

FIRST PLAYABLE WHERE GAMES GROW

6 - 7 JULY 2023

NANA BIANCA | LUNGARNO SODERINI 21, FLORENCE

PROGRAM







WEDNESDAY, JULY 5

5.00 PM - 7.00 PM

Check-in and badge distribution

THURSDAY, JULY 6

FROM 9.00 AM

Check-in and badge distribution

10.00 AM - 6.00 PM

Business Meetings

11.00 AM − 12.00 AM ◀

The (not so) hidden features of Unreal Engine 5, w/ Matteo Sosso, Co-Founder & Game Director at Untold Games

12 PM - 12.45 PM

Business and legal tips for video game developers w/ Francesco De Rugeriis, Senior Associate at LCA Legal Firm

1.00 PM — 2.00 PM	•	PEGI, the pan-European age rating system for video games: the self-regulations and its evolution w/ Jennifer Wacrenier, Senior Operations & Communications Manager at PEGI
2.00 PM — 3.00 PM		TikTok and the concept of gaming entertainment, w/ Simona Campanale, Content Partnerships Manager, Italy at Tik Tok
3.00 PM — 3.30 PM	\	Next Level — How to Win in Gaming w/ Tobias Knoke, Head of Gaming at EMEA Partnerships Solutions at Google
3.30 PM — 4.00 PM	\	Crossplatform Gaming Solutions w/ Emanuele Nobili, Sales Manager, AppDev Gaming at Google
4.00 PM — 4.30 PM	•	How to Soft Launch a Mobile Game in 2023 w/ Pietro Bagnasco, Mobile App Ads Partnerships Manager – Southern Europe at Google
7.00 PM — 8.00 PM		Italian Video Game Awards Pre-Show
8.00 PM — 9.00 PM		Italian Video Game Awards Ceremony
9.00 PM — 11.00 PM [Italian Video Game Awards Party

FRIDAY, JULY 7

9.00 AM - 10.00 AM Women i

Women in Games Breakfast Meet up sponsored by Fondazione VIGAMUS

10.00 AM - 6.00 PM

Business Meetings

10.30AM − 11.00AM ◀

Treebu forests in Italy as allies of a more sustainable future, w/ Giacomo Alberini, CEO & Co-Founder at Treebu

11.00 AM — 11.30 AM 🔷

Bologna Game Farm, the public accelerator for video games

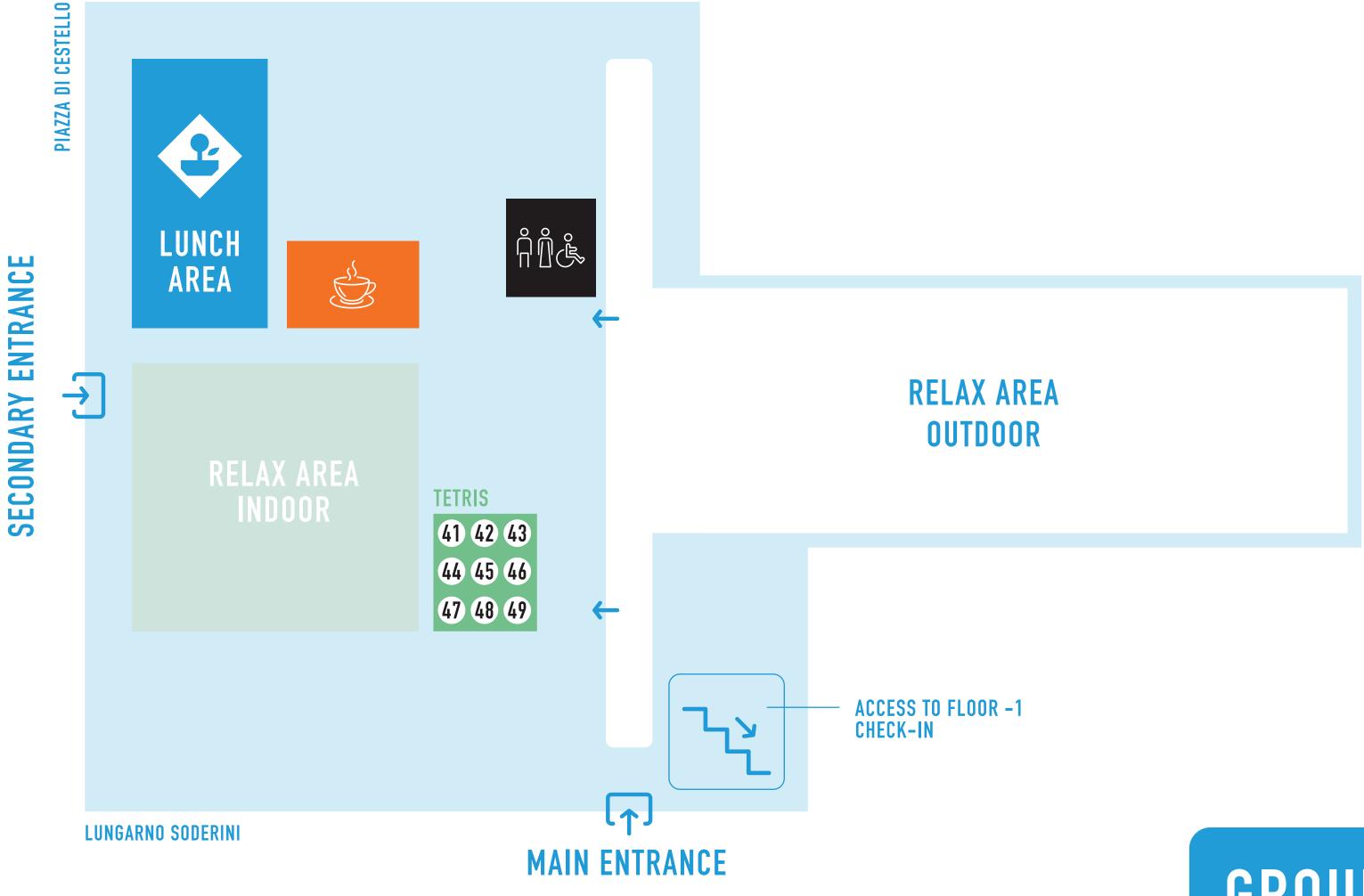
w/ Lucia De Siervo, Head of Culture Economy and Youth Policies at Regione Emilia-Romagna and Sara De Martini, Project Manager at Bologna Game Farm



TETRIS ROOM

- 41. MEETING POINT
- 42. MEETING POINT
- 43. MEETING POINT
- 44. MEETING POINT
- 45. MEETING POINT
- 46. MEETING POINT
- 47. MEETING POINT
- 48. MEETING POINT
- 49. MEETING POINT





GROUND FLOOR



DONKEY KONG ROOM

- **34BIGTHINGS**
- **ACER**
- **BOLOGNA GAME FARM**
- **CINECITTÀ GAME HUB**
- **RED BULL**
- ZAGAROLO GAME HOUSE



PONG ROOM

MINISTRY OF CULTURE DIRECTORATE GENERAL FOR CINEMA & AUDIOVISUAL



FOYER

- PEGI
- **IIDEA**
 - TOSCANA FILM COMMISSION



SPACE INVADERS ROOM

- **AWS FOR GAMES**
- **AMPLIFIER GAME INVEST**
- BANDAI NAMCO EUROPE
- **CHUCKLEFISH**
- **DEVOLVER DIGITAL**
- **DOUBLE JUMP CAPITAL**
- **EPIC GAMES / UNREAL ENGINE**
- **FOCUS ENTERTAINMENT**
- FOREVER ENTERTAINMENT
- **GLOBAL TOP ROUND**
- HEADUP 19.
- GOOGLE
- **ICEBERG INTERACTIVE**
- 22. KEPLER INTERACTIVE



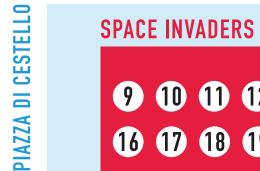
PAC-MAN ROOM

- LOCKWOOD PUBLISHING
- MARVELOUS EUROPE
- NACON
- NINTENDO OF EUROPE
- **NOODLECAKE**
- **PLAYSTACK**
- PLUG IN DIGITAL
- **PQUBE**
- **RAW FURY** 31
- SECRET MODE



ZELDA ROOM

- SLITHERINE
- **SOEDESCO**
- **SQUARE ENIX COLLECTIVE**
- TEAM17 36.
- THE POWELL GROUP **37**.
- TRIPLE DRAGON
- **VENTURECAPITAL.GAME**
- WIRED PRODUCTIONS 40.



















PONG





LOCKERS

ACCESS TO GROUND FLOOR

CHECK

IN





FOYER

8







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DIAMOND PARTNERS





SILVER PARTNERS











PARTNERS









