

Links – Léa Dedola

COMMUNICATIONS

- 9 Dec. 2021 **Panel Discussion : Léa Dedola, Manon Burgel, François Deleglise, Stéphan Euthine.**
"The Connections between the Video Game Industry and Other Socio-Economic Spheres", animation Simon Bitauveau, organized by H7 and Game Only, Lyon, Dec. 9, 2021, (French).
- June 2021 **By Léa DEDOLA**
"Towards an Update of the Heterotopian Concept in the Digital Age : What about the Virtual Reality 'counter-Spaces' ?", *Modernité des hétérotopies*, Besançon, June 2021, (French).
- 18 - 20 May 2021 **By Léa DEDOLA**
"Can Immersion be Conceptualized as a System ? The Case of Transmedia Development of Virtual Reality Cinematic Works", *De l'immersion au cinéma*, Université de Rennes, May 18-20, 2021, (French).
- 16 - 17 Dec. 2020 **By Léa DEDOLA**
"Deepening Emotional Immersion and Interaction (4I²) in Virtual Reality", *UBIQ #1*, ENSAD de Valenciennes, Dec. 16-17, 2020, (French).
- 22 Oct. 2020 **By Léa DEDOLA**
"Phenomenology of Science-Fictional Times in Virtual Reality : A New Approach to the Genre". *Quel TEMPS fait-il ?*, Prism.Cnrs, Transdisciplinary Study Day, Marseille, Oct. 22, 2020, (French)

PUBLICATIONS

- In progress **By Léa DEDOLA**
Emotions in Artistic Creations : Digital Arts and VR Films, Presses des Mines Paris-Tech, Février-Mars 2024, (French).
- January 2022 **Written by Léa DEDOLA**
"Modalities and Challenges of Heritage Experience in Virtual Reality : Reflections on the Receiving Body", *Small Walker Press*, (Carmela Colella, Tamara El-Hoss, Catherine Parayre, Eds.), Jan. 2022, p. 116-128, (French/English).
- June 2021 **Written by Léa DEDOLA**
"The Biofeedback Loop and Interactive Artworks : What Emotional Shaping of the Self ?", *Savoir en Prisme, No. 13: Autopoiesis. Fictions du moi ou l'art de se créer soi-même*, (Carmen Cortés-Zaborras, Ed.), June 2021, p. 137-158, (French).
- June 2020 **Written by Léa DEDOLA**
"Esthetic mutations in Science Fiction and Space through the Use of Virtual Reality", *Space Fiction, Visiones de lo cosmico en la ciencia-ficcion*, (Mario-Paul Martinez, Fran Mateu y Miguel Herrero Herrero Eds. and Coords.), June 2020, p. 127-140, (Spanish).
- Dec. 2019 **Written by Léa DEDOLA**
"Foundations and Limits of the Virtual Reality Environment : What Aesthetic Consequences ?", *Missiles n°7 : Frontière(s)*, (Emmanuel Boldrini, Charlotte Limonne, Bastien Mouchet Virginie Pfeiffer Eds.), Dec. 2019, p. 21-26, (French).

MODERATION, EVENT ORGANIZATION

- 24- 25 March 2023 **By Léa DEDOLA, Emmanuel BOLDRINI, Bastien MOUCHET (Eds.)**
"Values of the Imprint", Conference - Exhibition, Université Lumière Lyon II, La Cité des Halles, Lyon, France, Mars 24-25, 2023.
- 25 Nov. 2021 **By Michelle SALORD, Florent MAURIN (guests), Léa DEDOLA (moderation).**
"Video Games : A Tool for Better Understanding Migrations", *Novembre numérique*, Ambassade de France au Chili, Institut Français, Nov. 25, 2021, (French).