

CINECITTÀ



MUSICA  
per Roma  
FONDAZIONE

# VIDEO GAME LAB

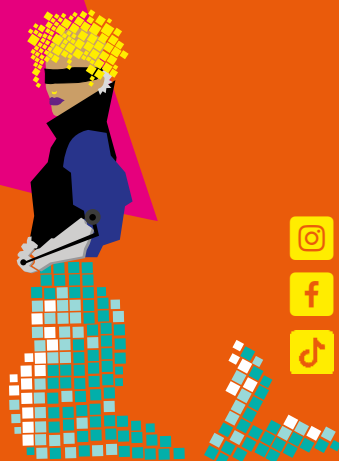
ROME



AUDITORIUM  
PARCO DELLA MUSICA  
ENNIO MORRICONE  
ROME

JANUARY 25<sup>th</sup> 28

[romevideogamelab.it](http://romevideogamelab.it)





This is the sixth edition for **ROMEVIDEOGAMELAB**, an important anniversary for a growing festival that is shaping an increasingly recognizable identity.

This edition also brings important innovations: the Festival is co-produced by Cinecittà SpA and by Fondazione Musica per Roma with Qacademy as executive producer.

RVGL24 strengthens its cultural and educational vocation by presenting workshops, new applied games, Talks and meetings, because video games are also an effective tool for knowledge and learning. In fact, the technology and creativity of video games apply to all social fields: culture, science, environment, food, health, sport, custom.

Technological innovation will always be at the heart of the festival, intertwined with creative research. And the theme of the 2024 edition, "reality & simulation", brings us to the "realm" of artificial generative intelligence, the metaverse and the avatars with new video games, insights and VR experiences.

This year the Festival firmly strengthens its vocation to the internationalization and enhancement of Made in Italy. Thanks to the presence of a delegation of foreign guests of extraordinary quality, Italian development studios will have the unique opportunity to expand their network with professionals, publishers and sector artists from every corner of the world: from Europe to America, from Asia to Africa.

There will be opportunities to increase the business, and at the same time many Italian and foreign developers will have the opportunity to show their works to the general public in the Indie Showcase, an area designed to put professionals of the sector in contact with the enthusiasts.

Those who love eSports will be able to test themselves, those who prefer the wonders of Artificial Intelligence will be able to discuss, learn more and have virtual experiences in Roblox, and also meet avatars and find themselves in the metaverse; our very young audience will participate in the Minecraft workshops or will play with the Mario Kart racetrack. Cinecittà and Musica per Roma with this edition of RVGL24 will pay specific attention to the technological innovation and to the young public, who for years has been following the festival, and also to the international scope of the initiative and to the works of Italian video game development studios.

## PLAY YOUR WORLD!

programme's legend

**WORKSHOPS**

**TALK / LECTIO**

**EVENTS**

# JANUARY 25

## WORKSHOPS

### MAKER CAMP

#### Minecraft

An educational adventure designed to stimulate curiosity and develop digital skills in young people. In this workshop, we will explore how technology and connectivity influence our digital society. Students will be involved in activities that reflect real-world situations such as data security management, the importance of recycling in technology and the role of technology in connecting people. Through engaging and interactive missions, participants will learn the importance of acting responsibly in the digital environment, acquiring essential skills for digital citizenship in an increasingly connected world.

**Maker Camp**, an innovative reality that combines brand, culture and learning in the world of video games, specialized in creating educational experiences through the most popular video games such as Minecraft, Roblox and Fortnite. CEO of Maker Camp is Marco Vigelini.

Target: 4th grade and up

Aula Super Hero (Sala Prove 2)

1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm

### MAKER CAMP

#### Minecraft

An educational adventure designed to stimulate curiosity and develop digital skills in young people. In this workshop, we will explore how technology and connectivity influence our digital society. Students will be involved in activities that reflect real-world situations such as data security management, the importance of recycling in technology and the role of technology in connecting people. Through engaging and interactive missions, participants will learn the importance of acting responsibly in the digital environment, acquiring essential skills for digital citizenship in an increasingly connected world.

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Target: 4th grade and up

Aula Creeper (Sala Prove 3)

1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm

### VIGAMUS ACADEMY

#### Vigamus Ville - The new virtual experience of VIGAMUS

Explore a virtual world through the Roblox experience and immerse yourself in the museum's collection dedicated to the History of Video Games. This VR experience allows users to dive into a unique virtual universe, offering an unprecedented level of immersion. You will have the opportunity to interact with other online visitors, amplifying your experience and deepening the level of immersion. Enter the heart of video game history, discover the wonders of the past and embrace the future of digital entertainment.

Vigamus Ville was developed by Idra Interactive Studios, specialized in the creation of applied games, interactive works based on the synergy between entertainment and the dissemination of cultural, scientific and educational contents.

**IDRA INTERACTIVE STUDIOS**, part of the VIGAMUS group, is a development company founded in 2020 based in Rome, born from Idra Editing, a parent company with over 20 years of experience in the field of content creation dedicated to entertainment, gaming and to the digital world. The objective is to consolidate the design and development of characteristic video games to be published on the national and global market, both within the edutainment sector and in the commercial sector, thanks to its expertise in the creation of interactive works of different cultural scope.

**VIGAMUS** - The Video Game Museum of Rome, Located in the heart of Rome, VIGAMUS is the first and only Video Game Museum in Italy and second in Europe. A modern and cutting-edge structure, it constitutes a multifunctional center on the history of video games with interactive attractions, permanent exhibitions, a room dedicated to virtual reality, educational activities and events. The area dedicated to the VR use of Vigamus Ville is an integral part of the Museum and it is characterized by workstations equipped with Oculus Quest 2 and latest generation devices in which visitors, with the support of the museum staff, can immerse themselves at 360 degrees in the virtual experience discovering more about the characteristics and innovations of the field and about the virtual recreation of the museum collection.

Target: middle and high schools

Aula Halo (Sala Ospiti)

1h

9.30 – 10.30 am

### IIT, INSTITUTE OF INFORMATICS AND TELEMATICS-CNR

#### Let's play with Internetopoli!

Internetopoli is a multimedia application, dedicated to children in primary schools and the first year of lower secondary schools, designed with the aim of spreading knowledge about the Internet (opportunities and risks) through gamification mechanisms and a very attractive graphic style.

Target: 3rd-4th-5th primary classes and 1st secondary school classes

Teatro Studio Borgna

1h

9.30 – 10.30 am

### IFN, INSTITUTE OF PHOTONICS AND NANOTECHNOLOGIES - CNR

#### The code of life: a fantastic journey from DNA to proteins

A laboratory based on games and recreational activities to understand the "code of life" in a practical way, from the instructions contained in DNA to the synthesis of proteins. With a fantastic journey into the heart of the cell using models of DNA, messenger RNA, transport RNA and some amino acids to simulate the process of protein synthesis.

**Fabio Chiarello**, physicist, CNR-IFN researcher; he deals with superconducting devices, macroscopic quantum phenomena and quantum applications. Active in scientific dissemination with conferences and school projects and with the creation of workshops, games, lessons/concerts; author of the book "The Quantum Mechanics Workshop" and coordinator of the "Photonics in Play" competition for high schools.

Target: 9 – 15 years old

Aula Halo (Sala Ospiti)

1h

12.30 – 13.30

# JANUARY 25

## WORKSHOPS

### IIT, ITALIAN INSTITUTE OF TECHNOLOGY

#### Simulate & Rehabilitate

Some results of the research carried out by the Rehab Technologies laboratory of the Italian Institute of Technology (IIT) will be presented, specifically interactive technologies used to overcome the limits of people with disabilities. They will be able to try exergame in virtual and mixed reality created (in collaboration with the Politecnico di Torino) within the framework of the ENACT project (in collaboration with the Italian Multiple Sclerosis Foundation, FISM, and its Association, AISM) for the rehabilitation of people with Multiple Sclerosis as well as interactive systems for prosthetic training created to facilitate the use of the Hannes bionic hand (created in collaboration with INAIL). These demonstrations will be accompanied by presentations of ongoing activities, including the GAMEABILITY educational initiative on raising awareness of disability by teaching accessibility and inclusion in game design at school.

Speakers include Giacinto Barresi, Jessica Podda, Chiara Storchi, Andrea Lucaroni and Samuele De Giuseppe

**Giacinto Barresi** is a researcher in neuroergonomics for the design of human-machine interactions at the Rehab Technologies Lab of IIT, where he works as coordinator of the ENACT project (born from the collaboration between IIT and FISM-AISM), of studies with human subjects in the activity NRTWIN (part of the RAISE innovation ecosystem in Liguria) and the GameAbility educational initiative.

Jessica Podda is a researcher at the Italian Multiple Sclerosis Foundation (FISM). Her studies concern neurorehabilitation, in

particular of cognitive functioning, the identification of risk factors for mood disorders, the development and validation of clinical scales, protocols and technological devices for the evaluation and rehabilitation of cognitive and motor skills in people with Multiple Sclerosis in projects such as ENACT, in collaboration with IIT, and the RAISE innovation ecosystem at the level of the NRTWIN activity. Chiara Storchi works as a software engineer at IIT's Rehab Technologies Lab. In particular, as a member of the Hannes Arm and Human-Technology Systems teams, she deals with the implementation of human-machine interaction software solutions and the definition of experimental protocols and the use of under development devices, also in collaboration with the ENACT project. Andrea Lucaroni works as a research fellow at IIT's Rehab Technologies Lab. In particular, as a member of the ENACT project team (born from the collaboration between IIT and FISM-AISM), he deals with the design and development of interactive virtual and mixed reality environments for rehabilitation applications based on exergame for people with Multiple Sclerosis.

Samuele De Giuseppe works as a project manager and software developer at IIT's Rehab Technologies Lab. He deals with both prosthetic systems for lower limbs in the framework of the HyperLeg project, supported by INAIL, and interactive environments, including video games, with assistive and rehabilitation applications.

**Target: everyone**

**Aula Zelda (Sala Conferenze)**

**1h**

**9.30 – 10.30 am / 10.30 – 11.30 am / 11.30am – 12.30 pm**

## TALK / LECTIO

### IFN, INSTITUTE OF PHOTONICS AND NANOTECHNOLOGIES - CNR

The quantum revolution: from Schrödinger's cat to Quantum Games

A conference/show for everyone, to discover the new revolution of quantum technologies. Starting from the fundamental foundations of quantum mechanics up to the applications related to Quantum Computing, with practical examples inspired by quantum game theory.

**Fabio Chiarello**, physicist, CNR-IFN researcher; he deals with superconducting devices, macroscopic quantum phenomena and quantum applications. Active in scientific dissemination with conferences and school projects and with the creation of workshops, games, lessons/concerts; author of the book "The Quantum Mechanics Workshop" and coordinator of the "Photonics in Play" competition for high schools.

**Target: general public**

**Aula Halo (Sala Ospiti)**

**1h**

**11.30 – 12.30**

#### Comics & Sciences

Comics&Science is a series by CNR Edizioni which takes its name from the section of the same name in the cultural programming of Lucca Comics & Games, fixed appointment since 2012. The objective is to promote the relationship between science and entertainment, in the belief that both constitute

important educational moments for the growth of the individual and the citizen.

In this issue, the authors Alessandro Panconesi, Diego Cajelli and Andrea Scoppetta give us "The Vision of Satoshi", a comic about Japanese peach trees, talking foxes and raccoons, Byzantine generals and young computer scientists, with the extraordinary participation of the Prince of Byzantium. A typical Comics&Science event, where you can't miss the appointment with the badly drawn comics of Davide La Rosa and the always refined and irresistible humor of Walter Leoni.

*Speakers include:* Roberto Natalini, mathematician and Director of the IAC-CNR (Institute for applied mathematics "Mauro Picone"); Andrea Scoppetta, an Italian cartoonist, animator and director; Alessandro Panconesi, professor of General Computer Science and Algorithmic Theory, Department of Computer Science of Sapienza, University of Rome.

**Target: everyone**

**Teatro Studio Borgna**

**10.30 – 11.30 am**

#### Gaming and simulation

Gaming and Professional Simulation are completely overlapping branches for every technical and technological solution and for every social and psycho-physical dynamic. The workshop aims to address the issue in an open way in order to verify the existence of topics that can contribute to inform and increase awareness beyond the timeframe of the talk.

# JANUARY 25

## TALK / LECTIO

Col. Francesco Marradi, head of the Scientific-Technological Capabilities Section, General Staff of the Air Force, 4th department, will discuss the topic with Paolo Paglianti, Slitherine Software, videogame publisher focused on strategy games.

**Target: everyone**

**Teatro Studio Gianni Borgna**

**11.30 am - 1.00 pm**

### **Cassandra. The first short film made together with AI**

The first short film created by human and artificial intelligences produced by Scuola Holden with Rai Cinema, under the direction of Riccardo Milanesi of Holden.ai StoryLab. During the writing phase, the authors created the protagonists' chatbot and interrogated it, obtaining information that was used for the screenplay. Furthermore, Cassandra's thoughts were inspired by a dialogue between the authors and another AI application, Google Bard. The short film was then shot partly in live-action, and partly using Runway, a video editing tool based on generative artificial intelligence which created some scenes of the short transforming them into Cassandra's thoughts, while the character himself Cassandra was entirely generated with AI thanks to the combination of Midjourney and HeyGen for animation. Finally, the Cassandra logo was also developed thanks to Looka, a platform based on artificial intelligence.

Cassandra is not just a short film, but a true immersive transmedia experience: thanks to the collaboration with the Transmedia Lab of the Sapienza University of Rome, the social profiles of the protagonists have been created, with which the public can already interact. A podcast/spinoff is in development that will delve into some aspects of the story and an Alternate Reality Game, a digital and interactive game set in Cassandra's world.

Speakers include Riccardo Milanesi, philosopher, writer, teacher at Scuola Holden in Turin and Carlo Rodomonti, strategic marketing manager and Digital Rai Cinema.

**Target: for everyone**

**Aula Halo (Sala Ospiti)**

**1h**

**12.30 - 1.30 pm**

### **Digital Rehabilitation Realities and Multiple Sclerosis**

Visitors will attend the presentation and demonstration of some results of the research carried out by the Rehab Technologies laboratory of the Italian Institute of Technology (IIT) and by the Italian Multiple Sclerosis Foundation (FISM) with the support of its Association (AISM) in the framework of the project ENACT (Employing Neuroergonomic solutions to Attenuate the Cerebellar Tremor) and NRTWIN (NeuroRobotic TWINning), an activity that involves various lines of research from IIT and FISM-AISM within the RAISE (Robotics and AI for the Socio-economic Empowerment), supported by the PNRR in Liguria. Specifically, we will talk about exergame in virtual and mixed reality created (in collaboration with the Politecnico di Torino) to create, in ENACT, systems to study and mitigate cerebellar tremor and, in NRTWIN, the sensitivity to the cost of movement of those who perform rehabilitation activities (in order to generate digital twins of patients to evaluate the effectiveness of treatments and the progress of the disease as well as providing stimuli capable of facilitating the execution of exercises). As intermediate results, both investigations are providing interactive systems capable of making rehabilitation tasks performed by people with Multiple Sclerosis engaging. We will also talk about the GAMEABILITY initiative (born in collaboration with the ITIS Delpozzo of Cuneo), aimed at raising awareness in high school classes in relation to the topic of disabilities by teaching accessibility and inclusion in game design. Speakers include Giacinto Barresi and Jessica Podda.

Giacinto Barresi is a researcher in neuroergonomics for the design of human-machine interactions at the Rehab Technologies Lab of IIT, where he works as coordinator of the ENACT project (born from the collaboration between IIT and FISM-AISM), of studies with human subjects in the activity NRTWIN (part of the RAISE innovation ecosystem in Liguria) and the GameAbility educational initiative.

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**Target: everyone (including schools)**

**Aula Zelda (Sala Conferenze)**

**1h**

**12.30 - 1.30 pm**

## EVENTS

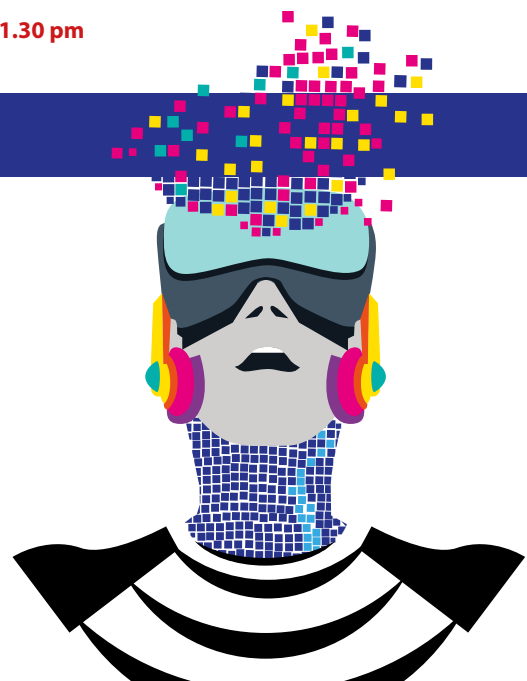
### **MINECRAFT CONTEST AWARDS**

The competition organized by Cinecittà in collaboration with Q Academy social enterprise s.r.l. and with the organizational support of Maker Camp to support and spread the teaching of civic education and to stimulate thoughts on the Italian Constitution and Digital Citizenship in Schools. The competition is for schools in the second cycle of primary school, limited to the fourth and fifth grades, as well as first and second level secondary schools of Italian public and private institutes to promote and strengthen school teaching of the fundamentals of civic education.

**Target: general public**

**Teatro Studio Borgna**

**12.30 pm**



# JANUARY 26

## WORKSHOPS

### MAKER CAMP

#### Minecraft

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**Target: 4th grade and up**

**Aula Super Hero (Sala Prove 2)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**

### MAKER CAMP

#### Minecraft

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**Target: 4th grade and up**

**Aula Creeper (Sala Prove 3)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**

### IFC, INSTITUTE OF CLINICAL PHYSIOLOGY - CNR

**AVATAR**. Environment and lifestyles in teenagers: a new proposal for health promotion through a multimedia platform  
**AVATAR** was born within the Institute of Clinical Physiology of the CNR of Pisa and intends to promote wellness by providing adequate tools to be able to face, manage and overcome potentially risky situations, through a multimedia platform that processes the data automatically and by returning it in a readable way and in real time; it is a useful tool for schools to plan, through

a “systemic”, integrated and personalized approach, educational-organizational actions to improve learning outcomes, increase well-being and the motivation to learn, as well as the reduction of risky behaviors.

**Target: lower and upper secondary school classes**

**Teatro Studio Borgna**

**1h**

**9.30 – 10.30 am**

### KAMILIA KARD

#### Toxic Garden Infinite Dance Loop.

The “Toxic Garden – Infinite Dance Loop” project aims to create a game map enriched with original animations. This virtual space will represent an online social environment in which NPC (Non-player character) avatars perform an uninterrupted sequence of dance steps and movements. The workshop involves the creation of “emotes” (animations that express emotions) actively involving the participants. At first, we will explore the behaviors and gestures associated with a toxic attitude towards other people, avatars, animals and NPCs. Participants will be encouraged to reflect on the motor and gestural consequences of specific behaviors, generating movements consistent with these reflections. During the workshop, the movements produced will be recorded and processed through the use of artificial intelligence, which will translate them into digital format. This material will eventually be integrated into the Roblox game map, making it accessible to all users.

Kamilia Kard is an artist and teacher born in Milan. Her research explores how hyperconnectivity and the new forms of online communication have modified and influenced the perception of the human body, gestures, feelings and emotions. She moves between different media including printed images, video games, websites, 3D printing, performance and the virtual environment. His work has been exhibited in galleries, festivals and institutions nationally and internationally. She is a doctor in Digital Humanities at the Università di Genova and professor of Multimedia Communication and New Media Aesthetics at the Brera Academy in Milan.

**Target: ages 9 and up.**

**Aula Halo (Sala Ospiti)**

**4h**

**9.30am – 1.30pm**

### Let's talk about football, but not at the coffee shop. The Visioni di Gioco project. Football and society from an interdisciplinary perspective.

Football is a cultural environment in which we all grow, whether we like it or not. The speech proposes a discussion on this theme starting from the topics that can generate interest in young people, but not only. Particular attention will be paid to the media dimension of “talking about football”, which finds in the opportunities offered by the new content production and dissemination platforms an opportunity for profound renewal of



# JANUARY 26

## WORKSHOPS

the relationship between the subjects.

Speakers:

Maurizio Lupo, research director of the National Research Council - IRCRES. He deals with history of educational institutions, human resources and technological change in Southern Italy pre-unification. He coordinates the activities of the Academic Football Lab (AFlab) project, in which he oversaw the first and second volumes of *Visioni di gioco. Calcio e società da una prospettiva interdisciplinare*, il Mulino, 2020 and 2022. Christian Ruggiero, associate professor in Sociology of Cultural and

Communicative Processes at the Department of Communication and Social Research of Sapienza University of Rome. The sociology of journalism, and in particular the interplay between old and new platforms that produce and distribute informative content, is among his main areas of research.

**Target: students**

**Aula Zelda (Sala Conferenze)**

**1h**

**9.30 – 10.30 am**

## TALK / LECTIO

**Into the realm of artificial intelligence: a short journey to discover the wonders and challenges of intelligent technologies.**

Artificial intelligence is considered one of the most disruptive technologies of recent years, with potential and implications that strongly stimulate the collective imagination. In this talk, we will discover what the basics of artificial intelligence are and how we can best use it.

Furthermore, we will take a dive into the potential that artificial intelligence has in key areas such as medicine and the well-being of individuals.

In the process, the main limitations and critical issues that this technology poses will be highlighted and the international initiatives in this regard will be addressed. The presentation will be interactive and will require the children to use cell phones to connect to an online game.

Sara Colantonio is currently a senior researcher at the "A. Faedo" Institute of Information Science and Technologies of the National Research Council (ISTI-CNR) in Pisa and member of the "Signals and Images" Laboratory. Her academic career began with a specialist degree in Computer Science, obtained (summa cum laude) from the University of Pisa and a PhD in Information Engineering, from the "Leonardo da Vinci" doctoral school of the University of Pisa. Her research interests include artificial intelligence and machine learning, computer vision, decision support theory, personal informatics and the quantified self. In 2013, he co-conceived and coordinated the EU FP7 SEMEOTICONS project, the main outcome of which is a smart mirror, called Wize Mirror, that allows people to detect and monitor their risk of cardio-metabolic diseases over time. In 2016, she was honored as one of the Top 40 Transformers in Healthcare by Medical Marketing & Media Magazine. She is currently scientific manager for ISTI in several national and international projects, such as the H2020 ProCAnCer-I, FAITH and GoodBrother project. She is an expert appointed by the European Commission for the evaluation and monitoring of international projects within the H2020 and Horizon Europe research programs for the topics "Health & Wellbeing" and "Artificial Intelligence & Robotics". She is a member of the international expert group "Artificial Intelligence for Health Imaging" (AI4HI) and contributed

to defining the FUTURE-AI guidelines for artificial intelligence in the biomedical sector.

**Target: for everyone**

**Teatro Studio Borgna**

**1h**

**10.30 – 11.30 am**

### **WOMEN IN GAMES**

**Women in games. Why it's important to support women in video games**

Since the 1990s, women gamers have commonly been regarded as a minority. However, industry surveys have shown that over time the gender ratio has almost reached equality. A growing topic of discussion is the underrepresentation of women as characters in mainstream games. Despite the prominence of iconic heroines like Lara Croft, the portrayal of women in games often reflects traditional gender roles and sexual objectification, or stereotypes such as the "damsel in distress."

Women in Games International, founded in 2005, is made up of both male and female professionals, working to promote the inclusion and advancement of women in the global games industry. It promotes diversity in game development, publishing, media, education and workplaces, based on the fundamental belief that greater equality and camaraderie between the sexes can make a difference.

The talk includes

Arianna Timeto, Consumer Marketing Manager di Acer

Violetta Leoni (One O One Games)

Lisa Gobbi (Avalanche Studios Group e membro commissione tax credit)

moderator Alessandra Contin

**Target: for everyone**

**Sala Zelda (Sala Conferenze)**

**1h**

**10.30-11.30 am**

# JANUARY 26

## TALK / LECTIO

### **Comic book series for 100 AM**

A series edited by the Historical Office of the Air Force, led by Colonel Gerardo Cervone, an idea born to tell many moments and events that represent an authentic depiction of the One Hundred Years of History of the Air Force. Certainly a path marked by progress, modernity, the development of techniques and machines, that has found in man, in his ability to work in a group for the same purpose, the glue and energy to overcome challenges and goals increasingly ambitious, with the sole interest of serving Italy.

The series entrusted to an Art Director, Francesco Archidiacono, wanted to let the authorial creativity flow, giving each of the screenwriters, designers and colorists the space for their own vein of representation, but without ever neglecting the commitment to be faithful to the historical contents, researched in the archives of the Armed Forces, and therefore avoiding constructing untrue stories.

Speaker: Colonel Gerardo Cervone, head of the Historical Office of the Air Force

**Target: for everyone**  
**Teatro Studio Borgna**  
**2h**

**11.30am – 1.30pm**

### **DIDACTICS AND ARTIFICIAL INTELLIGENCE. HOW ARTIFICIAL INTELLIGENCE CAN HELP DIDACTICS: AI TOOLS AT THE SERVICE OF STUDENTS AND TEACHERS ARE BECOMING MORE AND MORE EFFECTIVE**

Unesco has published the Guidance on Generative Ai in Education and Research, the first 'global' document containing guidelines for the use of artificial intelligence in schools, and more generally in the field of education. A topic that the UN agency has defined as urgent: 'Generative artificial intelligence,' said Audrey Azoulay, Unesco Director General, 'can represent an enormous opportunity for human development, but it can also cause harm and prejudice. It cannot be integrated into education without great public commitment and the necessary guarantees and regulations from governments. Unesco has decided to publish these guidelines to help policymakers and teachers make the most of the potential of artificial intelligence in the primary interest of students.'

Speaker: Sara Colantonio, senior researcher at the Institute of Information Science and Technology "A. Faedo" of the National Research Council (ISTI-CNR) in Pisa

**Target: high schools**  
**Aula Zelda (Sala Conferenze)**  
**1h**  
**12.30 - 13.30**

### **Tales of the march**

A short film written and directed by Stefano Casertano. Produced by Daring House in association with Studio Deussen. Official selection of the 2023 Venice Film Festival, "Venice immersive" section. In the winter of 1944 and 1945 the SS forced nearly a million prisoners to leave the concentration camps and march into central

Germany, without food or shelter from the cold. This is the last act of the Holocaust, known as the "Death Marches". The immersive experience "Tales of the March" reconstructs one of these marches for the first time in fiction, based on the stories of the survivors. Produced by Daring House in association with Studio Deussen and in collaboration with RAI Cinema VR.

The National Amateur League will present and distribute the stickers depicting the deported football players made in collaboration with ANED.

Massimiliano Monnanni, LND Advisory Board and President of Asp Asilo Savoia, Stefano Casertano, director and producer, journalist and essayist, active in the field of digital and visual arts, creative director of the multimedia arts studio Daring House.

Speakers include Riccardo Pacifici, former President of the Jewish Community of Rome and currently Vice-President of the European Jewish Association; Mario Venezia, President of the Shoah Museum Foundation, Representative of RAI Cinema; Stefano Casertano, director and producer of the short film 'Tales of the march'.

Moderator: Benedetto Marcucci, journalist and radio presenter, Isoradio), with the current affairs programme "Ben...detto".

**Target: for everyone**  
**Teatro Studio Gianni Borgna**  
**2.30pm – 4.00pm**

### **INTERNATIONAL MARKETS**

*The talk will be in English*

A round table with representatives of gaming associations from around the world to discuss the importance of international markets

Speakers: Matteo Masini, ICE Consumer Goods area manager; Diego Grammatico (Games London); Andri Weidmann (Swiss Game Developers Association); Lin Li (Guangdong Entertainment & Game Industry Association)

Moderator: Davide Mancini (IIDEA)

**Target: video game industry operators**  
**Aula Zelda (Sala Conferenze)**  
**1h**  
**15.00 - 16.00**

### **DESIGNING MUSIC FOR GAME**

**The talk will be in English**

Workshop on the production and integration of interactive music for video games.

Speaker: Maurizio Gabrieli (Conservatorio di Musica Santa Cecilia), Moderator: Luigi di Guida (dpstudios)

**Target: general public**  
**Aula Halo (Sala Ospiti)**  
**2h**  
**15.00 - 17.00**



# JANUARY 26

## TALK / LECTIO

### **Gamification and health**

Classical pedagogy has always underlined the importance of playing for healthy emotional and behavioral development. For some years, gaming has been used in the most diverse contexts, not least in that of health with the term gamification.

In this case the design of the video game is aimed at the treatment of pathologies or behavioral disorders or rehabilitation processes and other disabilities. The typical elements of video games are remodeled for objectives other than those of simple entertainment, but the underlying dynamics remain as usual: competition, cooperation, strategy, exploration and narration.

#### **Speakers**

Giacinto Barresi, Rehab Technologies Lab researcher of the Italian Institute of Technology

Nicola Caione, FAIS Federation of Incontinent and Ostomate Associations

Francesco Bocci, Adlerian psychotherapist; Founder Video Game Therapy

Francesca Mastorci, Researcher at the Institute of Clinical Physiology, CNR. Institute of Clinical Physiology, CNR; Sonia Cerrai, ESPAD Communication Manager, Epidemiology and Research on health services IFC-CNR Pisa; Gaetano Tieri, director of the Virtual Reality and Digital Neuroscience Laboratory, Unitelma University, La Sapienza of Rome.

Liliana La Sala, Medical Director Ministry of Health, former Directorate General of Health Prevention.

Moderator: Massimo Cerofolini, journalist and radio presenter

### **Target: for everyone**

**Teatro Studio Borgna**

**2h**

**4.00 – 6.00pm**

### **MUSIC IN VIDEO GAMES**

*The talk will be in English*

A talk with Nobuko Toda, one of the world's most renowned composers, who has worked on the soundtracks of games and films such as Metal Gear Solid 4, Ghost in the Shell and Star Wars: Visions. Speaker: Nobuko Toda (Composer). Moderator: Federico Ercole (Journalist)

### **Target: general public**

**Aula Halo (Sala Ospiti)**

**1h**

**5.00 - 6.00pm**

### **EVERYTHING YOU WANT TO KNOW ABOUT TAX CREDIT**

Representatives of the Tax Credit Commission will share an overview of the growth of the Italian gaming industry and the support offered by the Ministry of Culture to the sector.

Speakers: Carla Felli (MiBACT); Lisa Gobbi (Tax Credit Commission); Mauro Vanetti (Tax Credit Commission); Adriano Bizzoco (IIDEA)

Moderator: Matteo Lupetti (Menbro Tax Credit Commission).

### **Target: video game sector operators**

**Aula Zelda (Sala Conferenze)**

**1h**

**4.00 - 5.00pm**

## EVENTS

### **B2B. One to one meetings between development studios and national and international guests**

26 January 2024 will be dedicated to B2B (Business to Business) meetings, during which representatives of public and private institutions and companies, Italian and foreign, will have the opportunity to meet one to one with 18 Italian developer studios, selected through a national call

The B2B section consists of an agenda of meetings (a representative of the invited structures and a developer) lasting a maximum of 30 minutes each, in which the selected video game studios will present their work to potential buyers, thus creating an opportunity for knowledge and mutual comparison with the aim of starting new professional collaborations.

### **Target: reserved for members**

**SPAZIO RISONANZE**

**10am – 6.00 pm**



# JANUARY 27

## WORKSHOPS

### MAKER CAMP

#### Minecraft

An educational adventure designed to stimulate curiosity and develop digital skills in young people. In this workshop, we will explore how technology and connectivity influence our digital society. Students will be involved in activities that reflect real-world situations such as data security management, the importance of recycling in technology and the role of technology in connecting people. Through engaging and interactive missions, participants will learn the importance of acting responsibly in the digital environment, acquiring essential skills for digital citizenship in an increasingly connected world.

**Maker Camp**, an innovative reality that combines brand, culture and learning in the world of video games, specialized in creating educational experiences through the most popular video games such as Minecraft, Roblox and Fortnite. CEO of Maker Camp is Marco Vigolini.

**Target: 4th grade and up**

**Aula Super Hero (Sala Prove 2)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**

### MAKER CAMP

#### Minecraft

An educational adventure designed to stimulate curiosity and develop digital skills in young people. In this workshop, we will explore how technology and connectivity influence our digital society. Students will be involved in activities that reflect real-world situations such as data security management, the importance of recycling in technology and the role of technology in connecting people. Through engaging and interactive missions, participants will learn the importance of acting responsibly in the digital environment, acquiring essential skills for digital citizenship in an increasingly connected world.

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**Target: 4th grade and up**

**Aula Creeper (Sala Prove 3)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**

## TALK / LECTIO

### VIRTUAL FOOTBALL AS A TOOL FOR SOCIAL INCLUSION: OPPORTUNITIES, DEVELOPMENTS AND STATE OF THE ART IN THE ACTIVITIES PROMOTED BY THE FIGC - NATIONAL AMATEUR LEAGUE

The round table (talk show format) - "Virtual football as a tool for social inclusion: opportunities, developments and state of the art in the activities promoted by the FIGC - Lega Nazionale Dilettanti" - will take place at the Borgna studio theatre, with the moderation of the journalist of the Gazzetta dello Sport and Sportmemory Daniela Cursi. The topics that will be addressed will touch upon the dimensions of social inclusion, the conscious and responsible use of video games, participation, parent-child communication in video games and gender differences, together with the role played by sports institutions in this process.

**Target: schools and families**

**Teatro Studio Borgna**

**2h**

### Metaverse, journey into the dark zone

The Metaverse is not dead, on the contrary. We still have to get to really discover the Metaverse. It is a digital revolution, that is, the creation of a "spatial" digital, arranged in space, which brings the user inside the contents, which leads him to shared places. A hybrid space between real and virtual, created by different technologies such as artificial intelligence, mixed reality, chatbots, voice assistants and sensors. A space for fun and work, teaching and science etc. A space that is still little investigated and which tends to remain hidden: a dark area.

Simone Arcagni is a professor at the University of Palermo. Scholar,

consultant, curator and disseminator of new media and new technologies.

**Target: general public**

**Aula Zelda (Sala conferenze)**

**1h**

**10.30 – 11.30am**

### Cultural Atlas IA

Artificial intelligence, before being a concrete technology, was imagined, narrated and discussed in literature and philosophy. Questions relating to a machine that autonomously expresses thoughts have been debated since ancient times. What is proposed is a compelling journey through different texts from different eras, from Plato to Swift, from Kafka to Borges, to understand the profound nature of Artificial Intelligence.

Andrea Colamedici talks with Simone Arcagni

Andrea Colamedici, Italian essayist and publisher active above all in the field of cultural dissemination, and Simone Arcagni, journalist, editorialist, expert in media practices and aesthetics, consultant and lecturer, discuss generative artificial intelligence, which is transforming our daily lives.

Simone Arcagni is a professor at the University of Palermo. He is a scholar, consultant, curator and popularizer of new media and new technologies.

**Target: everyone**

**Teatro Studio Borgna**

**1h**

**12.30pm – 1.30pm**

# JANUARY 27

## TALK / LECTIO

### Creating video games outside Italy

Participants: Giordano B. "Torgianni"; Lisa Gobbi (Avalanche Studios Group), Alessio Calì (Larian Studios)  
Moderated by Giorgio Catania

**Target: for everyone**

**Sala Halo (Sala Ospiti)**

**2h**

**11.30am – 1.00pm**

### TALKING ABOUT THE GOTY

Baldur's Gate 3, the latest creation from Larian Studios, won Game of the Year 2023 at the prestigious ceremony of The Game Awards. During this panel we will discuss with Adrienne Law, Senior Write at the studio, the challenges of creating a game based on the Dungeons & Dragons universe.

**Target: general public**

**Aula Halo (Sala Ospiti)**

**1h**

**11.30 – 12.30am**

### ITALIAN GAME DEVS ABROAD

Giorgio Catania, founder of Excaliber and advisor of the Rome Video Game Lab, will present the results of a research on Italian professionals working abroad. Afterwards, three game devs will take part in a round table to discuss how to work for some of the most famous video game companies in the world.

Speakers: Alessio Giuseppe Calì (Larian Studios); Giordano B. "Torgianni" (HoYoverse); Lisa Gobbi (Avalanche Studios Group), Gero Micciché (Electronic Arts)  
Moderator: Giorgio Catania

**Target: everyone**

**Aula Halo (Sala Ospiti)**

**90 minutes**

**12.30am - 2.00pm**

### CULTURAL ATLAS IA

Artificial intelligence, before being a realised technology, has been imagined, narrated and discussed in literature and philosophy. Questions concerning a machine that autonomously expresses thoughts have been debated since ancient times. What is proposed is a compelling journey through different texts from different eras, from Plato to Swift, from Kafka to Borges, to understand the profound nature of Artificial Intelligence.  
Andrea Colamedici talks with Simone Arcagni

Andrea Colamedici, an Italian essayist and publisher active above all in the field of cultural popularisation, and Simone Arcagni, journalist, columnist, expert in media practices and aesthetics, consultant and lecturer, discuss the generative artificial intelligence that is revolutionising our daily lives.

Simone Arcagni is a professor at the University of Palermo. Scholar, consultant, curator and lecturer on new media and new

technologies.

**Target: for all**

**Teatro Studio Borgna**

**1h**

**12.30am - 1.30pm**

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### THE IMPORTANCE OF VIDEO GAME'S NARRATIVE

*Talk in English*

A good story, a great atmosphere and exciting dialogues are often important elements for the success of video games. We discuss these and other topics with three experts.

Speakers: Benoit Clarc (Nacon); Jerzy Zalewski (Teyon). Moderator: Marco Ponte (Nacon Studio Milan)

**Target: everyone**

**Sala Halo (Sala Ospiti)**

**3.00pm - 4.00pm**

### CINEMA AND VIDEO GAMES

*Talk in English*

What are the connections between cinema and video games? What synergies and new opportunities can the two media create?

Speakers: Natalie Watson (Half Mermaid Productions); Yves Le Yaouanq (Focus Entertainment); Mark Hardisty (Slitherine)

**Target: everyone**

**Sala Halo (Sala Ospiti)**

**1h**

**4.00– 5.00pm**

### BEST APPLIED GAMES, AWARD FOR THE BEST APPLIED GAMES

Italian Video Game Awards is an event dedicated to promoting excellence in the world of video games. It consists of a series of prize categories, each of which corresponds to the awarding of a statuette in the shape of a golden dragon's tail to the winner. Starting from the 2019 edition, the Best Applied Game category has been established, a prize for the best Italian applied game. The 2024 edition of Rome Video Game Lab will include the awarding of two Best Applied Game awards, one with reference to the applied games released in 2022 and one with reference to the applied games released in 2023.

There were n.6 applications for 2022 and n. 7 for 2023.

The Jury will be made up of experts in the videogame sector and will be announced before the awards ceremony. It will evaluate the material relating to all accepted applications and identify 3 nominations for Best Applied Game 2022 and 3 nominations for Best Applied Game 2023.

All the titles that will be nominated will be made public by January 18th.

During the awards ceremony, which will take place on Saturday 27 January during the Rome Video Game Lab, in Rome, at the Auditorium Parco della Musica Ennio Morricone, the winning titles of the Best Applied Game 2022 and Best Applied Game 2023 categories will be officially announced. All the representatives of the nominated titles will participate in the award ceremony.

**Target: for everyone**

**Sala Halo ( Sala Ospiti)**

**h11.30am**

### KAMILIA KARD

#### Toxic Garden - Dance Dance Dance, 2022

Dance Dance Dance is an online participatory performance that takes place within Toxic Garden Dance Dance Dance, a Roblox map designed by Kamilia Kard. In this metaverse, the participants' avatars abandon any form of personalization of their avatar, automatically and randomly taking on the appearance of one of the seven "protagonist" plants of the environment; when the music starts the players' avatars dance together, automatically synchronizing with the movements of the artist's avatar. Reflecting on the toxic behaviors of human beings and taking inspiration from the defenses of poisonous plants, Kamilia, along with four professional dancers, imagined a choreography capable of speaking, warning and in some way reacting to manipulative attitudes. Outside of the performance these steps, captured and processed by an artificial intelligence, remain available on the artist's map and can be used by visitors as single units of expression, a package of original emotes that allows everyone to give life to your own personal choreography of steps and emotions.

Kamilia Kard is an artist and teacher born in Milan. Her research explores how hyperconnectivity and the new forms of online communication have modified and influenced the perception of the human body, gestures, feelings and emotions. She moves between different media including printed images, video games, websites, 3D printing, performance and the virtual environment. Her work has been exhibited in galleries, festivals and institutions nationally and internationally. She is a doctor in Digital Humanities at the University of Genoa and professor of Multimedia Communication and New Media Aesthetics at the Brera Academy in Milan.

#### Toxic Garden di Kamilia Kard

Coreografia digitale: Aurora Mecca, Federica Rignanese, Giada Zilio, Francesca Picca Piccon, Kamilia Kard

Danzatrici in scena: Bruna Cerasa e Irene Mammarella

Coreografia: Tiziano Di Muzio

Musica: Rafael Bresciani e Chiara Fabian

Sound Design: Cristina Katja Angeloro

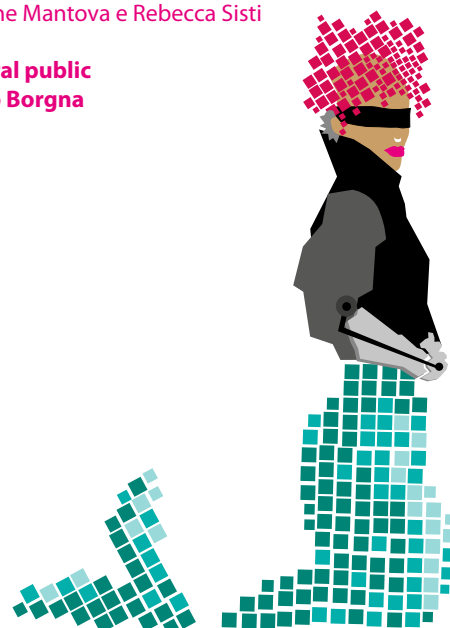
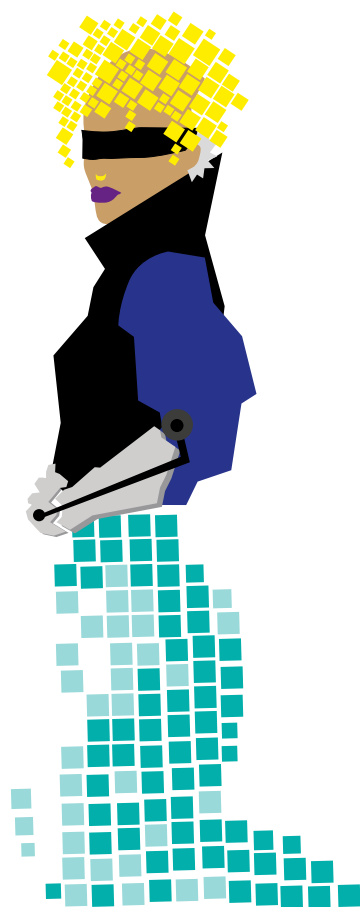
Emotes "Toxic Garden" e "Dance Dark Dancer": Aurora Mecca, Federica Rignanese, Giada Zilio, Francesca Picca Piccon

Cosplayer: Irene Mantova e Rebecca Sisti

**Target: general public**

**Teatro Studio Borgna**

**7.00pm**



# JANUARY 28

## WORKSHOPS

### MAKER CAMP Minecraft

An educational adventure designed to stimulate curiosity and develop digital skills in young people. In this workshop, we will explore how technology and connectivity influence our digital society. Students will be involved in activities that reflect real-world situations such as data security management, the importance of recycling in technology and the role of technology in connecting people. Through engaging and interactive missions, participants will learn the importance of acting responsibly in the digital environment, acquiring essential skills for digital citizenship in an increasingly connected world.

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**Target: 4th grade and up**  
**Aula Super Hero (Sala Prove 2)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**

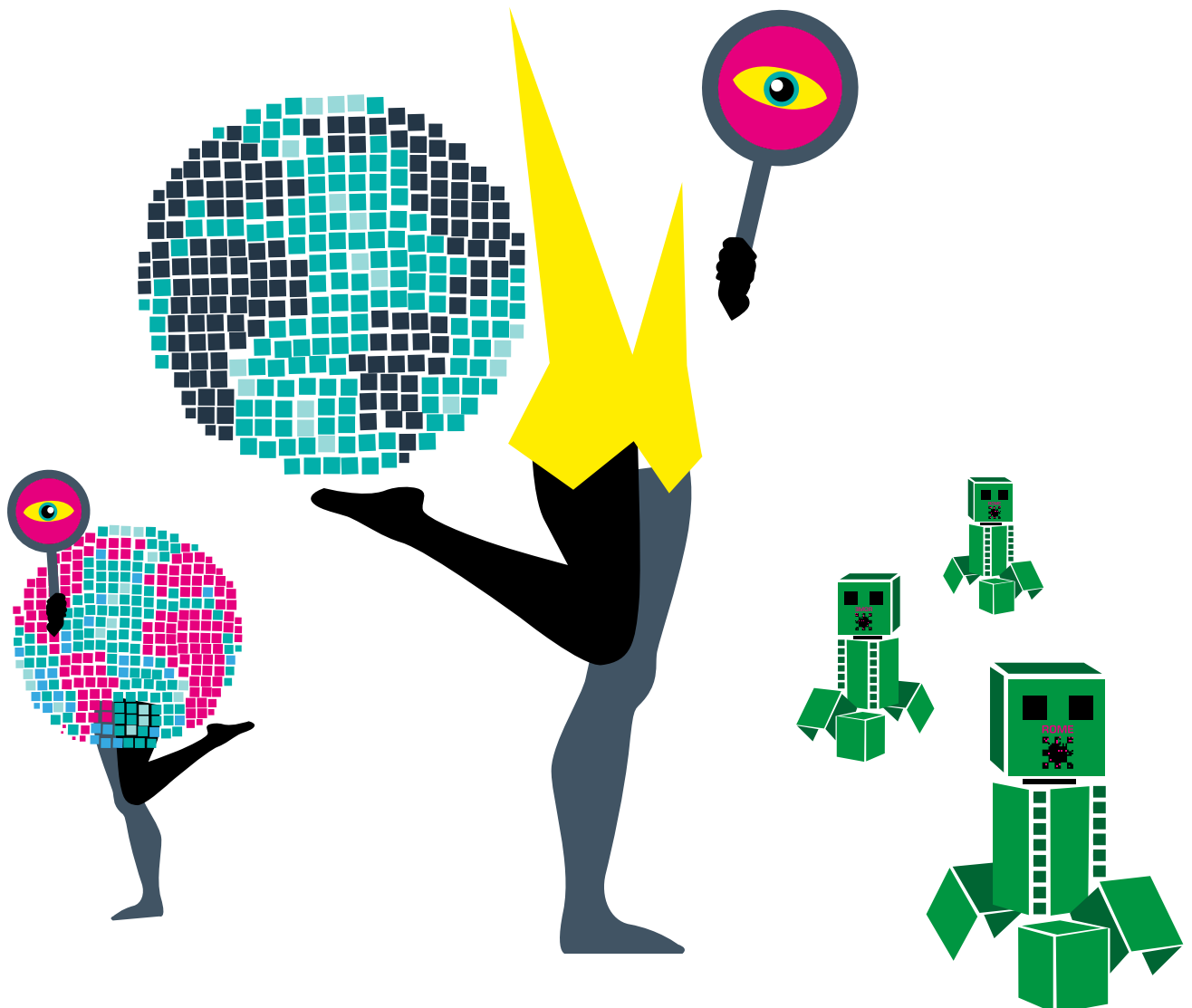
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**Target: 4th grade and up**  
**Aula Creeper (Sala Prove 3)**

**1 hour, repeated from 9.30 am to 5.00 pm with a break from 1.30 pm to 3.00 pm**





# JANUARY 28

## EVENTS

### **JAZZ CAMPUS ORCHESTRA DIRETTA DA MASSIMO NUNZI IN: VIDEOGAMES ORCHESTRAL JAZZ FANTASY.**

**directed by Massimo Nunzi**

The Jazz Campus Orchestra directed by Massimo Nunzi is made up of musicians aged from 7 to 14 and usually it plays a repertoire of pieces linked to jazz music but also to other contemporary music. Videogame music is one of the most loved by the young generations and Jazz Campus will perform a repertoire based on some very famous themes and others less well-known. Many of the arrangements will be made by the band and will be supervised and integrated by maestro Nunzi.

Massimo Nunzi is a composer, trumpeter arranger and popularizer who has always created popular projects for dissemination and education. From "Jazz Istruzioni per l'Uso" which produced a series of 12 DVDs for the Espresso and Repubblica editorials to a book of the same name for the Laterza publisher. As a composer he has created original music records, symphonic works, for ballet, for jazz orchestra and numerous soundtracks for cinema and theatre. He has worked with Rai, Radio France, Fondazione Banca Intesa, Scuola di Musica di Fiesole, Auditorium Parco della Musica per Roma and many other institutions.

**Target: general public**

**Teatro Studio Borgna**

**12.30pm**

### **COSPLAY**

Conclusion of an exciting contest, immersed in magical atmospheres: from fantasy to horror, every moment will be unforgettable.

Special guest Clelia Pulcinelli, aka Cleliuz, cosplayer and writer, passionate about cinema, manga and video games.

**Target: pubblico generico**

**Teatro Studio Borgna**

**H3.00pm**

**Angelo Maggi**

**Il DoppiaAttore. The voice beyond the darkness**

**A "one man show" that tells the wonders of an Italian art.**

**In a program full of surprises**

We all know (or think we know) what dubbing a film means. But are we sure we really know what it means to dub an actor who acts in a language other than ours? In Il DoppiaAttore - The Voice Beyond the Dark Angelo Maggi will propose an entertaining lectio magistralis, but also a magical all-round performance, to help understand that the voice actor is first of all an actor who, through his talent and his craft, has the task of giving expression, in our language, to the emotions that others have created in theirs. The show represents an excellent and rare opportunity for the public to get to know and see who hides behind a Voice that accompanies them every day in cinemas or in front of the small screen.

In the company of Tom Hanks and Robert Downey Jr... and with the friendly participation of Commissioner Winchester,

directly from the world of the Simpsons, you will watch the live dubbing in the theatre, and you will enter, as if by magic, into the phantasmagorical world of dubbing.

Angelo Maggi, the Italian voice of Tom Hanks and Hugh Grant, but also of Bruce Willis and Robert Downey Jr: a prince of dubbing who is in love with his work, which is an Italian art. To lend a voice ("It's not me who lends the voice to Hollywood stars, it's the Hollywood stars who lend their bodies to my voice" said Claudio Sorrentino) it's not enough to have timbre, breath, nuances. It takes acting, passion, therefore talent. Dubbing is true culture, is pure love, is the universal frontier of language. It is therefore not surprising that it is he, Roman, born in 1955, a student of Gassman and De Filippo, who has acted Plautus, Shakespeare, Pirandello, who dares where no one had ever dared before: to take dubbing out of the cinema halls and transport it onto the stages of theater. The «DoppiaAttore – The voice beyond the darkness», is his invention and his bet. A performance that could break anyone's wrists, a journey into a dark but full of light world, the first and only show dedicated to dubbing, where cinema and theatre, music and comedy, history and current affairs, mix in a one man show full of inventions that transmits energy." (Massimo M. Veronese)

**Target: general public**

**Sala Petrassi**

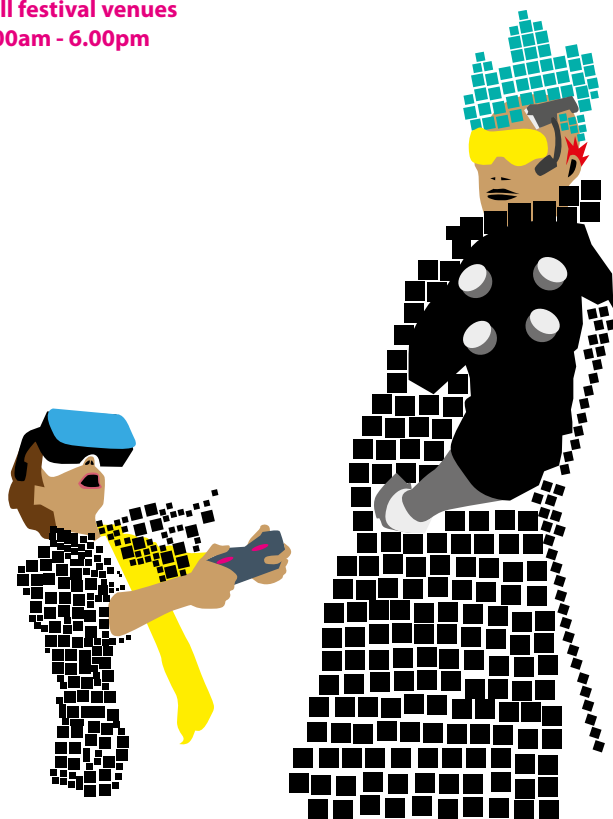
**6.00pm**

### **WASAMA- \*\*EVENTS AND CONTESTS\*\***

On Sunday 28 January, two giant suits of armour will also parade in a walking show, interacting with the public and meet and greet with the HULK Buster (from Avengers Infinity wars and Endgame), accompanied by Black window and the giant armour Ultramarines Intercessors from Roleplay and the video game Warhammer 40,000. The event is realised by WASAMA, the 'fantasy workshop'.

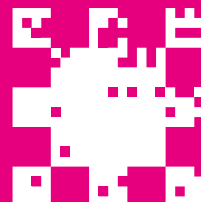
**At all festival venues**

**10.00am - 6.00pm**



# 9.30 → 18.00

## PERMANENT ACTIVITIES



### FOYER SALA SINOPOLI

#### **Generative AI put to the test in the audiovisual sector: the Italian case**

Is there a “generated” cinema? That is, films made with generative artificial intelligence? It exists! And we can also observe there’s a certain productive liveliness in Italy. The exhibition intends to review some of the most recent and most interesting evidence, indicating some authors and some emerging trends.

A journey through audiovisual works created with AI.

The exhibition is curated by Simone Arcagni and Pietro Lafiandra and it is created with the help of Rai Cinema, Holden.AI StoryLab and the participation of the National Cinema Museum.

**From January 26th trough 28th**  
**Foyer Sala Sinopoli**

### ONCE UPON A TIME... VIDEO GAMES

#### **A “SMALL” EXHIBITION ON THE HISTORY OF VIDEO GAMES**

##### **APPLE II**

The Apple II is the first industrial-scale computer released by Apple: released in 1977, in the same period as the Commodore PET and the TRS-80, it contributed together with its competitors to the birth of the home computer market. It was the first home computer to be widely distributed and also became the longest-lasting computer ever, remaining on sale until 1993.

##### **ZANUSSI PING-O-TRONIC**

The first console of Italian production, the Ping-o-tronic was placed on the market in 1974 by the appliance manufacturer Zanussi, which obtained the license to implement the Pong game. Featuring three game modes, it used classic paddle controllers, like most Atari Pong-inspired systems.

**E.T. THE EXTRA-TERRESTRIAL**, with a display case containing objects from the collection of Vigamus.il Museo del Videogame in Rome, including the game cartridges found in excavations in the New Mexico desert, and three cabinet games.

The video game is considered one of the worst video games of all time and also one of Atari’s biggest commercial flops, causing the company to lose millions of dollars. Although it had initially recorded good sales, many copies remained unsold in warehouses. Atari was therefore forced to bury many E.T. cartridges in a landfill in Alamogordo, New Mexico, along with other titles such as Pac-Man and Centipede. The event partially became an urban legend and the figures were exaggerated, speaking of “millions” of E.T. cartridges, but in reality approximately 728,000 cartridges were buried, of which only a small part were E.T., and other electronic material. On April 28, 2014 the cartridges were recovered in the landfill: the recovered pieces were partly sold as memorabilia and partly preserved.

### FOYER

**From January 25th to 29th**

### MAKER CAMP

#### **Mario Kart Live racetrack**

Immerse yourself in the engaging world of Mario Kart Live, a racetrack that transforms the iconic game into a unique real-world racing experience. Here, participants can compete in breathtaking races, controlling physical karts via console, while navigating an environment full of obstacles and surprises. It’s an experience that cleverly combines reality and virtuality, bringing the thrill of Mario Kart racing directly to you. Perfect for enthusiasts of all ages, this track offers a new dimension of fun, where strategy and driving skill meet in a playful and engaging context.

Maker Camp, an innovative reality that combines brand, culture and learning in the world of video games, specialized in creating educational experiences through the most popular video games such as Minecraft, Roblox and Fortnite. CEO of Maker Camp is Marco Vigelini.

**Target: for everyone**

**LET’S PLAY 1 Auditorium**

**From January 25th to 28th**

**From 9.30am to 6.00pm**

### MAKER CAMP

#### **Driving simulators**

Discover the thrill of professional driving with our latest generation simulators, offering a realistic experience on Assetto Corsa and iRacing. Designed for racing enthusiasts and aspiring drivers, these simulators offer total immersion in the world of racing. Experience speed and precision driving like never before by learning piloting techniques in highly realistic virtual environments. A unique experience for those seeking strong emotions and for those who want to hone their driving skills in a safe and controlled environment.

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**Target: from 16 years onwards**

**LET’S PLAY 1 Auditorium**

**From January 25th to 28th**

**From 9.30am to 6.00pm**

### MAKER CAMP

#### **Esports**

Explore the world of esports with our 10 dedicated stations, all equipped with high-quality Acer machines, for an optimal gaming experience. Enter in exciting Rocket League tournaments, where driving skills and strategy meet in a virtual sports arena, or immerse yourself in Fortnite challenges, combining tactics and action in a lively battle royale. These stations offer the ideal environment for competitive and passionate gamers, ensuring high-level performance and an immersive gaming experience

Maker Camp, an innovative reality that combines brand, culture and learning in the world of video games, specialized

**9.30 → 18.00**

## PERMANENT ACTIVITIES

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**Target: for everyone**

**LET'S PLAY 1 Auditorium**

**From January 25th to 28th**

**From 9.30am to 6.00pm**

### MAKER CAMP

#### Brawlhalla and Splatoon

The Brawlhalla workshop offers an immersive experience in the world of multiplayer combat, where participants learn strategies and skills to face opponents in dynamic arenas. This game, focused on skill and speed, stimulates reflexes and strategic thinking.

In the Splatoon workshop, participants immerse themselves in a colorful universe of team battles. With a focus on creativity and collaboration, they will learn to strategize as a team and quickly adapt to changing game dynamics, while painting the arena in bright colors in a fun and competitive atmosphere.

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**Target: parents and children**

**LET'S PLAY 1 Auditorium**

**From January 25th to 28th**

**From 9.30am to 6.00pm**

### TALES OF THE MARCH. 14'

A short film written and directed by Stefano Casertano. Produced by Daring House in association with Studio Deussen.

Official selection of the 2023 Venice Film Festival, "Venice immersive" section.

During the four days of the festival, an installation will be set up in the foyer of the Sala Petrassi to watch the short in VR.

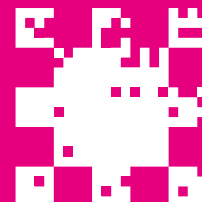
**Foyer Sala Petrassi**

**From January 25th to 28th**

### UNITELMA SAPIENZA

#### Neuroscience, Art and Virtual Reality: from research to clinical practice

The researchers of the Virtual Reality and Digital Neuroscience Laboratory of Unitelma Sapienza will present some of the new digital approaches that combine Art, Neuroscience and Immersive Virtual Reality, currently used



in the main healthcare institutes of the Roman territory in clinical practice and motor rehabilitation, including IRCCS Fondazione Santa Lucia, Nomentana Hospital, Policlinico Gemelli, Ospedale Pediatrico Bambino Gesù and Policlinico Umberto 1. Specifically, visitors will be able to try firsthand, through virtual reality viewers, the experience of painting or virtually sculpt some of the main works of art history and visit places of cultural interest with 360° virtual tours. Furthermore, the researchers and university professors present at the stand will explain how these approaches are helping to improve the quality of life of patients with damage to the central nervous system and will present the recent scientific evidence obtained by combining Virtual Reality, Neuroscience and Art to create new digital clinical applications. The event is open to visitors of all ages. Prof. Gaetano Tieri: Phd in Cognitive and Social Neurosciences and Director of the Laboratory of Virtual Reality and Digital Neurosciences, Department of Digital Law and Society, UnitelmaSapienza University; University professor and expert developer of virtual environments for research in psychology and neuroscience and for clinical practice.

Dr. Nicolas Canuto: Modeler and programmer, developer of virtual environments, collaborator of the Virtual Reality and Digital Neuroscience Laboratory of the UnitelmaSapienza University.

Prof. Marco Iosa: Associate Professor at the Department of Psychology of the University of Rome La Sapienza. Head of the SMART lab at the IRCCS Santa Lucia Foundation and expert researcher in the use of new technologies applied to neurorehabilitation.

### LET'S PLAY 2 Auditorium

**From January 25th to 28th**

**From 9.30am to 6.00pm**

### B2C/ INDI SHOW CASE

An area dedicated to indie video games with over twenty gaming stations that will allow the public to try the latest releases or upcoming titles which often offer unique and innovative experiences that stand out from traditional titles.

### LET'S PLAY 2 Auditorium

**From January 26th to 28th**

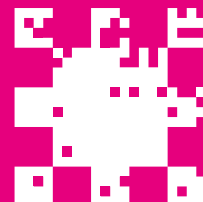
**From 9.30am to 6.00pm**

### STOMY CRAFT

#### A game to help children with Stoma.

Learning to manage the stoma bag, while facing enemies and building new worlds. Participate in various challenges with your caregiver and cultivate mutual trust together. Recognize the foods that make you feel good and give strength and energy to defeat the "enemy". Play with people from all over the world, meet new friends and

## 9.30 → 18.00 PERMANENT ACTIVITIES



safely share your doubts. These are the objectives that "Stomy Craft" aims to achieve, a video game designed and created by the Federation of Incontinent and Ostomy Associations (Fais). The project is among the winners of the 2023 Digital Innovation in Healthcare Award of the School of Management of the Polytechnic of Milan.

**LET'S PLAY 2 Auditorium**  
**From January 26th to 28th**  
**From 9.30am to 6.00pm**

### **GLOS: THE GAME**

It is an applied game developed in partnership with GLOS – Games Localization School, the first international school of Videogame Localization.

This interactive RPG genre work offers the user an adventure to discover the GLOS school, its educational offer and the world of translation for the Games Industry through a high level of customization, secondary quests and thematic insights from the point of cultural, educational and professional point of view.

GLOS: The Game was designed with the aim of introducing students and enthusiasts to the Games Industry professions and the professional paths to join the sector.

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### **RETROGAMING AREA**

The retrogaming area of Rome VideoGame Lab is back: an interactive exhibition that recalls the history of home entertainment from the seventies to the early 2000s, focusing on the turning points that produced the evolution of the medium and that determined its relevance. From the first domestic versions of Pong to the Atari 2600 and its competitors, from Western home computers to the Japanese consoles that conquered the market in the second part of the 1980s, up to the times of the Playstation and even beyond. The games most loved by entire generations - Pac Man, Super Mario Bros, Bubble Bobble, Street Fighter II - will be playable within a path that highlights their importance in terms of technological innovation and popular culture. But not only that: alongside this first retrospective, various thematic reviews will explore the relationships between reality and simulation - from the first experiments of David Crane and Will Wright to Animal Crossing and The Sims - as well as the videogame genre of sports simulation, which to some extent preludes to the concept of eSport, prefiguring the possibility of a "virtual sport".

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### **F.I.G.C - NATIONAL AMATEUR LEAGUE**

The F.I.G.C - Lega Nazionale Dilettanti, through its eSport commission, will provide 6 FC24 game stations - on PlayStation 5 - for the practice of virtual football that, on this occasion, will be played in 1 vs 1 matches, instead of the classic 11 vs 11 promoted by LND eSport. Depending on the number of registrations, tournaments will be played on 25, 26, 27 and 28 January 2024, with 10 to 12 participants at a time, with matches lasting 12 minutes each, in direct elimination. Each tournament will last approximately one hour. At the end of each final phase, the winners will be awarded with LND material (jersey of technical sponsor Macron and/or official Macron ball). LND eSport gadgets will be available for all participants.

**Target: parents and children**

**LET'S PLAY 1 auditorium**  
**25 to 28 January**  
**From 9.30 a.m. to 6 p.m.**

