific Mind (BtSM2009)*, Cairo, Egypt, May 10-14, 2009.

Fabricatore, C., López, X. (2009, May). *Gaming and the scientific mind - Designing games to develop the scientific mind*. Workshop held at the *Third Advanced International Colloquium on Building the Scientific Mind (BtSM2009)*, Cairo, Egypt, May 10-14, 2009.

Fabricatore, C., López, X. (2009, April). *Video games and the scientific research*. Keynote speech presented at the *North Carolina Chapter of Pi Gamma Mu, Lenoir-Rhyne University*, Hickory, North Carolina (US); April 24, 2009.

Fabricatore, C., López, X., (2009). *Gaming and the Scientific Mind: Designing Games to Develop the Scientific Mind*. Proceedings of the *Third Advanced International Colloquium on Building the Scientific Mind (BtSM2009)*, Cairo, Egypt, May 10-14, 2009. Retrieved November 15, 2010, from http://www.learndev.org/dl/BtSM2009/Fabricatore-L%F3pez_ReportGameDesignWorkshop.pdf

López, X., Fabricatore, C. (2007). *Video game development and its potential for education and creativity*. Article presented at the international conference *Creatività. Percorsi di Invenzione* ("Creativity. Paths of creation"), Veroli, Italy, September 20-22, 2007.

Fabricatore, C. (2007). *Gameplay and Game Mechanics: a Key to Quality in Videogames*. Proceedings of the *OECD-CERI Expert Meeting on Videogames and Education*, Santiago de Chile, Chile, October 29-31, 2007. Retrieved November 15, 2010, from <http://www.oecd.org/dataoecd/44/17/39414829.pdf>.

Fabricatore, C. (2006, April). *Player-centeredness, players and quality in the ludic experience*. Seminar held at the *Pontificia Universidad Católica de Chile*, Santiago de Chile, Chile, April 4, 2006.

Fabricatore, C. (2003, October). *From player-centered design to player-centered development: seeking approaches for making better games in a better way*. Seminar held at the *Center for Computer Games Research, IT University of Copenhagen*, Copenhagen, Denmark, October 10, 2003.

Fabricatore, C., Nussbaum, M., Rosas, R. (2002). Playability in action videogames: a qualitative design model. *Human-Computer Interactions*, Volume 17, Number 4, 311-368.

Fabricatore, C. (2000). Learning and Videogames: an Unexploited Synergy. Proceedings of the AECT 2000 workshop *In Search of the Meaning of Learning: A Social Progress of Raising Questions and Creating Meanings*. Retrieved November 15, 2010, from <http://www.learndev.org/dl/FabricatoreAECT2000.PDF>.

Professional Bodies

Selection of research outputs

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