

Renata Gomes

Curriculum Vitae

Renata Correia Lima Ferreira Gomes
renatafgomes@gmail.com
CS Games Research Group
<http://csgames.incubadora.fapesp.br/portal/about>
<http://desdobramentos.wordpress.com/bio/>

Education

- 2004 - 2008** PhD in Communication Studies and Semiotics
Pontifícia Universidade Católica de São Paulo, PUC/SP, São Paulo, Brazil
Dissertation: Agentes verossímeis: uma investigação sobre a construção dos personagens autônomos nos videogames (Believable agents: an investigation on the creation of autonomous characters in video games)
Advisor: Arlindo Ribeiro Machado Neto
Grant/ fellowship: CNPq/National Counsel for Scientific and Technological Development
- 2001 - 2003** M.A. in Communication Studies and Semiotics
Pontifícia Universidade Católica de São Paulo, PUC/SP, Sao Paulo, Brazil
Thesis: Imersão e participação: mecanismos narrativos nos jogos eletrônicos (Immersion & Participation: narrative strategies in video games)
Advisor: Arlindo Ribeiro Machado Neto
Grant/fellowship: CNPq/National Counsel for Scientific and Technological Development
- 1999 - 1999** Editing – School of Continuing and Professional Studies
New York University, NYU, USA
- 1994 - 1998** B.A. Communication Studies (Journalism)
Universidade Federal do Ceará, UFC, Fortaleza, Brazil
-

Employment

Centro Universitário Senac - SENAC/SP

- 2009-** Coordinator of the *lato sensu* graduate program in Audiovisual Creation in Electronic Media
- 2006-** Lecturer in the Undergraduate Program Audiovisual & Film Production
-

Publications

“Videogames: imagem, narrativa, participação” (“Video games: image, narrativa, participation”). In: *Imagem Contemporânea: cinema, tv, documentários, fotografia, videoarte, games...*, II. São Paulo: Hedra, 2009, p. 87-98.

“Shenmue e o dilema narrativo” (“Shenmue and the narrative dilemma”). In: *Mapa do jogo: a diversidade cultural dos games*. São Paulo: Cengage Learning, 2009, v.1, p. 67-84.

“Vivendo o jogo: construção do espaço-tempo nos games” (“Living the game: building space-time in video games”). In: *Estéticas Tecnológicas: Novos Modos de Sentir*.1, 2008, v.1, p. 411-420.

“The design of narrative as an immersive simulation”. In: *Worlds in Play: International Perspectives on Digital Games Research*.1 ed.New York : Peter Lang, 2007, v.21

“O design da narrativa como simulação imersiva”. In: *Narrativas Midiáticas Contemporâneas*. ed.Porto

Alegre : Sulina, 2006

Conference Presentations

“Alice Através dos Neurônios-Espelho: empatia e personagens autônomos nos videogames” (“Empathy and autonomous characters in vídeo games”). Intercom - XXXII Congresso Brasileiro de Ciências da Comunicação, Curitiba, Brazil, Sept. 6, 2009

“O design da narrativa como simulação imersiva” (“The design of narrative as an immersive simulation”). XIV Encontro Anual da Compós, Niterói, Brazil, June 6th, 2005.

“The design of narrative as an immersive simulation”. Digra International Conference, 2005, Vancouver.

“Estratégias narrativas nos games” (“Narrative Strategies in Vídeo Games”). VII Simposium Socine – Brazilian Society for Film Studies, Recife, Brazil, Nov. 3r, 2004.

Invited Presentations

“Um diálogo entre cinema e games” (“A dialogue between cinema and games”). 1st Symposium on Film and Audiovisual Studies: the Experience of Film and Audiovisual in Brazil Today. Universidade Anhembi Morumbi, São Paulo, Brazil, sept. 19th, 2009.

“Videogame: imagem, narrativa, participação” (“Video game: image, narrative, participation”). Encontro Internacional da Imagem Contemporânea, Fortaleza, Brazil, April, 2009. (<http://www.eiic.ufc.br/>)

“Narrativas audiovisuais contemporâneas: um diálogo entre game e cinema”. Debates Incalculáveis - Escola de Audiovisual de Fortaleza, Brazil, 2007.

Vivendo o Jogo: A Construção do Espaço-Tempo nos games. I International Congress of Technological Aesthetics, PUC/SP, Brazil, 2006. (<http://www.pucsp.br/pos/cos/estec/home.htm>)

Academic Awards

- 2009** Jabuti Brazilian Book Prize for the book “Mapa do Jogo”. Edited by Lucia Santaella and Mirna Feitoza. (Author contributed with one chapter: “Shenmue and the narrative dilemma”, p. 67-84).
- 2005** Paper “The design of narrative as an immersive simulation” nominated as one the five best papers in the Digital Games Research Association/Digra 2nd International Conference 2005. Vancouver, Canada.
- 2003** Best M.A. thesis – Dept. Of Communication Studies and Semiotics, PUC/SP.

Teaching Experience

Centro Universitário Senac - São Paulo, Brazil

Fundamentals of film language and narrative (undergraduate)
Editing for ficcion I (undergraduate)
Editing for ficcion II (undergraduate)
Hypermedia and multimedia (undergraduate)
Editing (*lato sensu* graduate)
Audiovisual Narrative (*lato sensu* graduate)

Museum of Moving Image - São Paulo, Brazil

Video Games and Narrative Models

Universidade Federal do Ceará

Scriptwriting for New Media (*lato sensu* graduate)

Events

I **University Games Festival**, 2006. Organizing committee.

References

Professor Arlindo Machado (PhD Advisor)
PhD in Communication Studies and Semiotics
Pontifícia Universidade Católica de São Paulo - PUCSP
School of Communication and Philosophy, Dept. Of Arts
55 11 3672 8288
55-11-3865-1374
arlimach@uol.com.br

Professor Irene A. Machado
PhD in Literature
University of Sao Paulo
School of Communications and Arts
55 11 3091 8041
55 11 3022 3459
irenemac@uol.com.br

Professor Lucia Santaella
Head, Graduate Program Technologies of Intelligence and Digital Design
Director, Research Center in Digital Media - PUCSP
55 11 3862 8906
55 11 3865 1374
lbraga@pucsp.br
<http://www.pucsp.br/~lbraga>