

3-4-5 JULY 2024, FIRENZE

CINEMA LA COMPAGNIA | VIA CAVOUR 50-R NANA BIANCA | LUNGARNO SODERINI 12





# WEDNESDAY, JULY 3

FROM 1.00 PM	Check-in and badge distribution
2.00 PM – 2.15 PM	Institutional opening
2.15 PM – 3.00 PM	Building enduring gamer centric franchises at CD Projekt Red
3.00 PM – 3.45 PM	Amplitude Studios: a journey through co-creation
3.45 PM – 4.15 PM	The French Model: nurturing growth in the video games industry
4.15 PM – 5.00 PM	Jeux Vidéo Made in France
5.00 PM – 5.45 PM	Meet the Indies: a chat with Visai Games and Nerial
5.45 PM - 6.30 PM	Fireside chat with Raphael Colantonio
6.30 PM - 8.00 PM	Networking aperitivo

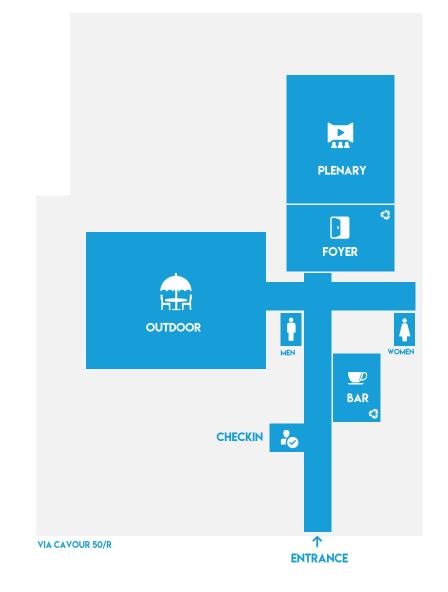


8.00 PM - 9.00 PM Italian Video Game Awards

Ceremony

9.00 PM - 00.00 AM **Italian Video Game Awards** 

**Networking Dinner** 









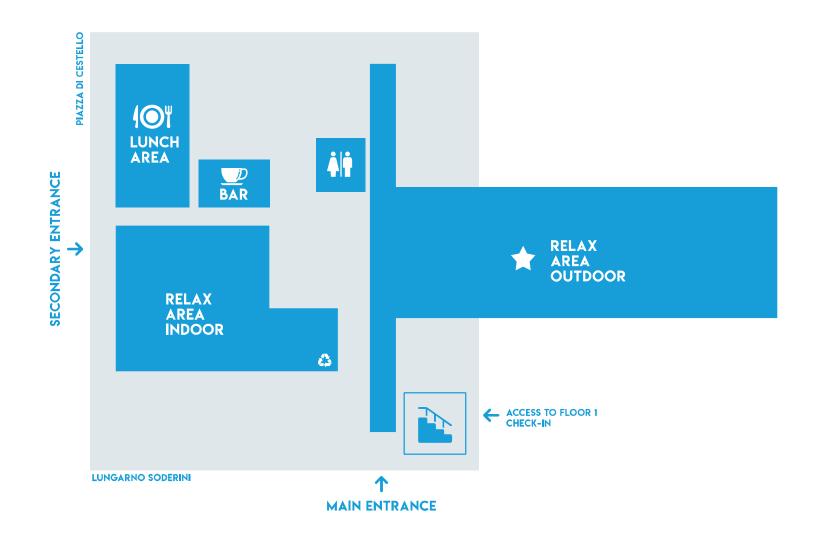


# THURSDAY, JULY 4

	FROM 9.00 AM		Check-in and badge distribution		2.30 I	PM – 3.1	5 PM	<b>♦</b>	Maximize revenue potential: D2C practices in game monetization		FROM 9.00 AM		Check-in and badge distribution  The publishing contract: structure,
•	9.30 AM – 10.30 AM	<b>\</b>	Music to bring your worlds to life Breakfast Meet Up powered by Audio Network					•	Powered by Xsolla	"	9.30 AM – 10.30 AM		main clauses and red flags Breakfast Meet Up powered by LCA Studio Legale
	10.00 AM / 00 DM				3.30 PM	PM – 4.0	– 4.00 PM	☆	Ice Cream Break Powered by Slitherine	.,	11.00 AM - 12.00 PM	<b>\</b>	Video Game Tax Credit: Insights from the Ministry of Culture
	10.30 AM – 6.00 PM		Business Meetings	■ ■ 4.00 PM – 4.45 PM		Bologna Game Farm: the				, , , , , , , , , , , , , , , , , , , ,			
	11.00 AM - 12.00 PM	<b>\</b>	Lesson Learnt: Unreal from schools to studios Powered by Unreal Engine				•	results of the first three years and future prospects Powered by Bologna Game Farm	•••	12.00 PM - 1.00 PM	<b>\</b>	Workflow creative: how to work together with a coherent vision Powered by Milestone	
"	12.00 PM – 1.00 PM	<b>\</b>	Motion Capture: only for large productions? GPEM as a reference in Italy Light Snack Meet Up powered by GPEM								10.30 AM - 6.00 PM	<b>\</b>	Business meetings
										•••	3.30 PM - 4.30 PM	•	Vigamus Academy: a tailor-made formation for the Games Industry Afternoon Snack Meet Up powered by Vigamus Group

FRIDAY, JULY 5













# **MEETING AREA**

- AGORA GAMING PARTNERS 31. PLAYSTACK ALIBI GAMES **AUDIO NETWORK** AWS FOR GAMES 34. RAW FURY **BOLOGNA GAME FARM**
- **BRIDGE CREW** CHUCKI FFISH
- CREATIVE EUROPE DESK ITALY MEDIA 11. DAEDALIC ENTERTAINMENT
- 12. DDM
- 13. EPIC GAMES/UNREAL ENGINE
- 14. FIRESHINE GAMES
- 15. FOCUS ENTERTAINMENT/DOTEMU
- 16. GPEM
- 17. GYLD AGENCY
- 18. HEADUP
- 19. HIRO CAPITAL
- 20. ISM
- 21. KEPLER INTERACTIVE
- 22. KINDA BRAVE 23. KWALEE
- 24. LCA STUDIO LEGALE
- 25. MARVELOUS EUROPE
- 26. MODERN WOLF
- 27. MYSTIC FORGE
- 28. NOCTURNE GAMES
- 29. PIXCAPITAL

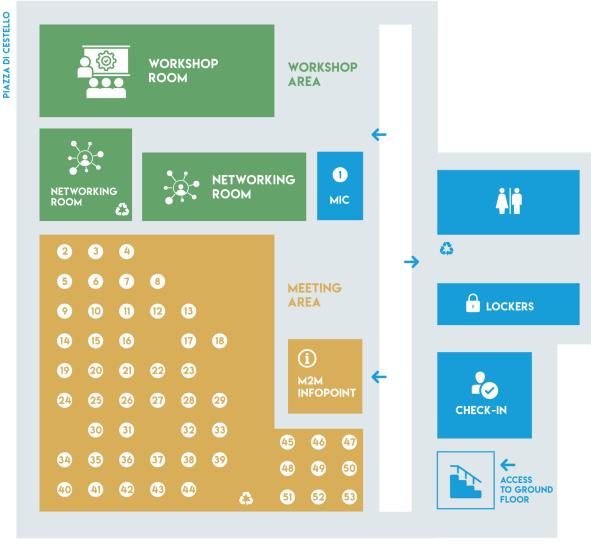
- 30. PLAYSIDE PUBLISHING
- 32. PLAYTONIC FRIENDS
- 33. PLUG IN DIGITAL
- 35. RED BULL INDIE FORGE
- 36. REPRESENTING GAMES
- 37. SECRET MODE
- 38. SOEDESCO PUBLISHING
- 39. SQUARE ENIX COLLECTIVE
- 40. SUPERNOVA CAPITAL
- 41. TEAM17
- 42. TENCENT GAMES
- 43. TRIPLE DRAGON
- 44. TWIN SAILS
- 45. WIRED PRODUCTIONS
- 46. XSOLLA
- 47. ZAGAROLO GAME CITY
- 48. GENERAL 1 49. GENERAL 2
- 50. GENERAL 3
- 51. GENERAL 4
- 52. GENERAL 5
- 53. GENERAL 6

MEET TO MATCH



# **MIC DESK**

1. MIC - MINISTRY OF CULTURE



**LUNGARNO SODERINI** 

#### **ORGANIZED BY**





#### **SUPPORTED BY**

madeinitaly.gov.it















#### DIAMOND PARTNER





#### **GOLD PARTNER**





### SILVER PARTNER















