Marco De Mutiis

Zwinglistrasse 23,
8004 Zurich (Switzerland)
+41789218823
me@marcodemutiis.com

Employment		
	2015-present	Digital Curator, Fotomuseum Winterthur
	2024-2025	Lecturer, Department of Media Studies, University of Basel
	2023-present	Lecturer, Camera Arts, Lucerne University of Applied Sciences and Arts
	2019-present	Lecturer, Master Photography, ECAL
	2015-2018	Lecturer at Digital Ideation, and Research Associate at Camera Arts, Lucerne University of Applied Sciences and Arts
	2014	Senior Research Associate and Part-time Lecturer, School of Creative Media, City University of Hong Kong
	2012-2013	Executive Manager, Contemporary Musiking, Hong Kong
	2011-2013	Research Associate, City University of Hong Kong

Education		
	2019-2025	PhD, Centre for the Study of The Networked Image, London South Bank University
	2009-2011	Master in Fine Arts, Creative Media, School of Creative Media, City University of Hong Kong (Distinction)
	2002-2006	Bachelor's Degree, Asian Studies, Venice Ca' Foscari University

Current Tasks

Digital Curator driving Fotomuseum Winterthur's digital strategy and building the vision for the institution between online spaces and digital infrastructures. Curating, producing and designing exhibitions focused on algorithmic and networked imaging. Developing public programs and platforms for knowledge transfer across different media and spaces.

Academic researcher specialising in the contemporary role of the image and the socio-political impact of computational technologies in visual culture. Author and international speaker, contributing to the discourse through publications, conferences, and hybrid formats that connect academia, museums, and educational institutions.

Lecturer at Bachelor and Master levels, teaching theories and practices of algorithmic design, visual arts and internet culture. Experienced educator integrating traditional courses, seminars, and workshops with exhibitions and publication platforms.

Media artist and experimental designer working with game modding, hacking culture and critical reappropriation of technology through playful yet socially engaged projects.

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Edited Volumes

De Mutiis, M., Gassert, D. and Nappo, A. (2025). *The Lure of the Image*. Fotomuseum Winterthur and Spector Books.

Bittanti, M., & De Mutiis, M. (2024). *Foto Ludica – Fotografia e videogiochi tra arte e documentazione.* Milan: Mimesis Edizioni.

De Mutiis, M., & Bittanti, M. (2024). *The Photographer's Guide to Los Santos*. Milan: Mimesis International.

Gerling, W., Möring, S., & De Mutiis, M. (Eds.). (2023). *Screen Images – In-Game Photography, Screenshot, Screencast*. Berlin: Kadmos.

Selected Book Chapters

De Mutiis, M. (2024). From in-game photography to playable imaging. In A. Shobeiri & H. Westgeest (Eds.), *Virtual Photography – Artificial Intelligence, In-game, and Extended Reality* (pp. 82–101). Bielefeld: Transcript.

De Mutiis, M. (2023). The player as photographer as worker. In A. Grein, B. Gütschow, S. Holschbach, & I. Schneider (Eds.), *Photographic Materials – Archives and New Tools* (pp. 38-54). Cologne: Herbert Von Halem Verlag.

Dekker, A., & De Mutiis, M. (2022). In-game photography. In A. Dekker & G. Giannachi (Eds.), *Documentation as Art: Expanded Digital Practices* (pp. 50-59). London: Routledge.

Sluis, K., De Mutiis, M., & Uriarte, J. (2021). You must not call it photography if this expression hurts you. In A. Dekker (Ed.), *Curating Digital Art* (pp. 284–292). Amsterdam: Valiz.

De Mutiis, M. (2021). An eye unruled. In M. Keller, C. Gunti, & F. Amoser (Eds.), *Automated Photography* (pp. 43–81). Lausanne: ECAL / London: Mörel.

Möring, S., & De Mutiis, M. (2019). Camera Ludica: Reflections on photography in computer games. In M. Fuchs & J. Thoss (Eds.), *Intermedia Games—Games Inter Media* (pp. 69-93). New York: Bloomsbury Academic.

De Mutiis, M. (2017). Photo modes as post-photographic apparatus. In M. Keller, J. Vacheron, & M. Guyon (Eds.), *Augmented Photography* (pp. 11-15). Lausanne: ECAL.

Selected Essays in Journals and Periodicals

De Mutiis, M. (2023). Photographing the game glitch: Between ghost photography and immaterial labour. *Philosophy of Photography*, 14(1), 153–170. https://doi.org/10.1386/pop_00079_1

De Mutiis, M. (2021). How to win at photography – How games teach us to see. In W. Brückle & S. Vitale (Eds.), *Post-Photography (Nummer 10),* pp. 72–77. Luzern: HSLU.

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Selected lectures and presentations		Swissnex (Osaka) 2025, Transmediale (Berlin) 2025, Paris Photo (Paris) 2024, Art Vontobel (Zurich) 2024, ICOM/ICAMT (Taipei) 2024, Getxophoto (Getxo) 2024, Foto Colectania (Barcelona) 2024, IULM (Milan) 2024, Royal College of Art (London) 2023, V&A (London) 2023, Hasselblad Foundation (Gothenburg) 2022, C/O Berlin (Berlin) 2022, Feltrinelli Educational (online) 2021, Academy of Media Arts Cologne (Cologne) 2019, MAXXI (Rome) 2018, DiGRA (Turin) 2018, Helsinki Photo Media (Helsinki) 2018, Potsdam University (Potsdam) 2017, MiBACT-Ministry for Cultural Heritage (Florence) 2017, ISEA (Hong Kong) 2016.
Selected curatorial activities	2025	*The Lure of the Image*, exhibition, Fotomuseum Winterthur
	2024	*The Photographer's Guide to Los Santos*, exhibition, Lenzburg Fotofestival
	2024	*Ssloop.life*, commissioned artwork Museum of Fine Arts Le Locle
	2023	*Automated Photography*, exhibition, VI Biennal of Photography and Industry on Work (Bologna)
	2022-present	*[permanent beta]*, online platform and upcoming exhibition, Fotomuseum Winterthur
	2021-2022	*How to Win at Photography – Image-making as Play*, exhibition, Fotomuseum Winterthur and The Photographers' Gallery
	2020-present	*Screen Walks*, online platform and series of live events, Fotomuseum Winterthur and The Photographers' Gallery
	2019	*An Eye Unruled*, exhibition swissnex San Francisco
	2018	*P3 Post-Photography Prototyping Prize*, event and award Fotomuseum Winterthur
	2015-2021	*SITUATIONS*, online platform and exhibition series Fotomuseum Winterthur
Awards	2016	London School of Economics IGNITE! Gamification Grant
	2013	Bloomberg Digital Arts Initiative Prize
	2011	Hong Kong Arts Development Council Emerging Artist Grant
Language skills	English	C2
	German	B2
	Mandarin	B1
	Italian	Mother Tongue