

## ALESSIA CAVIGLIA

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Bologna, 40138  
Italy

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### Academic appointments

- 2024- 2025            **Wesleyan University**, Middletown (CT), United States  
Visiting Instructor of Italian/ Gaming Lab
- 2022- present        **University of Bologna**, Bologna, Italy  
**University of Foggia**, Foggia, Italy  
Ph.D. Student (PNRR) Learning Sciences and Digital Technologies
- 2020-2022            **University of Bologna**, Bologna, Italy  
Department of Classical Philology and Italian Studies  
Research Scholarship, Include[ed] Project
- 2021                    **University of Bologna**, Bologna, Italy  
Department of Classical Philology and Italian Studies  
Cultrice della Materia (expert on the field of Didactics of the Italian Language)

### Academic Education

- 2022-present        **University of Bologna/Foggia**, Bologna, Italy  
Ph.D. Candidacy Learning Sciences and Digital Technologies  
Curriculum: gaming
- 2017-2020            **University of Bologna**, Bologna, Italy  
Italian Studies, European Literary Cultures, Linguistics  
Master's Thesis: "An example of a playful approach to teaching Italian to asylum-seeking students: the creation of the game "La mia città"  
110/110 cum laude
- 2011-2016            **University of Bologna**, Bologna, Italy  
Foreign Languages and Literature  
110/110 cum laude

### Trainings, Summer Schools and non-Academic Education

- 2023                    "Prototyping Circular Economies" Game Design Summer School, IMT Lucca, De:Hive Berlin, Game Science Research Centre. Lucca, Italy
- 2023                    "Digital Education and Artificial Intelligence" Summer School, LUMSA, Rome, Italy

- 2022 "Materials and Methods in Immigrant and Refugee Language Teaching: Adaptability to the Context", Heidelberg University, Heidelberg, Germany
- 2022 "Materials and Methods for the Linguistic Integration of Migrants and Refugees: Publishing, ICT, Game-based Learning", Bologna, Italy
- 2022 "Include[ed]Project Meeting and Multiplier Event", Salamanca University, Salamanca, Spain
- 2021 "Game-based Operator Course" CSI Ravenna, Ravenna, Italy
- 2021 "Advanced Game Design Course" Bianconiglio Lab, Bologna, Italy
- 2021 "TTRPG in Socio-educational Contexts" Cooperativa Sottocolle, Genova, Italy
- 2021 "Tambù Playtesting Team Trainings", Tambù, online, Italy

### **Published articles and chapters**

- 2025 Alessia Caviglia "TTRPG and Language Learning: From Game Design to Classroom Play" in *Scuola Democratica third Conference Proceedings*.  
<https://www.scuolademocratica-conference.net/conference-proceedings-iii>
- 2024 Alessia Caviglia and Camilla Zamboni "Planètes" in: *Roll for Learning: Micro Tabletop Role-Playing Games to Use in the Classroom*, Carnegie Mellon University.
- 2024 Alessia Caviglia, Matteo Viale "I dialoghi nei materiali didattici di italiano L2 per migranti e rifugiati tra modelli pragmatici e stereotipi sociali" in *Aipi Conference Proceedings* [forthcoming peer reviewed proceedings] (Dialogues in Italian as a second language teaching materials for migrants and refugees between pragmatic models and social stereotypes)
- 2022 Alessia Caviglia and Matteo Viale "L'appropriatezza sociolinguistica nei materiali di italiano L2 per migranti e rifugiati: spunti da una ricerca in corso nell'ambito del progetto europeo INCLUDEED"  
(Sociolinguistic pertinence in Italian L2 materials for migrants and refugees: insights from ongoing research within the European project INCLUDEED) in *Italianolinguadue* [peer reviewed article]  
<https://doi.org/10.54103/2037-3597/19572>
- 2022 Alessia Caviglia, Matteo Viale "Chapter V, Teaching Materials: ICT and Migrants Language Teaching", author with Matteo Viale in: *Guide for linguistic inclusion of migrants*  
<https://doi.org/10.14201/OLP0031>
- 2021 Alessandra Castorrini and Alessia Caviglia "La mia città: un gioco da tavolo per l'apprendimento dell'italiano L2" (La mia città: a boardgame for learning Italian L2) in *Italiano a Scuola* [peer reviewed article]  
<https://doi.org/10.6092/issn.2704-8128/10896>

**Invited Talks and Workshops (speaker)**

- May 2024 Alessia Caviglia Camilla Zamboni “Creare giochi di ruolo per l’apprendimento L2/LS- Teoria e pratica, il caso di Planètes”, *Play Festival del Gioco*, Modena, Italy [talk]  
(Creating role-playing games for L2/LS learning - Theory and practice, the case of Planètes)
- May 2024 “Designing Role-Playing Games in 2024: a conversation with Zachary Cox, Felix Isaacs, Helios Pu and Matteo Scutteri”, *Play Festival del Gioco*, Modena, Italy [panel moderator]
- February 2024 “Gioco di ruolo e didattica delle lingue: giocare in lingua target”, *Federludocon*, Cesena, Italy [talk]  
(Role-playing and language teaching: playing in the target language)
- May 2022 “Games and Language: a great friendship”, *Play festival del Gioco*, Modena, Italy [panel]
- May 2022 “La mia città: a Board Game for the Linguistic Integration of Adult Migrants”, *Materials and Methods for Linguistic Integration of Migrants and Refugees*, Bologna, Italy [talk and workshop]

**Conference papers and panels (speaker)**

- April 2025 Alessia Caviglia “Building Bridges in character: Roleplaying-games communities and second language learning.”  
*AATI Conference*. Princeton University (NJ), United States [presentation]
- August 2024 Alessia Caviglia and Camilla Zamboni “Game Design for/through Language Learning”  
*Serious Play Conference*. Toronto, Canada [presentation]
- June 2024 Alessia Caviglia and Camilla Zamboni “TTRPG and Language Learning: From Game Design to Classroom Play” *Conferenza Scuola Democratica*. Cagliari, Italy
- June 2024 Camilla Zamboni and Alessia Caviglia “Gameful L2 Design in Theory and Practice” *AATI Conference*, Perugia, Italy [workshop]
- June 2024 Camilla Zamboni and Alessia Caviglia “Designing a Gamebased L2 Teaching and Learning Activity: Planètes” *AATI Conference*, Perugia, Italy [presentation]
- December 2023 “Multiple-Embodied Ludic Subjectivity in Contemporary Digital and Tabletop Role-playing Games” *DIGRA Italia Conference: Analog Games in the Digital Age: playing in the twenty first century*, Torino, Italy. [paper presentation]

- July 2023 Elvis Mazzoni, Alessia Caviglia, Emma Leone, Eleonora Caldeira, Martina Benvenuti: “The Activity Theory approach to evaluate the impact of interventions in educational contexts” *ISPA Conference*, Bologna, Italy. [paper presentation]
- July 2023 “Game-based learning with the migrant adult class: the use of social deduction games in second language teaching”, *ISPA Conference*, Bologna, Italy. [poster presentation]
- April 2022 “Introdurre il regolamento di un boardgame didattico in parziale assenza di lingua veicolare comune: il ruolo di immagini, simboli e turnazione”, *Game Science Research Centre The role of Images in games* [online conference presentation]  
(Introducing the rules of an educational boardgame in the partial absence of a common vehicular language: the role of images, symbols and turns)
- Winter 2021 Alessia Caviglia and Matteo Viale “I dialoghi nei materiali didattici di italiano L2 per migranti e rifugiati tra modelli pragmatici e stereotipi sociali”, *Aipi Conference*, Palermo, Italy [paper presentation]  
(Dialogues in Italian L2 teaching materials for migrants and refugees between pragmatic models and social stereotypes)
- Fall 2021 Alessia Caviglia and Matteo Viale “L’appropriatezza sociolinguistica nei materiali di italiano L2 per migranti e rifugiati: spunti da una ricerca in corso nell’ambito del progetto europeo INCLUDEED [paper presentation]. *La didattica delle lingue e il Companion Volume*. University of Milan, Milan, Italy [paper presentation]  
(Sociolinguistic pertinence in Italian L2 materials for migrants and refugees: insights from ongoing European project Include[ed])

### **Teaching and coaching (speaker)**

- March 2024 “Design di giochi didattici” teacher training for *Epale + CPIA Bergamo*
- March 2024 “Usare i giochi nella didattica della lingua” teacher training for *Epale + CPIA Bergamo*
- February 2024 “Giochi e didattica della lingua italiana: dal game design all’attività in classe” lesson at the University of Bologna (Didattica della Lingua italiana)
- January 2024 Alessia Caviglia, Camilla Zamboni “Planètes: gioco di ruolo per l’insegnamento delle lingue” lesson for *Epale + CPIA Bergamo*
- March 2021 “La mia città: un gioco da tavolo per l’apprendimento dell’italiano L2” lesson at the University of Bologna (Didattica della Lingua italiana)
- April 2020 “La mia città: un gioco da tavolo per l’apprendimento dell’italiano L2” lesson at the University of Bologna (Didattica della Lingua italiana)