



studio d'architettura
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Vision

Founded in 1996, **ma0** has been active in a field that has expanded during these years due to the notion that architecture is an interdisciplinary *medium*, linked to the territory. From wall to video interface, the firm's architectural vision is defined as a system of spatial rules – a *playground* – able to modify the relationships between space and its inhabitants, between public and private, indoor and outdoor, artificial and natural, real and virtual...

Constantly drawing upon the feedback between theory and practice through commissions, competitions, lectures, and workshops, each project becomes an opportunity to explore the relationship between form and social role of architecture, which is, by choice, an open, interactive and process-based device. Therefore, architecture becomes adaptable to appropriation, transformation and progressive developments initiated by its inhabitants.

The aim of this research and practical experimentation is to give back to the inhabitant/user the power to shape the space, from the installations to the concrete mass of architecture, and to give back to the contemporary city an intensity of uses, multiplicity of relationships, sedimentation of identities, in other words that richness typical to the historical city.

ma0 crew:

Ketty Di Tardo, architect, Bari 1967
Alberto Iacovoni, architect, Roma 1966
Luca La Torre, architect, Monza 1964

Profile

Architecture & Urbanism

ma0 has designed several public architectures and spaces, through competitions and commissions.

The built projects are at present the new library for the Lombardi School in Bari, the Maria Grazia Cutuli School in Herat (Afghanistan), Piazza Risorgimento and the public garden in via Matarrese in Bari, a square with underground parking in Macomer. Amongst the commissions not built, there are the design for a multifunctional complex in the Pincetto gardens in Perugia, and an urban study for the city of Almere.

The most relevant awarded or shortlisted competitions are the *Medialab* for the Hochschule für Grafik und Buchkunst in Leipzig, the public spaces for the Rozzoli Melara housing district in Trieste, the renewal of the Cité Salengro in Drancy, the *Nouvelle Comédie* in Geneva, the public elevator for Bergamo Alta, and the new transportation system for the Vesuvius National Parc, the Aalto Campus in Otaniemi, and the most recent Concorde Secteur A competition in Vernier near Geneva.

The Maria Grazia Cutuli School in Herat has received several awards and mentions, and has been finalist at the Aga Khan Prize for Architecture.

Currently the firm is developing an integrated design for public spaces with private housing in Torre a Mare, near Bari, the redesign of the public spaces and facades of the Xi'an Milan Park in Xi'an, a new urban park for the city of Frosinone.

Interiors, exhibitions and installations

The field of the design practice embraces also interiors, exhibitions and interactive installations, as *PLAY*, the first exhibition about videogames in Italy at Palazzo delle Esposizioni in Rome, *Prospects - Contemporary art from India*, at the Auditorium Parco della Musica in Rome, and *MyAtelier.net: Creatività contemporanea nella città di Roma*; amongst the interactive exhibitions ma0 has realized the *Touch Screen* series (Florence, Palermo, Lausanne, Rome), *La memoria degli oggetti* in the Achille Castiglioni office in Milan with Interaction Design Institute Ivrea, the Sony PSP pavilion and infopoint for the Festival del Cinema in Rome; the firm has also designed for the city of Bitonto *Playstory*, *Interazioni nel centro storico di Bitonto*. Recently ma0 has designed the exhibition sets for several events for the Istituto Europeo di Design – IED in Rome, as *Forward Looking*, *Belvedere*, *City Tales*, *Couds*, *Mirror Box*, *Cycles*. In addition to many interior renovations, the firm has designed the Vivalibri bookshops.

ma0 designed the *Domestic Affairs* exhibition in Doha in 2016 and the first great exhibition on Street Art at MACRO in Rome opened at the beginning of may 2017.

Exhibitions and publications

The firm has published in *Detail*, *Domus*, *Abitare*, *A+U*, *AR* and other important magazines, and has been invited at the X, XI, XII and XIV Architecture Biennale in Venice, at the first Architecture Biennale in Beijing; in 2008 ma0 has realized at the British School at Rome the first personal exhibition and published its monograph for Damdi publishing.

Works

Architecture & Urbanism

- 2018 Rugby Stadium in Bari: Comune di Bari - ongoing
- 2018 Scuola Rodari in Bari, renovation project; client: Comune di Bari - ongoing
- 2017 Matusa park, Frosinone; client: Comune di Frosinone
- 2013-14 Xi'an Milan Park, Xi'an, redesign of the public spaces and facades; private client
- 2012-14 Torre a Mare, urban renewal preliminary design, Bari; private client
- 2011/12 *Ghost building*, housing building preliminary design, Bari; private client
- 2010/11 Maria Grazia Cutuli school, Herat (Afghanistan), preliminary, final and detailed design; private client
- 2002/09 Piazza Risorgimento, Bari, preliminary, final and detailed design, supervision of works; client: Comune di Bari
- 2003/11 Multifunctional complex in Perugia, in the site of Piazza della Rupe, Giardini del Pincetto, Mercato Coperto, preliminary and final design for project financing; client Tecnosser s.r.l.
- 2004/08 Library and special classrooms for Lombardi secondary school, Bari, preliminary, final and detailed design, supervision of works; client: Comune di Bari
- 2007 *Almere Hout, a city that is a wood*, urban study for the city of Almere (NL); client: Gemeente Almere
- 2005 Delle Provincie – Lega Lombarda workshop, Rome; client: Comune di Roma
- 2005 Parco Talenti Housing, Rome, masterplan; client: Fineuropa
- 1998/04 Square with underground parking in Macomer (Nuoro), final and detailed design for Tecnosser s.r.l.; client: Comune di Macomer
- 1999/04 Public garden in via Matarrese, Bari, preliminary, final and detailed design, supervision of works; client: Comune di Bari
- 2000 Collaboration with Tecnosser s.r.l. for preliminary design of the Minimetrò in Perugia
- 1999/01 Inclined public elevator in Modica, preliminary and final design for Tecnosser s.r.l.; client: Comune di Modica
- 1997/98 Masterplan for the Samip area in Ponza, for Tecnosser s.r.l.; client: Comune di Ponza.
- 1997 Proposal for the renewal of the ISF plants in Rome, for Tecnosser s.r.l.

Interiors, exhibition design and installations

- 2018 *Grand Hotel Roma*, installation, 999 Domande sull'Abitare, Tiennale di Milano, Milan.
- 2017 *Cross the Streets*, exhibition design MACRO Rome
- 2017 Via Marmorata, interior renovation, Rome. Detailed design and supervision of works
- 2016 *Floating Architecture*, installations for the first *Festa del Gioco*, Carpi
- 2016 *Domestic Affairs*, exhibition design at the Fire Station gallery, Doha, Qatar
- 2015 *Floating Architecture*, installation at VCU Qatar, Doha
- 2014 IED Living Factory, exhibition design for the Rome Maker Fair; client IED Roma
- 2014 *Cycles*, fashion show stage design, Rome; client IED Roma
- 2014 *Soft Space*, Panorama Roadshow; client: Triumph Group
- 2014 *Mirror Box*, fashion show, , Rome; client IED Roma
- 2013 *Clouds*, fashion show stage design, Rome; client IED Roma

- 2012 *City Tales*, fashion show stage design, Rome; client IED Roma
- 2012 Casa Cardelli, interior renovation, Rome. Detailed design and supervision of works
- 2012 Casa Villotti, interior renovation, Rome. Detailed design and supervision of works
- 2010/11 *MyAtelier.net: Creatività contemporanea nella città di Roma*, locations design and overall coordination; client: MyAtelier.net
- 2011 Technical area Studio 1 La7, interior renovation, Rome. Detailed design and supervision of works, with Francesca Montinaro; client: La7
- 2011 *The sky from the well*, installation for Parco Nomade. Preliminary design with HH. Lim; client: Fondazione Volume!
- 2010 *Belvedere. Visual Magazine + Art Book Festival*, exhibition design, Rome. Detailed design and supervision of works; client: IED – Istituto Europeo di Design Roma
- 2010 *Forward Looking*, exhibition design, MACRO, Rome. Detailed design and supervision of works; client: IED – Istituto Europeo di Design Roma
- 2010 *In Asia*, exhibition design, Rome. Detailed design and supervision of works; private client
- 2008 *Il divo è tratto*, exhibition design, Museo della Civiltà Romana, Rome. Detailed design and supervision of works; client: Vivalibri
- 2008 *Borderlines*, exhibition design for ma0's show at the British School in Rome
- 2008 *B.U.A. base urbana aggregabile*, prototype for urban furniture components for Piazza dei Mestieri, Torino Geodesign workshop, Turin
- 2008 Fiera del Libro, exhibition design, Turin; client: Vivalibri
- 2007 Art Gallery in the Embassy of Brasil, Rome. Preliminary design; client: Embassy of Brasil
- 2007 *Prospects - Contemporary art from India*, detailed design and supervision of works, Auditorium Parco della Musica, Rome; client: Fondazione Cinema per Roma
- 2006-08 Vivalibri bookshops, Rome. Detailed design and supervision of works; client: Vivalibri
- 2006 *Soft Space*, Sony Playstation Portable Pavillion and Infopoint Festival del Cinema, Rome. Detailed design and supervision of works; client: Sony Italia
- 2005 Cassa Depositi e Prestiti, detailed interior design, Rome; client: Cassa Depositi e Prestiti
- 2005 *Mister T*, Triennale di Milano infopoint, Milan. Detailed design; client: Triennale di Milano
- 2005 *Playstory – interazioni nel centro storico di Bitonto* final design for urban interactive installations; client: Comune di Bitonto
- 2005 *La memoria degli oggetti*, interactive exhibition design for Studio Castiglioni, Milan; client: Interaction Design Institute Ivrea
- 2004 *Bookshow*, proposal for a bookshop, Rome; client: Vivalibri
- 2004 *Italia in persona*, preliminary exhibition design; client: Fondazione Pistoletto Cittàdell'arte
- 2002 *Trans:plant*, exhibition design for *Costruire la città dell'uomo – Riflessioni sull'esperienza di Adriano Olivetti (1930-1960)*, Rome. Detailed design and supervision of works; client: Fondazione Adriano Olivetti
- 2002 Istituto Nazionale di Geofisica, preliminary exhibition design, Rome; client: Istituto Nazionale di Geofisica
- 2002 *PLAY: il mondo dei videogiochi*, exhibition design and website, Rome. Detailed design and supervision of works; client: Palazzo delle Esposizioni
- 1999 Multimedia exhibitions in the historical center of Cosenza for Y2K; client: Comune di Cosenza

Awarded and shortlisted competitions

- 2017 *Costruzione di una scuola*, Scuole Innovative Competition, Macerata, II prize.
- 2016 *1KM0*, Rigenerare Corviale competition Rome, honourable mention
- 2015 *Section d'Or*, Concorde Secteur A competition, Vernier (CH), shortlisted
- 2015 Maria Grazia Cutuli school in Herat, "015 A2 Asia Architecture Award, 3rd prize, "Public" category
- 2013 *The Butterfly Effect*, Aalto Campus Competition, honorable mention
- 2013 Maria Grazia Cutuli school in Herat, Piran Days of Architecture, honourable mention
- 2013 Maria Grazia Cutuli school in Herat, Aga Khan Award for Architecture, finalist
- 2012 Maria Grazia Cutuli school in Herat, IV Medaglia d'Oro per l'Architettura Italiana, finalist
- 2012 Maria Grazia Cutuli school in Herat, Zumtobel Award, honorable mention
- 2011 Piazza Risorgimento, European Union Prize for Contemporary Architecture - Mies van der Rohe Award 2011, shortlisted
- 2010 *La maison du peuple*, CEVA Eaux Vives public spaces competition, Geneva; 4th prize
- 2010 Piazza Risorgimento a Bari *Making Space 2010 International Award*; shortlisted
- 2008/09 *Scène Publique*, Nouvelle Comédie competition, Geneva; shortlisted, 5th prize
- 2008 Competition for Cultural Center in Olivadi (CZ); honorable mention
- 2008 International competition for the design of a new railway for the Parco Nazionale del Vesuvio; shortlisted
- 2008 Competition for a public elevator in Bergamo Alta, Bergamo; 2nd prize
- 2007 *Giro giro tondo*, Menoèpiù2-Pontina competition for a school and public spaces, Rome; shortlisted
- 2005 *Promenade habitable*, Labo Golette competition, Meyrin (Geneva); shortlisted
- 2004 *Mister T*, Triennale di Milano infopoint; 1st prize
- 2003 *Playscape*, European 7 competition for the renewal of the Cité Salengro, Drancy (Paris); 1st prize
- 2003 *Play*, Far Eastern Digital Architecture Award FEIDAD 2002; finalist
- 2003 *Carsicittà*, ideas competition *Riprogettare la città moderna: riqualificazione del quartiere Rozzol Melara a Trieste*; 1st prize
- 2002 *DAR€*, DARC space for the VIII Biennale di Architettura di Venezia; finalist
- 2002 Museo Minerario di Cogne competition; mentioned team
- 2001 Restricted competition for the exhibition design for Istituto Nazionale di Geofisica; selected project
- 2001 *Medialab*, Far Eastern Digital Architecture Award FEIDAD 2001 www.feidad.org; Special prize for Digital Creativity
- 2001 *Living Carpet*, European6 competition, Porto (Portogallo); 3rd prize.
- 2001 *Smooth Operator*, international competition for a Medialab for the HGB Leipzig; 1st prize
- 2000 *Living zoo*, Europandom housing competition, french Guyana; finalist
- 2000 *Earthscapes*, *Città: terzo millennio* competition, VII Biennale di Architettura di Venezia; selected project
- 1999 *P.E.E.P. show*, densification project for the public housing districts in Rome; INU/DEI prize for final thesis
- 1997/98 *Astor Market Tram*, *Life in Movement* Audi Awards '96; shortlisted

Exhibitions

- 2018 Scuola Maria Grazia Cutuli in Herat in *The Future Starts Here*
100 projects shaping the world of tomorrow, V&A Museum, Londra
- 2018 *Knocking on Heavens' Door* in *Divina Sezione – L'architettura Italiana per la Divina Commedia*, Reggia di Caserta
- 2016 *A Roman State of Landscape*, Campo gallery, Rome
- 2015 Maria Grazia Cutuli school in Herat, MAXXI permanent collection, Rome
- 2015 *Evoked*, Tirana
- 2015 *LabQ*, Pisa
- 2014 *Far West Milano* in *Expost*, Padiglione Italia, XIV Biennale di Architettura di Venezia.
- 2014 *Architectures pour l'avenir*, Hyères Villa Noailles
- 2013 *Italia en Mexico 2013. Architetti Romani: opere recenti*, Mexico City
- 2012 *The school workshop*, Lombardi school video, in *City Vision_Lo spazio Vivo*, Urban Center, Turin
- 2011 *Skywalk*, in *Acquedotti Romani*, Centro Cinecittà Due Arte Contemporanea, Rome
- 2011 Maria Grazia Cutuli school in Herat, in *Testify! The consequences of Architecture*, Netherlands Architecture Institute, Rotterdam
- 2011 Maria Grazia Cutuli school in Herat in *Italians do it better #3*, Spazio FMG, Milan.
- 2010 *Geografie Italiane*, MAXXI, Roma
- 2008 *Footprints*, Experimental Architecture, Padiglione Italia, XI Biennale di Architettura di Venezia
- 2008 *A loose fit is more*, XI Biennale di Architettura di Venezia, Check_in Architecture, Tese di S. Cristoforo, Venice
- 2008 *Borderlines*, personal show in the cycle *London-Rome: Work in process*, The British School at Rome, Rome
- 2008 *Vema a Roma*, Casa dell'architettura, Rome
- 2008 *New Urban Ecologies*, Spazio FMG, Milan
- 2008 *15 studi romani*, Auditorium Parco della Musica and "Come se" gallery, Rome
- 2007 *High Touch, Design Italiano per tutti*, Sendai and Yokohama
- 2007 *Untouch screen / viavai*, in *L'Utopia Praticabile*, Museo H.C.Andersen, Rome
- 2006 *Contemporary ecologies, Energies for Italian Architecture*, 5th Brasilia Biennial of Architecture, Brasilia
- 2006 *Continuicittà*, in *La Città Nuova. Italia-y-2026. Invito a Vema*, X Biennale di Architettura, Italian Pavilion, Venice
- 2006 *Lo spazio digitale dell'architettura italiana*, Casa dell'Architettura, Rome
- 2006 *Laboratorio Italia*, former Casa di Correzione del San Michele, Rome
- 2005 *www.omini.it*, website and installation for *Script – Beyond Media/Oltre i Media 04*, Spazio Alcatraz, Florence
- 2005 *Laboratorio Architettura Italia 2005 - nuovi laici*, Festival dell'Architettura di Parma, Parma
- 2005 *Osservatorio Urbano*, workshop promoted by Lungomare gallery, Bolzano
- 2004 *Touch screen/Euphonia*, interactive installation, Festival Les Urbaines, Lausanne
- 2004 *Hot Spot Rome*, Architecture Biennial, Beijing
- 2004 *Comm/on ground*, curatorship and exhibition design in *MEDIA.COMM(UNITY) / COMM.MEDIUM, divenire comunità oltre il mezzo: l'opera diffusa* curated by Gabriele Perretta, Museo d'Arte Contemporanea MASEDU, Sassari
- 2003 *Virtual Gallery*, railway station Garibaldi, Milan
- 2003 *Touch Screen*, interactive installation, *Forme d'acqua*, Palazzo Belmonte-Riso, Palermo
- 2003 *Touch Screen*, interactive installation, *Intimacy –Beyond Media/Oltre i Media 03, Deep*

- Inside*, Spazio Alcatraz, Florence
- 2003 *M.A.U. - Museo per l'Arte Urbana* in *Dentro il fuori – I musei dall'iperconsumo al racconto metropolitano*, Accademia Di San Luca, Rome
- 2003 *Working*, Stazione Leopolda Florence
- 2002 *A+A Architectureanimation*, Barcelona
- 2002 *A-factor*, group exhibition Borromini Arte Contemporanea Ozzano, Galleria Studio Legale Caserta
- 2002 *Beyond media/Oltre i media*, VI Festival Internazionale di Architettura in Video, Firenze
- 2002 *Transalpinarchitettura 02, Architettura tra Svizzera e Italia*, Centro Culturale Svizzero Pro Helvetia Milan
- 2001 Forum European 6, Liegi
- 2001 Archilab 2001, international architectural exhibition, Orléans.
- 2000 *Il futuro e la città - Beyond media/Oltre i media*, V Festival Internazionale di Architettura in Video, Florence

Publications

- 2017 *Realtà Aumentata* in AND – Rivista di architetture, città e architetti n° 31, Disegno > Utopia
- 2017 *Cross the Streets*, Drago, Rome
- 2016 Alberto Iacovoni, Domenica Fiorini: *ma0's Little Pink Book*, Libria, Melfi
- 2016 Scuola Media Lombardi, in *Puglia contemporanea. Luoghi, spazi, architetture*, List Editore
- 2016 *The Happy Growth*, in *EVOKED Architectural diptychs*, edizioni Giuseppe Laterza
- 2015 *Footprints*, in *Praestigium Italia* vol.2, Fabrica Editore
- 2014 Expost project for the Italian Pavilion at the XIV Venice Biennale in *Grafting Innessi*, Cino Zucchi ed., Marsilio 2014
- 2013 Scuola Media Lombardi in: L. Sacchi *Italia en Mexico 2013. Architetti Romani: opere recenti*, Prospettive Edizioni Roma
- 2012 Maria Grazia Cutuli school in Luigi Prestinenzza Puglisi, *italiArchitettura 6 – Opere di progettisti italiani realizzate all'estero*, UTET Turin
- 2012 *Il pallino dei pallini, Piazza Risorgimento a Bari*, Take a Seat Magazine, <http://www.italian-chair-district.it/it>
- 2012 Piazza Risorgimento in Bari in Elena Enrica Giunta *Pro-occupancy. Design dei microambienti urbani contemporanei: tra performatività dell'allestimento e appartenenze*, Maggioli Editore, Santarcangelo di Romagna
- 2011 Maria Grazia Cutuli school, *Desert Flower*, The Architectural Review n°1376.
- 2011 Maria Grazia Cutuli school, *Una scuola in Afghanistan*, Abitare n°513
- 2011 Various projects in Luca Molinari, *Ailati*, Padiglione Italia, 12ma Biennale di Architettura. Skira, Milano
- 2010 Alberto Iacovoni *Playscape*, Casa Editrice Libria, Melfi
- 2010 *Roma Creativa, Persone e luoghi di una Provincia che cambia*, Provincia di Roma
- 2010 Piazza Risorgimento, Scuola Lombardi library in Bari, Marie Claire n°9
- 2009 Scuola Media Lombardi library in Bari, Domus 929
- 2009 Various projects in *Advanced Public Design*, DAMDI Architecture Publishing, Seoul
- 2009 Piazza Risorgimento in Bari, in Marco Mulazzani *Architetti Italiani 2009 Almanacco di Casabella*; Mondadori, Milan
- 2008 *Playscape* in Drancy in *Space and Learning*, Herman Hertzberger, 010 Publishers, Rotterdam
- 2008 *Out there-Architecture beyond building*, XI Biennale di Architettura di Venezia catalog; Marsilio, Venezia
- 2008 Piazza Risorgimento in Bari in Claudia Zanfi *Green Islands*; Damiani, Bologna

- 2008 B.U.A. in *Torino Geodesign*, Editrice Abitare Segesta, Milan
- 2008 "Borderlines", monograph DD design document series n°28, DAMDI Architecture Publishing, Seoul
- 2008 *Approprio/improprio*, in *Sogno città noi - Traum stadt wir*, Studienverlag, Innsbruck
- 2008 Giardino pubblico in Bari, in *New environment & landscape*, Archiworld, Seoul
- 2008 Sony PSP pavilion, Detail n°5
- 2007 Urban study for Almere Hout, de Architect n°6.
- 2007 Alberto Iacovoni *Playscape*, in Daniela Colafranceschi *Land & Scape Series: Landscape + 100 palabras para habitarlo*; Gustavo Gili, Barcelona
- 2007 Public garden in via Matarrese in Bari, Domus n° 908
- 2007 Alberto Iacovoni *Piazza del nulla*, Parametro n° 270-71
- 2007 Piazza Risorgimento in Bari in *Responsiveness: spazio pubblico e sensibilità digitale* di Maurizio Meossi, in *Esempi di Architettura* n°1, 2007
- 2006 *La città nuova italia-y-2026. Invito a VEMA*, exhibition catalog; Editrice Compositori, Bologna
- 2006 *Continuity* in *Il padiglione Italiano alla Biennale di Venezia*, Ottagono 193
- 2006 Living Zoo in *Landscape Design – Residence*, Archiworld, Seoul
- 2006 *Nuovi talenti italiani*, Casamica
- 2005 *Critical Borders* in *Papers, arch'it papers* 00; Navado Press, Trieste
- 2005 Piazza Risorgimento in Bari in *Italian Metamorph*, A+U, Architecture and Urbanism n° 420
- 2005 H-ouse in Pilar Echevarria M. *Portable Architecture – and unpredictable surroundings*; Structure, Barcelona
- 2005 *La memoria degli oggetti*, Abitare 455
- 2005 Piazza Risorgimento in Bari, d'Architettura n°26/2005
- 2005 Alberto Iacovoni *Playscape, lo spazio come res publica*, Arch'it
<http://architettura.supereva.com/playgrounds/20050717/index.htm>
- 2005 Piazza risorgimento a Bari, Arch'it
<http://architettura.supereva.com/architetture/20040130/index.htm>
- 2005 *Net.it - snapshot su architettura, design, fotografia in Italia*, G. Pino Scaglione; Actar, Barcelona
- 2004 *Playscape and HLMs mit Asphalt sanieren* di H. Hertzberger, Bauwelt 15-16
- 2004 Marialuisa Palumbo *Mobilità Urbane*, Metamorfosi n°50
- 2004 Playscape in Drancy in *Per ridisegnare le periferie del futuro*, Giornale dell'Architettura n°14
- 2004 *Touch screen*, Intimacy exhibition catalog; Mandragora, Florence
- 2004 Alberto Iacovoni: *Game Zone. Between Virtual Sceneries and Reality*; Birkhauser, Basel
- 2004 *Carsicittà*, Rozzol Melara public spaces competition project, in *Progetto Verde*, Casamica n° 3
- 2004 *Challenge Suburbain, Intensités et Diversités Résidentielles - European 7 Résultats Européens*, Seuil, Ballainvilliers
- 2003 Medialab and PLAY in IaN+ *Digital Odyssey, a new voyage in the Mediterranean*; Birkhäuser, Basel; Testo&Immagine Turin
- 2003 PLAY in *Developing Digital Architecture – 2002 FEIDAD Award*, edited by Yu-Tung Liu, Birkhäuser 2003, Basel
- 2003 M.A.U. Museo per l'arte Urbana in, *Dentro il fuori – I musei dall'iperconsumo al racconto metropolitano*, Edizioni C. Lindberg & P. Rome
- 2003 *Coming from outer space* in *Working Insider*, curated by Sergio Risaliti, Maschietto Editore, Florence
- 2003 PLAY il mondo dei videogames in Furio Barzon *La Carta di Zurigo, Eisenman, De Kerckhove, Saggio*; Birkhäuser, Basel; Testo&Immagine, Turin
- 2003 VV.AA. *GR – la generazione della rete*, Cooper Castelveccchi, Rome.
- 2003 *Carsicittà*, in Arch'it architetture,
<http://architettura.supereva.it/architetture/20030411/index.htm>

- 2003 *Omini, pretesto per una playlist collettiva*, in Arch'it
<http://architettura.supereva.it/books/scelti/2002120701/index.htm>
- 2002 Dare in *DARC –D40_2, Idee per uno spazio informativo nei Giardini di Castello alla Biennale di Venezia*, 8 Mostra Internazionale di Architettura
- 2002 H-Ouse in *Future House, Radical Experiments in Living Space*, edited by Marie-Ange Brayer and Beatrice Simonot; Thames and Hudson, London
- 2002 A+A Architectureanimation; Actar Barcelona
- 2002 ma0 website in: *6° festival internazionale di architettura in video Beyond Media/Oltre i Media*, edited by Marco Brizzi and Paola Giaconia; Editrice Compositori, Bologna
- 2002 *Defining Digital Architecture*, 2001 FEIDAD Award, edited by Yu-Tung Liu; Birkhäuser, Basel
- 2002 *Architettura e videogames* in Computer & Internet n°19.
- 2002 *Critical Borders* in Arch'it, Arch'it Files,
<http://architettura.supereva.it/books/2001/200106001/index.htm>
- 2002 *Living Carpet* in Arch'it, Arch'it Architettura,
<http://architettura.supereva.it/architettura/20020630/index.htm>
- 2002 *Un allestimento sul limite*, in Arch'it Architettura,
<http://architettura.supereva.it/architettura/20020511/index.htm>
- 2002 *Lost in space* in Arch'it, Arch'it files,
<http://architettura.supereva.it/files/20020511/index.htm>
- 2002 *Un allestimento sul limite*, in *PLAY*, PdE edizioni, Rome
- 2001 *Bring the noise* in Arch'it, Arch'it Collection,
<http://architettura.supereva.it/collection/20011216/index.htm>
- 2001 *Fantasmì*, in Arch'it, Arch'it Architettura,
<http://architettura.supereva.it/architettura/20010910/index.htm>
- 2001 Living Carpet in *European 6 – résultats européens*, European Paris
- 2001 Living Carpet in *Bauwelt* n° 32-33
- 2001 Medialab in *Bauwelt* n° 26 2001
- 2001 H-Ouse in *Archilab 2001*, edited by Marie-Ange Brayer and Beatrice Simonot, Mairie d.Orleans 2001

Lectures and workshops

- 2016 *Cartoline dal Futuro*, workshop in S. Giovanni Valdarno
- 2015 *Floating Architecture* workshop and *Playing the Public Space* lecture at Tasmeem3 Ajeeb, VCU Qatar, Doha
- 2014 *Abitare lo spazio pubblico*, in *La valorizzazione degli spazi pubblici* organized by iGuzzini, Officine Farneto, Rome
- 2014 *Contradictions on public space*, Syracuse University in Florence
- 2014 *Learning from Rome*, in *Land Use, Urban Voids and Abandoned Areas: New Landscapes for Contemporary Rome*, symposium organized by the American Academy in Rome and Roma Capitale
- 2013 *ITopia: Design and Architecture Practices in Search for a New Italian Identity*, Italian Cultural Centre, Vancouver
- 2013 *Contradictions on public space*, various universities
- 2012 *Potenza_Possibile*, workshop to design the installations for the Festival Città delle 100 Scale, Potenza
- 2011 *Playscape*, book presentation in *Pensare Spazi Contemporanei*, Spazio SUC, Murate, Florence
- 2011 *Playscape*, lecture in *Architecture Unlimited?*, Sofia Architecture Week, Sofia.
- 2011 *Architecture Talks*, MAXXI, Rome
- 2011 International Congress of young spanish and italian architects, Spanish Academy, Rome

- 2010 *London_Rome, ma0 in Conversation with AOC*, Royal College of Art, London
- 2008 *Laboratorio Rosta Nuova*, workshop, Reggio Emilia
- 2008 *Playscape*, lecture Cornell University, Ithaca (NY)
- 2008 *Playscape*, lecture Syracuse University in Florence
- 2008 *Playgrounds*, workshop NABA, Milan
- 2007 *Mensen maken de stad, strategieën voor organische stedenbouw in Almere Hout*, international symposium for the presentation of the urban studies on Almere Hout Almere, Netherlands
- 2006 *Signe Operazione Suolo, Isole del Tesoro* workshops, promoted by iMage and Regione Toscana, Lastra a Signa
- 2006 *Urban Toys*, Summer workshop, NABA (Nuova Accademia di Belle Arti), Milan
- 2006 *Atlante del confine*, workshop for NABA (Nuova Accademia di Belle Arti), Milan
- 2006 Master program *Lo spazio in-forme*, architecture studio, Istituto Nazionale di Architettura, Rome
- 2005 *Gamezone*, in *El andar como practica estetica*, Universidad de los Andes, Bogotá
- 2005 Master program *Lo spazio in-forme*, architecture studio, Istituto Nazionale di Architettura, Rome
- 2005 *Viale Corviale, Corviale University* workshops, promoted by Osservatorio Nomade, Rome
- 2004 *Il playground*, lecture and workshop in the Master program *Lo spazio in-forme*, Istituto Nazionale di Architettura, Rome
- 2004 *Playscapes*, Interaction Design Institute, Ivrea
- 2004 *Playscapes*, Istituto Universitario di Architettura di Venezia
- 2003 *Architettura come media*, Laboratorio di Allestimento 1, Università degli Studi di Roma La Sapienza
- 2003 *Architettura come media*, Laboratorio di Architettura degli Interni-Arredamento, Università degli Studi di Roma La Sapienza, Facoltà di Architettura di Valle Giulia
- 2003 *Architettura come media*, in *Coltivatori della mente*, prof. Antonio Saggio program, Università degli Studi di Roma La Sapienza
- 2003 *Playgrounds*, multimedia design program, Università di Architettura di Roma La Sapienza
- 2003 *Riprogettare la città moderna*, symposium *Concorsi di progettazione e trasformazioni urbane* organized by Facoltà di Architettura di Trieste, Auditorium Museo Revoltella, Trieste
- 2003 *Borderlab*, prof. Stefano Boeri program, IUAV, Venice
- 2002 *At_tra_verso*, Facoltà di Architettura, Politecnico di Milano
- 2002 *Architettura come media*, Università degli Studi di Ancona, Facoltà di Ingegneria
- 2002 *Architecture as media*, Texas University, Castiglion Fiorentino
- 2002 *Publi-city, tecniche di sopravvivenza dello spazio pubblico* in Villard 3, Facoltà di Architettura di Ascoli Piceno
- 2002 *Architettura come media*, Università degli Studi di Roma La Sapienza, Corso di Laurea specialistica quinquennale UE
- 2002 *Architecture vs Videogames, universi costruttivi a confronto*, Beyond media/Oltre i media, VI Festival Internazionale di Architettura in Video, Florence
- 2002 *Architettura come media*, Istituto Europeo di Design, Rome
- 2001 Forum European 6, Liegi
- 2001 Lectures in Rome: III Università di Architettura di Roma, Waterloo University, Cornell University, Istituto Svizzero
- 2000 *Stanze aperte sulla giovane architettura Italiana*, Ordine degli Architetti di Milano
- 2000 *Gerico: 20+20+20 giovani architetti italiani*, VII Biennale di Venezia, Venice

Individual teaching

Ketty Di Tardo

- 2015-17 Accademia di Belle Arti di Frosinone *Design, Graphic Design, Cultura del progetto*
2014 Accademia di Belle Arti di Foggia, *Urban Design, Design, Cultura del progetto*
2011 Accademia di Belle Arti di Carrara, *Design methodology*
2010-12 Accademia di Belle Arti di Carrara, *Design*
2010 Università di Architettura di Roma "Ludovico Quaroni", *Exhibition and set design*
2003/08 Accademia di Belle Arti di Frosinone nei corsi sperimentali di: *Multimedia 2, Digital illustration, Interaction design*
2003/08 Accademia di Belle Arti di Frosinone, *New media technologies, Tools and techniques of visual communication*
2007 Università di Architettura di Roma "Ludovico Quaroni", *Interaction for graphic design*
2006/07 Accademia di Belle Arti di Roma, *Elements of informatics and visual arts technology*

Alberto Iacovoni

- 2017 Laboratorio di Progettazione 6, Facoltà di Architettura Roma 3
2016/17 Architectural Analysis, Cornell in Rome
2015/16 Space Research Studio, VCUQ in Doha, Qatar
2014/15 Design Studio, Syracuse University in Florence
2014 Spring semester Design Studio, Cornell in Rome
2013 Graduate Design Studio I, Kent State University in Florence
2012 Scientific Director at Istituto Europeo di Design Rome
2009/12 Director of Istituto Europeo di Design Rome
2008 *Architecture Theory* course at Cornell in Rome, first and second semester
2007 *Architecture Studio* at Cornell in Rome, second semester
2006/07 Adjunct Professor in the course of *Multimedia Production* at the Master in *Multimedia Content Design* of the Università di Ingegneria in Florence
2004/08 *Design Studio*, Istituto Europeo di Design Rome, school of Interior Design

Luca La Torre

- 2009/17 Istituto Europeo di Design Rome, Department of Interior Design, Interior Design, Furniture Design, Exhibit Design