



VINCENZO MASELLI

PhD, DESIGNER

1. EDUCATION

1.1 Curriculum of studies

PhD in "Planning, Design, Technology of Architecture"

2014-2017

Institution: "Sapienza" University of Rome, Rome (Italy)

Dissertation title: *Animated puppets' skin design. Material's narratives in visually experienced objects*
classification: excellent

Date Received: 05/10/2018

MA in "Design, Visual Communication and Multimedia"

2011-2014

Institution: "Sapienza" University of Rome, Rome (Italy)

Dissertation title: *La poetica della plastilina*

classification: 110 cum laude/110 and dignity of publication

Bachelor's Degree in Industrial Design

2008-2011

Institution: Polytechnic Institute of Bari, Bari (Italy)

Dissertation title: *ULISSE. Progetto di un catamarano di ricerca*

classification: 110 cum laude/110

1.2 Other qualifications and training activities

Honorary Fellowship

2019-2022

Institution: Department PDTA - "Sapienza" University of Rome, Rome (Italy)

Activities: Member of the Master's Degree Committee in DCVM.

Short-term learning course in Programming and Arduino

09/2021

Institution: University of Porto (Portugal)

Activity carried out as part of the project Erasmus+ SCICON

Visiting scholarship

10/2016-05/2017

Institution: School of Art & Design, Middlesex University of London, London (UK)

Research and analysis of bibliographic sources for the drafting of the doctoral thesis under the supervision of Proff. Suzanne Buchan and Osbert Parker.

Workshop "Puppets for Film animation"

10/2016

Institution: "Puppets In Prague" KID Company, Prague (Czech Republic).

Activities: manufacture of puppets using the foam injection technique and ball-and-socket armature under the supervision of puppet maker Miroslav Trejnar.

Curso de "Animaciòn Stop-Motion"

6/2016-8/2016

Institution: Centro de Estudios Superiores Barreira Arte+Diseño, Valencia (Spagna).

Skills acquired: Stop-motion animation technique, under the guidance of two Spanish animators Sergio Lara and Ivan Serriòn Soria.

High training course in "Design for Kids and Toys"

5/2014-7/2014

Institution: Polytechnic University of Milan (Italy).

Skills acquired: Design strategies for children's products.

Specialization course in GRAPHIC e WEB DESIGN (ACA)

11/2010-7/2011

Institution: ALFANET s.r.l. school (PAFAL Group)

Certificate: Adobe Certified Associate in Adobe Photoshop CS3 e Adobe Flash CS3.

2. RESEARCH ACTIVITY

2.1 Participation in research projects

“Avvio alla Ricerca 2022 - Tipo 2” programme project “PUPPETS’ TALES. New design perspectives for a multimedia archive of a humanity’s intangible heritage” **10/2022-on going**

Role: Principal Investigator and Grant Manager

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Research project “CCODE - Design, material experiences and stop-motion animation as didactic tools for developing creative thinking and cooperative learning” **02/2022-01/2023**

Role: Principal Investigator and Post-doc research fellow

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Collaboration in the Erasmus+ research project “CAVE - Communication And Visual Education in homeschooling” **02/2021-02/2022**

Role: Member of Research Team and Animated cards producer

Institution: CISL SCUOLA E FORMAZIONE

“Avvio alla Ricerca 2020 - Tipo 2” programme project “Dalla fruizione mediata alla fruizione diretta. Progettare la drammaturgia di un’esperienza partecipata, dinamica e analogica” **10/2020-11/2021**

Role: Principal Investigator and Grant Manager

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Collaboration in the research project “Design & Planning: strategie di sviluppo, di pianificazione e di valorizzazione di sistemi produttivi locali italiani della ceramica artistica, in relazione alla tradizione culturale e alla rigenerazione urbana e del territorio” **07/2019-06/2021**

Role: Post-doc research fellow

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Collaboration in the research project “DESIGN-DRIVEN STRATEGIES FOR NATURAL CAPITAL. Interdisciplinary methods for land planning; management, services implementation, attractiveness and accessibility.” **2019**

Role: Member of Research Team

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Mobility grant for international PhD students for the research project “PUPPETS E ANIMAZIONE. Design e criticita di un oggetto inanimato che simula la vita” **11/2017-01/2018**

Role: Principal Investigator and Grant Manager

work place: School of Art & Design, Middlesex University of London, London (UK)

Collaboration in the research project “Design Litico. Processi d’innovazione e di sviluppo guidati dal design nell’industria dei materiali lapidei” **2016**

Role: Member of Research Team

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Director of the Research: Prof. Carlo Martino.

Collaboration in the research project “Optimares – 0 Gravity” **2016**

Ruolo: Research scholarship holder

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Director of the Research: Prof. Sabrina Lucibello.

Collaboration in the research project “Design driven innovation and collaborative innovation nelle imprese Made in Italy: il caso del distretto della ceramica sanitaria di Civita Castellana” **2016**

Role: Research scholarship holder

Work place: Department of Manamagement. “Sapienza” University of Rome, Rome (Italy)

Director of the Research: Prof. Salvatore Esposito De Falco.

“Avvio alla Ricerca 2015 - Tipo 1” programme project “I PARADIGMI DELL’ERRORE. Protagonisti|Poetiche|Materiali|Processi produttivi” **10/2015-11/2016**

Role: Principal Investigator and Grant Manager

Work place: Department PDTA - “Sapienza” University of Rome, Rome (Italy)

2.2 Speaker in national or international Conferences

2022

2CO communicating complexity 3rd edition, 8-9 September 2022, School of Architecture, design and urban planning, Alghero (Italy)

Paper: Cultural Heritage Convergence: The Intersection of Animated Docudrama and Communication Design

The European Conference on Arts, Design & Education - ECADE 2022, 7-10 July, University of Porto (Portugal).

Paper: Material Design and Audio-visual Narratives for Pedagogy: Theoretical Premises and Evaluation Tools for Experimenting Stop-motion Animation as Teaching Method.

“ANIMATION UNLOCKED” the 33rd Annual Society for Animation Studies Conference, June 26-July 3 2022, Teesside University, Middlesbrough (UK)

Paper: Animation, when everybody animates. Expand the animation process to encourage social innovation.

DESIGN! Objects, Processes, Experiences, Narratives Conference 2022, 5-6 May, University of Parma

Paper: Puppets' tales. New design perspectives for a material and ethnographic archive of a cultural intangible Heritage.

2021

IMG2021 IMAGE LEARNING Conference 2021, 25-26 November, Politecnico of Milan

Paper: Hackcity - Hackbodies. Images and narratives of cyborg architectures in Japanese anime and urban utopias

Design in the Digital age SITdA International conference 2021, 1-2 July, Naples

Paper: “Three, two, one... link start”. Prefigurare universi virtuali attraverso artefatti audiovisivi.

DESIGN CULTURE (S) | Cumulus Roma 2021, 8-11 June, Sapienza University of Rome

Paper: Abstract to figurative, and everything in between: visual design approaches and linguistic codes of a traditional form of animated product (with E. Mourì)

2nd International Conference of the Journal “Scuola Democratica”, 1-3 June, Rome

Paper: Teaching through motion design and transmedia storytelling. An integrated approach to a critical evaluation (with V. Faloni e G. Panadisi)

‘Bringing Legacy to Life’ Stop Motion Conference 2021, 29-30 April, Edinburgh(Scotland)

Paper: Animated puppets and their materials. A matter of classification

PhD Animation Research 2, Stop-Motion aesthetics, 22 April, Cambridge (UK)

Paper: Stop-motion puppets' manufacturing processes. An interdisciplinary Study

SID Assemblea Annuale 2020, 25-26 February, Palermo (Italy)

Paper: Taste-no-Waste. Video ricette animate per connettere utenti, ibridare processi e combattere lo spreco alimentare domestico (with G. Panadisi)

2020

Creative Food Cycles International Symposium, 17-18 September, Hannover (Germany)

Paper: Taste-no-Waste_animated video recipes to prevent domestic food waste (with G. Panadisi)

La doppia prospettiva della ricerca in design. Forum nazionale dei dottorati di ricerca in design, IV ed., 10-11 February, University luav of Venice (Italy)

Paper: Tassonomia ibrida, sconfinamenti disciplinari e ontologia dinamica. Le dimensioni del motion design tra ricerca, didattica e professione.

2019

Creativity Focus – Animazione, 25 November, Rome (Italy)

Paper: Animazione oggi e domani. La formazione per il settore

10th Annual International Conference on Visual and Performing Arts, 10-13 June, Athens (Greece)

Paper: A design perspective on animated puppets' materiality. How design can provide new interpretation tools in the analysis of animated puppets films.

2018

“THEN | NOW | NEXT” the 30th Annual Society for Animation Studies Conference, 18-22 June, Montréal (Canada)

Paper: Memories, flow of time and future scenarios: the temporal dimensions aroused by animated puppets' material aspects in films that stage the act of creation.

Society for Cinema & Media Studies International Conference 2018, 14-18 March, Toronto (Canada).

Paper: PUPPET ANIMATION AND ALCHEMY: the puppeteer-demiurge and the puppet-homunculus.

2017

SUL METODO/SUI METODI, Esplorazioni per le identità del design. Forum nazionale dei dottorati di ricerca in design, III ed., 16-17 November, University Iuav of Venice (Italy)

Paper: PUPPETS ANIMATI E MATERIALI. Analisi dei meta-racconti di oggetti esperiti visivamente.

The Crafty Animator: A Conference on Handmade and Craft-based Animation, 7 Settembre, Rich Mix Cinema - Shoreditch, London (UK).

Paper: THE PUPPET-PUPPETEER: self-reflexivity and self-recognition in puppet animation.

“...And Yet It Moves!” the 29th Annual Society for Animation Studies Conference, 3-7 July, Padua (Italia).

Poster: DESIGN MOVEMENT IN STOP-MOTION ANIMATION CINEMA

“Animation and Memory” International Conference, 22-23 June, Radboud University - Nijmegen (Netherlands).

Paper: Material Memories of Puppets in Stop-Motion Animation.

“Ecstatic Truth: Lessons of Darkness and Light” symposium, II ed., 27 May, Royal College of Art, London (UK).

Paper: Deeper Strata of Meaning in Stop-Motion Animation.

“Design for Next”, XII International conference of European Academy of Design, 12-14 April, Sapienza University of Rome (Italy).

Poster: CONTEMPORARY DESIGN. Variables and Categories.

2016

“La ricerca che cambia” 2° convegno nazionale dei dottorati italiani dell'architettura, della pianificazione e del design, 1-2 December, University Iuav of Venice (Italy)

Paper: PUPPETS E ANIMAZIONE. Design e criticità di un oggetto che simula la vita.

“Fare Ricerca in Design” Forum nazionale dei dottorati di ricerca in design, II ed., 25-26 February, University Iuav of Venice (Italy)

Paper: L'errore. Una Soluzione Estetica.

2.3 Curatorship and organization of seminars and events

2022

Conference “Patrimonio Culturale e Rigenerazione Urbana”, October 18-20 2022, Department PDTA - “Sapienza” University of Rome, Rome (Italy)

Role: website development supervisor.

Conference “Ecologie quotidiane: valori, pratiche, media. Convegno di metà mandato della Sezione PIC AIS”, May 26-28 2022, Department CoRIS_Comunicazione e Ricerca Sociale - “Sapienza” University of Rome, Rome (Italy)

Role: member of the organizing committee.

Lecture “Cinematographic techniques and languages”, 11 April, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome (Italy).

Guest: Studio Controluz - Lorenzo Monacelli & Estefania Lochtenberg

Role: Curator and moderator.

Lecture “Historical tales and animated imagery. The Shoah visually narrated to children”, 4 April, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome.
Guest: Light and Color Studio - Caterina De Mara & Luca di Cecca
Role: Curator and moderator

2021

Lecture “Percorsi e approcci progettuali tra audio e video”, 8 November, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome (Italy).
Guest: Dario Vero
Role: Curator and moderator with Prof. Luca Di Cecca.

Lecture “Tra illustrazione e animazione”, 17 May, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome (Italy).
Guest: Mariolina Suglia.
Role: Curator and moderator with Prof. Valentina Faloni.

Lecture “Il racconto illustrato”, 29 April, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome (Italy).
Guest: Monica Barengo and Davide Calì.
Role: Curator and moderator with Prof. Valentina Faloni.

Lecture “Fiabe nere e scienze inesatte”, 26 April, MA in Design, Multimedia and Visual Communication, Sapienza University of Rome (Italy).
Guest: Stefano Bessoni.
Role: Curator and moderator with Prof. Valentina Faloni.

2019

Conference “SPAZIO PUBBLICO, ARTE e IDENTITÀ. Tra Rappresentazione e Autorappresentazione”, July 2-3, Valle Theater, Rome - Department PDTA - “Sapienza” University of Rome, Rome (Italy)
Role: Staff member.

2018

Lecture “Emotional advertising strategies”, December 14, Bachelor’s Degree in Design, “Gabriele D’Annunzio” University of Chieti-Pescara (Italy).
Guest: Francesca Tosi, design strategist.
Role: Curator and moderator.

Lecture “Stop-motion Animation Technique”, November 30, Bachelor’s Degree in Design, “Gabriele D’Annunzio” University of Chieti-Pescara (Italy).
Guest: Dario Imbrogno, Stop-motion animator.
Role: Curator and moderator.

2016

SAPIENZA DESIGN (+) USABILITY, April 12-17, Milan Design Week 2016 - Via Ventura 14, Lambrate, Milan (Italy).
Role: Graphic e Set-Up Designer

Exhibition “DIID 15 ANNI>60 NUMERI”, March 4, Museum of Classical Art, “Sapienza” University of Rome, Rome (Italy)
Role: Staff member.

2015

Conference “LC 1965-2015_QUEL CHE RESTA”, October 22-23, Department PDTA - “Sapienza” University of Rome, Rome (Italy)
Role: Staff member.

3. TEACHING ACTIVITY

3.1 Tutoring

2019/20

Multimedia Design III, 6 ECTS

1° semester, 2° year, Master’s Degree in “Design, Visual Communication and Multimedia”, School of Architecture and Design, “Sapienza” University of Rome (Italy).
Professor in charge of the course: Prof. Maria Grazia Berlangieri.

2015/16

Tecnologie e Progettazione I, 9 ECTS

1° semester, 2° year, Bachelor's Degree in Design, School of Architecture and Design, "Sapienza" University of Rome (Italy).

Professor in charge of the course: Prof. Cecilia Cecchini.

Atelier di EXHIBIT DESIGN, 12 ECTS

1° semester, 2° year, Master's Degree in "Design, Visual Communication and Multimedia", School of Architecture and Design, "Sapienza" University of Rome (Italy).

Professors in charge of the course: Prof. Cecilia Cecchini | Prof. Romolo Ottaviani.

2014/15

Laboratorio finale di Design, Comunicazione visiva e multimediale, 6 ECTS

2° semester, 2° year, Master's Degree in "Design, Visual Communication and Multimedia", School of Architecture and Design, "Sapienza" University of Rome (Italy).

Professor in charge of the course: Prof. Carlo Martino.

3.2 Lectureship

2022/on going

Motion Design, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program

SSD: ICAR/13

Fondamenti di Graphic Design, channel A, 6 ECTS, 60 h

Module of the course: *Laboratorio di Fondamenti del Disegno (A)*

1° semester, 1° year, Bachelor's Degree in Community Design,

Department of Architecture, Università degli studi di Napoli Federico II (Italy). ITA program

SSD: ICAR/13

2021/2022

MULTIMEDIA DESIGN, 6 ECTS, 60 h

Module of the course: *Laboratorio di MULTIMEDIA DESIGN STUDIO*

2° semester, 1° year, Master's Degree in "Design, Multimedia and Visual Communication", School of Architecture and Design, "Sapienza" University of Rome (Italy). ENG program

SSD: ICAR/13

Motion Design, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program

SSD: ICAR/13

NEW MEDIA DESIGN, 3 ECTS, 30 h

Module of the course: *Laboratorio di PERFORMING ARTS E NEW MEDIA*

1° semester, 2° year, Master's Degree in "Design, Multimedia and Visual Communication", School of Architecture and Design, "Sapienza" University of Rome (Italy). ITA program

SSD: ICAR/13

2020/2021

Motion Design, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program

SSD: ICAR/13

MULTIMEDIA DESIGN III, 6 ECTS, 60 ore

Module of the course: *Laboratorio di MULTIMEDIA DESIGN III*

1° semester, 2° year, Master's Degree in "Design, Multimedia and Visual Communication", School of Architecture and Design, "Sapienza" University of Rome (Italy). ITA program

SSD: ICAR/13

2019/2020

Motion Design, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program
SSD: ICAR/13

Laboratorio di Design per la comunicazione visiva, channel Y, 3 ECTS, 30 h

Module of the course: *Laboratorio di Design per la comunicazione visiva*
1° semester, 2° year, Bachelor's Degree in Design, School of Architecture and Design, "Sapienza" University of Rome (Italy). ITA program
SSD: ICAR/13

2018/2019

Motion Design, channel A, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program
SSD: ICAR/13

Motion Design, channel B, 6 ECTS, 60 h

1° semester, 3° year, Bachelor's Degree in Design, "Gabriele D'Annunzio" University of Chieti-Pescara (Italy). ITA program
SSD: ICAR/13

3.3 Workshop

Workshop "Animazione" (with Nicolò Ceccarelli)

12-17/09/2022

HERITAGE EXPERIENCE DESIGN SCIENTIFIC SCHOOL, laboratorio di ricerca *Animazione design* del Dipartimento di Architettura, Design e Urbanistica, Università di Sassari, Alghero (Italy).

Workshop "Teorie e Tecniche dell'illustrazione" (with V. Faloni)

05-06/2021

Master's Degree in "Design, Multimedia and Visual Communication", School of Architecture and Design, "Sapienza" University of Rome (Italy).

Workshop "Animazione stop motion" (with M. G. Berlangieri)

4,6,13/11/2019

Master's Degree in "Design, Multimedia and Visual Communication", School of Architecture and Design, "Sapienza" University of Rome (Italy).

Workshop "Stop motion animation" (with Eleni Mouri)

23-28/09/2022

Neo-Local Design summer school, III edition, laboratorio di ricerca *Animazione design* del Dipartimento di Architettura, Design e Urbanistica, Università di Sassari, Alghero (Italy).

**4. OTHER
ACTIVITIES**

4.1 Professional activities

2D Animator

09-10/2021

Client: OpenLab Company srl, Rieti (Italy)
Activities: 2D animation production for the multimedia exhibition "Paesaggi e personaggi della Commedia. Un'iconografia digitale" at Accademia dei Lincei (Rome).

Graphic Designer

01/2020-09/2020

Client: Human Foundation, Rome (Italy)
Activities: Design of graphic layout

Stop-motion Animator

01/2019

Client: Department of Agriculture, University of Bari (Italy)
Activities: Creation of a video for incoming students.

Graphic Designer

09/2018

Client: Jilong Europe S.R.L. Uniperson, Milan (Italy)
Activities: graphic design for the new JBay.Zone SUP line

Stop-motion Animator

02/2018

Client: Michele Lafora - Political Party "Liberi e Uguali", Bari (Italy).
Activities: Short animated video produced for the political campaign of Michele Lafora, candidate in the Chamber of Deputies' uninominal list of Bari, for the 2018 Italian politic elections.

Assistant Puppets designer

06-09/2017

Employer: MaurFilm Animation Studio, Prague (Czech Republic).

Activities: Assistance to the puppets-artist Patricia Ortiz in the production of sets, props and puppets for the short film "The Orphans" (release in 2020).

Graphic Designer

10/2015-03/2016

Employer: Brancaccio and Sala Umberto Theaters in Rome, Rome (Italy).

Activities: Creation of promotional graphic material for the 2015/2016 theater season.

Motion Graphic Designer

06/2015

Client: School of Architecture and Design, "Sapienza" University of Rome (Italy).

Activities: Creation of two animated scenes for the promotional video of the Faculty of Architecture for the academic year 2016/2017.

Tutor

02-09/2015

Employer: "S.Or.T Architettura" office, "Sapienza" University of Rome (Italy).

Activities: Students' Coordination; information desk (tutoring and orientation).

Visual designer

10-12/2013

Client: 24 Fotogrammi Art, Rome (Italy)

Activities: Promotional material for the "Festival 24 Fotogrammi" event, 11-12-13 December 2013, Nuovo Cinema Palazzo - San Lorenzo (Rome).

4.2 Artworks

Picture book

2015

Feeling Factory. A new ability to feel liberty. Genova: Edicolors Joy Division. Paperback 15x21 cm. 48 color pages. ISBN: 978-8898-755-07-3

Animated short film

2014

Feeling Factory - 5 minutes | Animation technique: Stop-motion | Materials: plasticine, wood. Available at link <https://vimeo.com/120287651>

4.3 Editorial boards

AND journal of Architectures, Cities and Architects

since 2020

Member of the Editorial Board

COMPLEXITY editorial series [letteraventidue Editions]

since 2022

Member of the Scientific Board

5. PUBLICATIONS

5.1 Books

1. Maselli, V. (2020) *Anatomy of a puppet. Design driven categories for animated puppets' skin.* Collana "Design International." Milan: FrancoAngeli. ISBN: 9788891799548

5.2 Articles in national or international "Class A" Journals

1. Maselli, V. (2017) Contemporary design. Variables and categories. In: *The Design Journal*, Vol 20:sup1, pp. S4745-S4747. ISSN: 1460-6925 (Print); ISSN: 1756-3062 (Online).
2. Martino, C. e Maselli, V. (2020) Mai più solo, mai più annoiato. Il gaming nello spatial design contemporaneo. In: *ANANKE* 89, pp. 100-104. ISBN:9788894869903, ISSN:1129-8219.
3. Caruso, I., Martino, C. e Maselli, V. (2020) Incoming/Outgoing. Flussi trans e multiculturali nel design contemporaneo. In: *OP. CIT. n. 167*, pp. 61-75. ISSN 0030-3305.
4. Maselli, V. e Cosentino, S. (2021), Pietre dinamiche. Esperienze virtuali dei manufatti lapidei tra passato e futuro. In: *MD JOURNAL* vol. 12, pp.142-153. ISSN:2531-9477.

5. Belluzzi Mus, C., Caccamo, A., Fazi, R. e Maselli, V. (2021), SOCIALITÀ DIGITALE E COVID-19. Service Design per l'analisi del coinvolgimento emotivo nella città digitale. In: *AGATHÓN*, Vol 10, pp.250-261. ISSN:2464-9309.
6. Maselli, V., e Panadisi, G. (2022). Motion design and visual communication in the era of 'diffuse design' paradigm: Analysis and evaluation of a didactic experiment. In: *Design Science*, Vol 8, E22. ISSN: 2053-4701.

5.3 Articles in national or international Scientific Journals

1. Maselli, V. (2016) Materia e Forma come driver di imperfezione. In: *ARTE E CRITICA*, Vol. 84, pp.70-71. ISSN:1591-2949.
2. Maselli, V. (2016) Trampoli: protesi artistiche. In: *ARTE E CRITICA*, Vol. 85, pp.110-111. ISSN:1591-2949.
3. Maselli, V. (2016) La Plastilina. Materiale del tatto e del tempo. In: *ARTE E CRITICA*, Vol. 86/87, pp.122-123. ISSN:1591-2949.
4. Maselli, V. e Panadisi, G. (2019) Progettare come ricerca. La ricerca attraverso gli strumenti del motion design. In: *AND n. 35*, pp. 76-83. ISSN 1723-9990.
5. Maselli, V. (2019) Maghette, fancy idols e campioni olimpici. Gli anime giapponesi nella tv dei ragazzi dell'Italia degli anni '80. In: Fabbri, F. (ed.) *ZoneModa Journal*, Vol 9 (1), pp. 41-60. ISSN: 2283-7043 (print); ISSN: 2611-0563 (online).
6. Maselli, V. (2020) Rethinking the frame. Artigianato, tecnologia e kinetic devices al servizio del Cultural Heritage. In: *AND n. 37*, pp. 64-71. ISSN 1723-9990.
7. Caruso, I., Martino, C. e Maselli V. (2020) African Design Wave. Paradigmi estetici, materici e identità di un sud globale. In: *QuAD n.3*, pp. 287-301. ISSN: 2611-4437.
8. Maselli, V. e Panadisi, G. (2021), Motion Design Teaching Strategy: Between Theory, Practice, Technology, and Distance Learning. In: *DESIGN PRINCIPLES & PRACTICES 15 (1)*, pp.19-31. ISSN:1833-1874.
9. Maselli, V. (2022) Uncanny tales and erethic drawings. Il valore sociale e pedagogico della rappresentazione del perturbante nelle narrazioni sequenziali. In: *AND n. 41*, pp. 106-111. ISSN 1723-9990.

5.4 Articles in national or international non Scientific Journals

1. Maselli, V. (2018) The Evolution of Stop-motion Animation Technique Through 120 Years of Technological Innovations. In: *International Journal of Literature and Arts*, Vol 6, No.3, pp. 54-62. ISSN: 2331-0553 (Print); ISSN: 2331-057X (Online).
2. Maselli, V. (2019) Performance of Puppets' Skin Material: The Metadiegetic Narrative Level of Animated Puppets' Material Surface. In: *The International Journal of Visual Design 13 (2)*, pp. 17-37. ISSN: 2325-1581 (Print), ISSN: 2325-159X (Online).
3. Maselli, V. (2020) The "animated empire" of Post-modern heroes: Japanese Anime on Italian TV in the late 70's. In: *The Journal of Communication and Media Studies 5 (3)*, pp. 35-45. ISSN: 2470-9247 (Print), ISSN: 2470-9255 (Online).
4. Maselli, V. (2021) Paisajes animados como remediación y premediación: ciudades cibernéticas y mundos virtuales en los anime japoneses. In: *CON A DE ANIMACIÓN, n.13*, pp.78-93. ISSN: 2173-6049.

5.5 Essays/Chapters in books/Conference proceedings

1. Maselli, V. (2016) Dall'errore all'errare: una soluzione estetica. In: Riccini, R. (ed.) *Fare ricerca in Design: Forum nazionale dei dottorati di ricerca in design*. Padova: Il Poligrafo, pp. 259-264. ISBN: 9788871159768.

2. Maselli, V. (2018) Le “storie” dei Puppets. Il design degli strumenti narrativi del cinema di animazione in stop-motion. In: Fabian, L. & marzo, M. (ed.) *La ricerca che cambia. 2° convegno nazionale dei dottorati italiani dell'architettura, della pianificazione e del design*. Siracusa: Lettera Ventidue, pp. 719-735. ISBN: 9788862422710.
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6. AFFILIATIONS AND AWARDS

6.1 Affiliaions

Communication & Media Studies

Affiliation: Network Membership

since 2020

Design Principles & Practices

Affiliation: Network Membership

since 2020

AIAP_associazione italiana design della comunicazione visiva

Affiliation: Regular membership.

since 2019

SID_ Società Italiana di Design

Affiliation: Regular membership.

since 2019

SAS_ Society for Animation Studies

Affiliation: Regular membership.

since 2016

6.2 Awards

2021

International Award for the Excellence for Design Principles and Practices

Journal Collection for the article "Motion Design Teaching Strategy: Between Theory, Practice, Technology, and Distance Learning" (2021).

2021

Norman McLaren-Evelyn Lambart Award for "Best Scholarly Article On

Animation" for the article "Performance of Puppets' Skin Material: The Metadiegetic Narrative Level of Animated Puppets' Material Surface" (2019). Society for Animation Studies.

2016

Jury Prize for the picture book "FEELING FACTORY. A new ability to feel liberty"

Contest: "Premio LA FIABASTROCCA 2016 - Ass. artistico-culturale Accademia degli artisti", Category: Published Books.

2015

Silver Prize for the animated short film "FEELING FACTORY"

Contest: International Design Awards, Ed. 2014.

Category: Emerging graphic designer

Sub-Category: Animation

7. OTHER SKILLS AND ABILITIES

7.1 Digital skills

Adobe After Effect



Adobe Animate CC



Adobe Character Animator



Adobe Illustrator



Adobe Indesign



Adobe PhotoShop



Adobe Premiere Pro



Adobe Soundbooth



AutoCad



CrazyTalk Animator



Maya



DragonFrame



Suite Microsoft Office



Rhinoceros



WordPress



7.2 Language skills

Mother tongue

Foreign languages

Italian

English

Spanish

C1 [Certificate in Advanced English: LEVEL C1]

A2

7.3 Artistic skills

Sculptural and material modeling skills;
Hand and digital drawing skills;
Creative writing skills.

7.4 Interests



TRAVELS



PHOTOGRAPHY



CINEMA



DRAWING



ARTS



RUNNING