



TRIGGER PARTIES - NEW SEASON

organised by Siliqoon and promoted by Marsèlleria

Marsèll Paradise, via privata Rezia, 2 - Milano

The first Wednesday of every month from 6,30 to 9 pm

TP#12

Michele Cerruti But, architect | **Riccardo Fassone**, researcher and game designer
| **Roberto Fassone**, artist and basketball player | **Gianni Ferrero Merlino**, artist

Wednesday February 7th, 6.30 - 9 pm

Trigger Parties are a series of monthly meetings where small groups of artists and other personalities are invited to show and talk about their practice, using the way they wish. TP were born from the aim to revitalise a cultural and cross-disciplines discussion where the audience is invited to participate and directly exchange views with the guests. Promoted by Marsèlleria and organised by Siliqoon, TP already involved more than 50 artists.

After a first series focused on artistic practices, 2017/2018 season expands the format to other disciplines as well, maintaining the same formula. To every participant will be asked to use the available space and time for an intervention that could be a trigger regarding the themes characterizing the presented practice, using every way of representation: speech, reading, performance, installation, every media or new format is welcome.

Michele Cerutti But

Michele Cerruti But is a PhD student in Urban Planning at the IUAV University of Venice and Assistant at the Polytechnic University of Turin.

He deals with the relationship between economy and territory, considering the City as a social fact in which values, norms and rights are stratified in space. He also coordinates the projects for the higher education program of Fondazione Pistoletto, focusing in particular on Design and social impact.

Riccardo Fassone

Riccardo Fassone is a researcher and game designer.

He teaches History and theory of digital games at the University of Torino. He has worked as visiting researcher at the Georgia Institute of Technology, Atlanta, and as research fellow at The Strong National Museum of Play in Rochester (NY).

He is the author of two books - *Every Game is an Island* and *Cinema e videogiochi* - and a columnist for Motherboard, Prismo and several other magazines.

He played The Binding of Isaac for over 1000 hours.

web

www.siliqoon.com

www.marselleria.org

info

info@siliqoon.com

info@marselleria.org

phone

+39 339 3022824

+39 0278622680



Roberto Fassone

Roberto Fassone is a basketball player, grown up in the Cierre Asti juveniles. In 2004 he played his first senior season with Cascina Veneria (C2 league). The next year he performed the best season of his career, playing point guard with Basket Venaria (C2 league). During the season the team reached the Finals, eventually losing game 5 against Serravalle Scrivia. Two years later Fassone won his first championship (D league) with Monferrato Basket. In the following years he had the chance to play with Virtus Venezia and Fiamma Venezia, coming back to Asti during 2014/2015 season, where he played his last official game.

Gianni Ferrero Merlino

Gianni Ferrero Merlino lives and works in Turin.

His work considers photography as a field for memory analysis. Through the corrections typical of drawing, his works is placed in constructive relationship with the subjects, in an action of rapprochement and contact where the exercise becomes a working method capable of developing competences.

web

www.siliqoon.com
www.marselleria.org

info

info@siliqoon.com
info@marselleria.org

phone

+39 339 3022824
+39 0278622680