

# • GAME HAPPENS! •

## BEYOND THE SCREEN



# Overview

*Game Happens!* is a workshop and a networking event focusing on the future of games and on the economic growth of the video game industry in Italy.

The focus is to describe **national and international success stories**, so they can be an inspiration for the creative industry operating in Genova and in Liguria. It's a chance of meeting and **networking for professionals** with experiences and values to share and for students interested in the video game industry, without forgetting the diversity and variety of involved ideas and points of view. We want to tell the **human side of independent game development**, to show you the required skills to be part of the industry and to highlight the potentials of this profession.

The theme of *Game Happens!* 2015 is **Beyond the Screen**, focusing on the future of games, on virtual reality and wearable technologies, alternative controllers and players, physical games, board games, live performances and digital arts. The event is structured in two parts: **Outerworld** (the main conference with international keynote speakers and a round table about VR and wearable technologies) and **Innerworld** (the indie games showcase, and mini talks).

*Game Happens!* will be held on **Friday 26 June, 2015** at **Villa Bombrini, Genova Cornigliano (Italy)**.

*Game Happens!* 2015 is organised by three fine folks (Federico Fasce, Marina Rossi, Alessandra Carboni) who teamed up with **Genova-Liguria Film Commission**, and it would not have been possible without the support of **Società per Cornigliano, ETT SpA, The Consul General of the Kingdom of the Netherlands in Milan, the Chamber of Commerce in Genova**. The event is supported by **AESVI4Developers**.

# Outerworld

[Included with every *All Access Pass*]

*The Outerworld represents the phase when you search for inspiration by exploring the world around you, and looking up to your mentors.*

The Outerworld consists in a **main conference** with international speakers and a **round table** about the future of VR, wearable technologies and gaming.

The lunch buffet is offered by the event organisation to all Outerworld attendees.

## *Main Conference (09.30 – 14.00)*

09.00 – 09.30

Registration

Coffee & Focaccia

09.30 – 10.00

Welcome Speech

Andrea Rocco & Federico Fasce

10.00 – 10.45

*The Last Beat of Your Heart: Gaming that Gets You Fit*

Adrian Hon

10.45 – 11.30

*Beyond the Screen & Beyond the Human: What I Learned from Designing and Developing Playful Interactions with Animals*

Michelle Westerlaken

11.30 – 12.15

*Play Outside: Reimagining Our Cities with Urban Games*

Lena Mech

12.15 – 12.45

*Nurturing Talent to build the Videogame Industry from Scratch: A Singapore Story*

Roberto Dillon

13.00 – 14.00

Lunch break

# Outerworld

[Included with every All Access Pass]

## *Round Table (h. 16.00 – 18.00)*

16.00 – 18.00 *Connecting Our Body and Our Minds with VR and Wearables*

Andrea Fasce, Elisa Di Lorenzo, Daniele Benegiamo, Marco Gaudina, Valentina Paggiarin,  
Franco Bevione. Moderator – Federico Fasce

18.00 – 20.00

Aperitivo (offered by ETT SpA)

# Innerworld

[Included with every *All Access Pass* – *Economy Pass*]

The *Innerworld* is the second – and most relaxed – part of the event, where you must confront yourself. And you'll play indie games, explore interactive installations, watch live performances, and discuss with creators about their actual projects.

The *Innerworld* is organised as an itinerary within Villa Bombrini.

## *Indie Games Showcase & Mini Talks* (14.00 – 20.00)

### ***Advanced Technologies***

*HIRIS* – Circle Garage

*MAGNA CARTA Rediscovered* – ETT

A Selection of Our Interactive Installations – ETT

Hive Division [tbc]

### ***Digital Games***

*Arena: Monster Alien Shooting Chaos* [tbc]

Screen Implosion

*Bacterica*

Indie Construction

*Cast of the Seven Godsend*

Raven Travel Studios

*Mediterranean Voidland*

Sticky Toffee Games

*NeuroSki*

Rising Pixel & Big Bang Pixel

TONZILLA

KRUR

*Tormentum Dark Sorrow* [tbc]

OhNoo Studio

Volvox

Neotenia

*The Way of Life*

ChubbyPixel

Wuwu & Co.

Step In Books

*Loading Human* [tbc]

Untold Games

*We'll Meet Again* [tbc]

We Are Muesli

### ***Interactive Arts***

*Reflections* – Catodo

### ***Live Performances***

*The Life of a Character, from Sketch to ZBrush* – Giacomo Guccinelli

### ***Local Multiplayer Games***

*Hyperdrive Massacre*

34BigThings

*Killer Keyboard*

GameOveriani

*Red Rope: Don't Fall Behind*

Yonder

*SlashDash*

Nevernaut Games

## **Non-Digital Games**

A Selection of Our Board Games – Post Scriptum

## **Physical Games**

*Idiots Attack the Top Noodle* – Copenhagen Game Collective

## **Students Projects & Prototypes**

*Blind'n DogZ*

International School of Comics (Firenze)

*A Grey that Matters*

International School of Comics (Firenze)

*MatrixGame*

IIS Gastaldi – Abba (Genova)

## **Mini Talks**

Each showcase will have the opportunity to present their game or product. Each mini talk will be recorded and we will publish the mini talk videos on our YouTube channel within a couple of weeks after the event. Mini talks will be held nearby each showcase location (a location will be dedicated to whom don't have a showcase).

*The Strength of Board Games in a Digital World* – Mario Sacchi (Post Scriptum)

*Developers Mentorship Program* – Thalita Malagò

*Textural Videogames / Playing the Game* – Paolo Branca

*Combine Simulator in Unreal Engine 4: A Case Study* – Erika Vespa (UNAmidia)

*HARDcade Video Mapping*– Paolo Branca (VJVISUALLOOP)

*Breaking through: 30 years of learners' game making* – Jeffrey Earp (ITD-CNR)

## **Speed Business Meetings**

Consul General of the Kingdom of the Netherlands in Milan





# Keynote Speakers

## **Adrian Hon**

Adrian Hon is co-founder and CEO at Six to Start, creators of gamelike stories and story-like games including the world's bestselling smartphone fitness game, "Zombies, Run!" with over one million players. Six to Start's clients have included Disney, the BBC, Channel 4, and Penguin, and the company has won multiple awards including Best of Show at SXSW. Adrian is author of *A History of the Future in 100 Objects*, and has written a column about technology for the Telegraph. He originally trained as a neuroscientist at Cambridge, UCSD, and Oxford.

Zombies, Run! website – [zombiesrungame.com](http://zombiesrungame.com)

Personal website – [mssv.net](http://mssv.net)

Twitter – [@adrianhon](https://twitter.com/adrianhon)

Adrian Hon will bring his experience to *Game Happens!* in the keynote titled *The Last Beat of Your Heart: Gaming that Gets You Fit*.

## **Michelle Westerlaken**

Michelle Westerlaken is an interaction designer with four years of experience in researching, designing and developing playful interactions for and with animals. She is originally from the Netherlands and currently based in Malmö (Sweden) where she recently finished her MSc in Interaction Design. Being surrounded by animals, and humans, her whole life inspired her to learn more about how animals perceive their environment and how technology influences their lives. During the last four years she gained a deep interest in the relationships between humans, animals, and technology both from a philosophy and design perspective. Next to publishing research papers, she designs and develops playful interactions such as Felino, a tablet game for cats and humans, interactive dog toys, and hybrid physical and digital games. Her aim is to explore how we can design meaningful technological mediations both for and with animals with the goal to enrich or improve their lives.

Personal website – [michellewesterlaken.wordpress.com](http://michellewesterlaken.wordpress.com)

Twitter – [@colombinary](https://twitter.com/colombinary)

Michelle Westerlaken will bring her experience to *Game Happens!* in the keynote titled *Beyond the Screen & Beyond the Human - What I Learned from Designing and Developing Playful Interactions with Animals*.

### **Lena Mech**

Lena Mech is an urban game designer, a curator and member of Copenhagen Game Collective. Her work ranges from silly games for children, through political interactive experiences to experimentation with technology enabled games that don't need a screen. She also co-founded Spilværk with which she is trying to find an alternative to educational system through designing games.

Spilværk website – [spilvaerk.dk](http://spilvaerk.dk)

Personal website – [lenamech.com](http://lenamech.com)

Twitter – [@urbanalade](https://twitter.com/urbanalade)

Lena Mech will bring her experience to *Game Happens!* in the keynote titled *Play Outside: Reimagining Our Cities with Urban Games*.

### **Roberto Dillon**

Originally from Italy but now based in Singapore, Roberto Dillon is the author of different game related books, including *On the Way to Fun* (2010, AKPeters), "The Golden Age of Video Games" (2011, CRC Press), *HTML5 Game Development from the Ground-Up with Construct 2* (2014, CRC Press) and *Ready. A Commodore 64 Retrospective* (2014, Springer). He is active both as an indie developer, through his studio Adsumsoft, and as an academic in the field of game design and development. His games have been showcased at events like *Sense of Wonder Night* in Tokyo, *FILE Games* in Rio de Janeiro and the *Indie Prize Showcase* at *Casual Connect* besides reaching top positions on Apple's App Store across several countries. He is currently an Associate Professor at James Cook University lecturing game design and project management classes. Before joining JCU, he was the Game Design Department Chair at DigiPen Singapore, teaching a variety of courses ranging from Games History to Game Mechanics, with his students gaining top honours at competitions like IGF both in San Francisco and Shanghai.

Personal website – [ProgramAndPlay.com](http://ProgramAndPlay.com)

Twitter – [@rdillon73](https://twitter.com/rdillon73)

Roberto Dillon will bring his experience to *Game Happens!* in the keynote titled *Nurturing Talent to build the Videogame Industry from Scratch: A Singapore Story*.

### **Andrea Rocco**

Andrea Rocco is the founder and director at Genova-Liguria Film Commission, a Foundation created by the Liguria Regional organisation and the city of Genova to help

developing local industries. He's been involved in the creation of the Polo aziende creative di Cornigliano, the center of creative industries based in Villa Bombrini, Cornigliano. He's a Board member at the European Film Commission Network.

Genova-Liguria Film Commission website – [glfc.it](http://glfc.it)

### ***Federico Fasce***

Born in Genova in 1975, Federico Fasce has worked as game designer in the Italian industry since 1996, first as an artist and game writer in Artematica, then as a game designer in Trecision. He then moved his interests towards the world of social web, working as an interaction designer and community designer. He returned to game development in 2010, when he co-founded Urustar, a game design and consulting agency as well as an independent and experimental game development firm. Now he is working at ETT where he creates gaming experiences for museums in Italy and UK.

Personal website – [medium.com/@kurai](https://medium.com/@kurai)

Twitter – [@kurai](https://twitter.com/kurai)

# Round Table Speakers

## ***Franco Bevione***

Franco Bevione was born in Turin (Italy) in 1970. He graduated in Industrial Engineering in 1996, then pursued postgraduate training and specialization in AudioVisual and multimedia field. He started his first VR experiences during those years. He has been Vice-Director of the Euphon Group Audiovisual Business Unit and Managing Director of Euphon Web & Interactive, the new media company of Euphon group born during the listing of the company at the Italian Stock Exchange market. He spent some years in SONO tecnologia Audiovisual in Barcelona (Spain) with the charge of Technical Development Manager and Project Manager for big projects in the Edutainment area. In 2005 he went back to Italy as General Manager of Virtual Reality & Multimedia Park where he worked until 2014. He took part in the turn-around process that brought the Lumiq Studios to be bought by Virtual in 2007. He entered into the board of directors of Lumiq and became General Manager of the company working as executive producer in all Lumiq's projects from 2007 to 2014. In 2014, he founded, with other three partners, a new company working in audio video production, named Endoss, and became General Manager of Illogic a company specialized in CGI real time and Virtual Reality Tools for the process Industry, in particular Oil&Gas.

Illogic – [illogic.us](http://illogic.us)

Profile on LinkedIn – [it.linkedin.com/pub/franco-bevione/0/102/797](http://it.linkedin.com/pub/franco-bevione/0/102/797)

Profile on IMDB – [imdb.it/name/nm3277956](http://imdb.it/name/nm3277956)

## ***Daniele Benegiamo***

Daniele Benegiamo works in the game development industry since 1994. In 2000 he founded UNAMedia a company specialised in developing mobile apps, video games, serious games, and multi-platform interactive installations. Daniele is a programmer, but in the years he gained a deep experience in software design and project management.

UNAMedia website – [unamedia.com](http://unamedia.com)

Twitter – [@UNA\\_daniele](https://twitter.com/UNA_daniele)

## ***Elisa Di Lorenzo***

Passionate about video games from an early age, Elisa Di Lorenzo graduated in Computer Science from the University of Genova (DISI). During her postgraduate studies, Elisa

worked as a freelance game developer, mainly in the creation of Flash games, dealing in particular with artificial intelligence and pathfinding, user interaction, and level design. In 2008 she founded, together with some university classmates, Foofa Studios, where she worked as a programmer first and then as a producer and business developer. In 2013 Foofa Studios teamed up with actor and director Flavio Parenti and creates Untold Games with the aim of developing games designed for virtual reality with a strong storytelling component. Untold Games' first project is the virtual reality adventure game *Loading Human*, recently successfully funded on Kickstarter.

Untold Games website – [untoldgames.com](http://untoldgames.com)

Twitter – [@elidilo](https://twitter.com/elidilo)

### ***Andrea Fasce***

Andrea Fasce is a co-founder of MWPowerLab has developed its own 3D realtime solutions boasting stereoscopic and interactive applications of photorealistic quality in the real estate, navy, oil&gas and Industry fields.

MWPowerLab website – [mwpowerlab.com](http://mwpowerlab.com)

### ***Marco Gaudina***

Marco Gaudina, graduated in 2006 in Computer Science in Robotics and automation, at the University of Genoa. He has been working for two years in Manufacturing execution System consultant for Siemens Automation. He came back to research and started a PhD at the Istituto Italiano di Tecnologia (IIT). He got his PhD title in April 2012. His main research interests are Human Computer Interaction and Virtual Reality. His PhD is focused on developing new technologies to enhance human interaction with electronic applications concentrating on multi-modal frameworks. He decided to start Circle Garage immediately after his research experience believing that a good company is based on a strong innovation process.

Circle Garage website – [circlegarage.com](http://circlegarage.com)

Twitter – [@MarcoGaudina](https://twitter.com/MarcoGaudina)

### ***Valentina Paggiarin***

Valentina is Hive Division's author and translator. She specialises in interactive and new media narrations, with a focus on movies and videogames. She works with Giacomo Talamini and Enrico Pasotti on all Hive Division's stories and creative ideas, and she takes care of the narrative structure, characters dynamics, and synopsis. She also supervises the translation and proofreading of all Hive Division's scripts and texts into English,

working with professional translators and proofreaders. She helps the team as Producer before, during, and after the shooting.

Hive Division website – [hivedivision.net](http://hivedivision.net)

## Showcase Highlights

### Interactive Installation

#### *Reflections – Catodo*

*Reflections* is an interactive installation to discover and play with the idea of generative art. The installation is based on a computer program that draws and play music using a generative algorithm designed by the artist Catodo. The visitors can interact with the installation using the device Leap Motion (<https://www.leapmotion.com>). This device translates the movements of the hands in numbers, used to change the parameters of the algorithm, in real time. The aim of this art installation is to engage visitors to play with the idea of generative algorithms, in order to discover interesting behaviours, using just some lines of code. The visitor play to discover unexpected behaviours. The idea of play as instrument to discover something new is an important aspect in art, in creativity, and in life everyday.

This interactive installation has been designed by Catodo for the *Games Happens!* conference of 2015.

**Catodo** is a computational and sound artist from Turin (Italy). He started to play with software art in the mid-'90s, using 8-bit home computers. He's fascinated by generative art and the way to express unexpected behaviour with computer algorithms. He participated in many festival and international art exhibition. He's a TEDx speaker and international speaker about programming and creative coding. He co-founded the musical group Gli Elettrodi in 1998, an electronic experimental project together with Anodo (aka Globster). He released music albums with the Kutmusic label. He teaches generative art at the Pictor Academy of Turin. He got a B.Sc. honors degree in Computer Science and Economics from the University "G.D'Annunzio" of Chieti-Pescara (Italy) and he studied cellular automata algorithms with Stephen Wolfram at NKS school, Brown University (Providence, USA).

Catodo website – [catodo.net](http://catodo.net)

Twitter – [@iamcatodo](https://twitter.com/iamcatodo)

# Advanced Technologies

## ***A Selection of Our Interactive Installations – ETT***

An interactive totem will allow you to choose one of the ETT's interactive installations and demos and play it.

## ***MAGNA CARTA Rediscovered – ETT***

MAGNA CARTA Rediscovered is a travelling exhibition celebrating the 800th anniversary of the sealing of Magna Carta. The exhibition, divided into four theme areas and enhanced by interactive stations, not only tells the story but also presents the main figures involved in the negotiations on 15th June 1215, during which King John was forced to cede powers to the barons of this kingdom.

**ETT** is a High Tech company providing software development, technological innovation and consulting services. ETT employs now more than 130 people at the headquarter in Genoa as well as in Rome, Milan, Ancona, Napoli, Pescara and Palermo; ETT also has a branch in London, giving the company greater visibility and business opportunities at international level, Founded in 2000, ETT is now a market leader in many business areas, and in particular: Smart Government, New Media and Research and Development.

ETT website – [ettsolutions.com](http://ettsolutions.com)

Twitter – [@ettspa](https://twitter.com/ettspa)

## ***HIRIS – Circle Garage***

**HIRIS** is the new product of Circle Garage. It is a new concept of wearables. Designed for use in everyday life tracks all your activities, it's modular and expandable. That means that you can use many units together, boost their power with new boards and download the app that fits better your activities. **HIRIS** redefines the concept of wearable devices, it helps you to track your movements during your day when you work, study, work out sport or rehabilitation and learn new skills alone or with other people.

**HIRIS** website – [hiris.it](http://hiris.it)

**Circle Garage** is an Italian startup company with a strong bias toward innovation, use of new technologies, and exploitation of research results. The company was born in 2012 from the will of Ing. Marco Gaudina to meld his experience in the field of software development, robotics and electronics in the industrial sector with

concepts and methods coming from the research world. Recently Circle Garage has changed its legal entity becoming officially a Start-Up. The international experience of both its founder and its collaborators allows Circle Garage to get a global insight on the technological world and to tackle the hurdles on the road to true innovation wielding both a deep knowledge of industrial market needs and a strong research oriented mindset.

Circle Garage website – [circlegarage.com](http://circlegarage.com)

Twitter – [@CircleGarage](https://twitter.com/CircleGarage)

### ***Hive Division Oculus Demo [tbc]***

[description in progress]

**Hive Division** is an independent Italian production studio founded by 4 companions/associates working together, with a network of over 50 young creatives operating in the field of video-making. They cooperate both live and online, thanks to the Internet, combining different skills to make movies. Hive Division started out of passion, with no budget, working on the *MGS: Philanthropy* project. Now, after five years experience in the field, they are looking forward to new creative projects – and new challenges. The studio is based in Italy, near Venice, in Asolo. The main focus of Hive Division is new cinematic trends, with a guerrilla-style approach to video production that allows them to achieve top quality with competitive resources.

Hive Division website – [hivedivision.net](http://hivedivision.net)

## **Live 3D Painting**

### ***The Life of a Character, from Sketch to ZBrush – Giacomo Guccinelli***

*The Life of a Character from Sketch to ZBrush* is a live performance from the very first concept art sketches to digital sculpting. *The Life of a Character* built up step by step from 2D to the third dimension: some easy solutions to define a moodboard, a reference sheet; how to create silhouettes with shape design techniques giving life to our character with colors, action poses and attitudes by using a bunch of different software and supports with a development pipeline from 2D to 3D sculpting experience.

Born in La Spezia in 1983, **Giacomo Guccinelli**, after attending humanities in Pisa and cartoon animation in Florence, has worked as freelance illustrator, animator and graphic designer since 2006. Art director of Steamfactory since 2012, a graphic designer team of artists who work for various public and private subjects, since 2013



he's mastering his skills in concept art, character and environment design for animation and videogame industry working also as trainer in educational activities for schools trying to combine graphic design, human rights and gender equality issues.

Steamfactory website – [steamfactory.it](http://steamfactory.it)

## Digital Games

### ***Arena: Monster Alien Shooting Chaos – Screen Implosion***

*Arena: Monster Alien Shooting Chaos* challenges players to chase their highest score on short games of maximum 2 minutes period with an addictive loop between every game session.

**Screen Implosion** is a games label and producer of classic arcade games with a contemporary twist. Screen Implosion is based in Berlin and founded in 2015.

Screen Implosion website – [screenimplosion.com](http://screenimplosion.com)

### ***Bacterica – Indie Construction***

*Bacterica* is a multi platform puzzle game for mobile and desktop that recalls the logics and mechanisms of *Rubik's cube* and *UNO*. Some alien bacteria want to invade planet Earth. Getting closer to their goal, they realise being too small and end by chance in a drink that instantly becomes crazily good! There we have the *Bacterica* drink! Trap little aliens and find the *Bacterica* secret formula, moving aliens strings to get the best move!

*Bacterica* website – [indieconstruction.com/bacterica](http://indieconstruction.com/bacterica)

**Indie Construction** was born from an idea conceived by Paolo Bragonzi, an Italian developer with a 20 years of experience in the IT sector. Driven by his enormous passion for videogames, in 2013 he developed *PuzzMe*, a puzzle game for Android which wasn't much more than a test, but convinced him to proceed on this road. Thanks to a florid cooperation with many professionals from the different areas of multimedia, Indie Construction aims to play an important role in the independent videogames developers scene!

Twitter – [@IndieConstruct](https://twitter.com/IndieConstruct)

### ***Cast of the Seven Godsend*s – Raven Travel Studios**

*Cast of the Seven Godsend*s harks back to the days when classic 2D, run'n gun, action-shooter games ruled the arcades. The game has four levels of difficulty, six worlds to conquer, twelve mid and end-of-level bosses, seven god-like armour sets, five basic weapons and thirty-five magic combat spells. The evil emperor Zaraaima has kidnapped the infant heir to the land of Dareca. King Kandar must call upon the aid of the seven gods of Dareca as he traverses the six worlds of his kingdom in a bid to save his son. He must face the emperor's hordes as he battles through dark woods, slimy swamps, sinister mills, infernal volcanos, snowy mountains, golden cities and demonic castles. Each world is guarded by level bosses each sworn to bring about the king's swift demise. To help him in his quest King Kandar can evoke god-given armour, wield different weapons and cast fanatical spells.

*Cast of the Seven Godsend*s website – [castseven.com](http://castseven.com)

#### ***Raven Travel Studios***

Raven Travel Studios is a game development studio founded in November 2011 by Italian indie artists who worked in the software industry for a decade. Their passion came from the early 80's, the golden age of the arcades. They like to paint their worlds with stylish and evocative environments. Raven Travel Studios like to explore every kind of game who can bring addiction and fun to the player with fantasy, style, and emotions.

Twitter – [@RavenTravelStd](https://twitter.com/RavenTravelStd)

### ***Loading Human* – Untold Games [tbc]**

*Loading Human* is an adventure designed for virtual reality developed by Untold Games.

**Untold Games** was created in 2013 with one simple idea: build cinematic adventures for virtual reality. The background of its founders vary from the development of multi-platform games (PC, Mac, iOS, Android, Unity and Unreal Engine) to the entertainment industry (production of films, TV series, interactive webseries, theater). They are an active contributor of the VR revolution and they have developed many relationships and collaborations with key partners such as Razer, Epic Games, Sony, Oculus, PrioVr, Sixense and many others.

Untold Games website – [untoldgames.com](http://untoldgames.com)

Twitter – [@UntoldGamesTW](https://twitter.com/UntoldGamesTW)

### ***Mediterranean Voidland – Sticky Toffee Games***

*Mediterranean Voidland* is a game about exploring a village in the Mediterranean and watching it from different points of view while listening to good music, composed by Palconudo.

*Mediterranean Voidland* on Itch.io – [kurai.itch.io/mediterraneanvoidland](https://kurai.itch.io/mediterraneanvoidland)

**Sticky Toffee Games** is a tiny art game boutique created by Federico Fasce in 2014.

Sticky Toffee Games website – [stickytoffeegames.com](https://stickytoffeegames.com)

Twitter – [@kurai](https://twitter.com/kurai)

Palconudo website – [palconudo.it](https://palconudo.it)

### ***NeuroSki – Rising Pixel, Big Bang Pixel***

Rising Pixel and Big Bang Pixel participated in a Hackathon focused on finding alternative ways of solving problems and the difficulties of those who live disability. They have created a skiing one button game using a high contrast and descriptive sounds effects playable with a mind controller (but usable also with the regular controllers such as mouse, joypad and keyboard). Rising Pixel and Big Bang Pixel wanted a game as inclusive as possible, not discriminating against the disabled and able-bodied, but putting them on the same level, working on both the input supported devices and the outputs provided by the game.

*NeuroSki* on Itch.io – [risingpixel.itch.io/neuro-ski](https://risingpixel.itch.io/neuro-ski)

**Big Bang Pixel** is a small team of young people sharing the dream to: distribute the games they have imagined, created, and developed to the largest number of people; share the joy and entertainment created by the product of their own serious and dedicated work; create fun in the lives of people, while having fun themselves.

Big Bang Pixel website – [bigbangpixel.com](https://bigbangpixel.com)

Twitter – [@BigBangPixel](https://twitter.com/BigBangPixel)

**Rising Pixel** is a small group of amateurs and professionals sharing passion for multimedia material development, working creatively in software development, design and web consulting since 2012.

Rising Pixel website – [risingpixel.com](https://risingpixel.com)

Twitter – [@RisingPixel](https://twitter.com/RisingPixel)

## **TONZILLA – KRUR**

*TONZILLA* is a small big learning game where you'll develop your voice to solve the global conflicts of life (and maybe stop the world's wars). *TONZILLA* is a game where you voice matters: you scream, sing, get in tune, get the rhythm and destroy everything! Awake volcanoes, blow clouds away, fly over buildings, make the world vibrate and don't be afraid to be heard! (That's our hope, at least) 7 notes, 12 blasting rays, 42 levels playable on any platform (oil platforms preferred) with or without Virtual Reality. Game design and development by Stefano Cecere with the graphics by Emiliano Granatelli.

*TONZILLA* website – [tonzilla.com](http://tonzilla.com)

**KRUR** is artisanal game design & development provided by Stefano Cecere. Mostly focused on musical and learning games, kids apps and virtual reality experiences, **KRUR** tries to share knowledge and ease humanization whenever is possible.

**KRUR** website – [krur.com](http://krur.com)

Twitter – [@krur](https://twitter.com/krur)

## **Tormentum Dark Sorrow – OhNoo Studio**

*Tormentum Dark Sorrow* has a dreamlike, nightmarish atmosphere, inspired by works of painters H.R. Giger and Zdzislaw Beksinski. The game's final look and feel was also strongly influenced by the universes of games such as *Demon's Souls* or *Dark Seed*. This unique mixture gave life to a bleak and depressing world.

*Tormentum Dark Sorrow* on Steam – [store.steampowered.com/app/335000](http://store.steampowered.com/app/335000)

**OhNoo Studio** is a small, three-man developing team with big ambitions and even bigger dreams. They aim to provide entertainment as well as a reason for players to contemplate their existence by creating original fantasy worlds. The studio was founded in 2013 and is located in Poland.

**OhNoo Studio** website – [ohnoo.com](http://ohnoo.com)

## **Volvox – Neotenia**

*Volvox* is a triangular puzzle game setted in the Primordial soup, with a strange new and emergent gameplay based on the physics of rolling without slipping. The characters, called Trimoebas, are triangular unicellular organisms undertaking the building of the first pluricellular beings, traveling through the evolution. The Trimoebas bear functional properties on their sides, such glue, explosive, insulating and hooks, but they are useful only if the Trimoebas are correctly rotated: you will have to move on the right path and

make the Trimoebas overstep each other to complete the mission.

Volvox on Steam – [volvox.xyz](http://volvox.xyz)

**Neotenia** is a project created by Sumero Lira, which intends to produce and publish video games, books, toys and other instruments aimed to improve the life skills, such critical and analytic abilities. In 2015, Neotenia won Microsoft National Imagine Cup with the game Volvox. Team members for Volvox: Sumero (Claudio Lira, b. 1988, CEO, game designer, programmer, graphic designer), Sara Bianchini (b. 1992, graphic designer), Simone Pagani (b. 1989, sound designer).

Neotenia website – [neotenia.org](http://neotenia.org)

### ***The Way of Life – ChubbyPixel***

*The Way of Life* is an exploration game with three main characters: a businessman, an old man and a child. They find themselves on a road which is apparently the same, but changes upon their perception of reality.

*The Way of Life* on Steam – [store.steampowered.com/app/310370](http://store.steampowered.com/app/310370)

**ChubbyPixel** is an independent game studio based in Milan, founded in 2012 by Fabio Ferrara (game designer, sound and 3d artist) and Giulia Airoidi (2D artist and illustrator).

ChubbyPixel website – [chubbypixel.com](http://chubbypixel.com)

Twitter – [@MalboMX](https://twitter.com/MalboMX)

### ***Wuwu & Co. – Step In Books***

Winner of Best Nordic Children's Game 2015, *Wuwu & Co.* is a new take on children's illustrated literature: when the iPad is lying down, it works as a normal book, but when held in upright position, the iPad becomes a window into the storyworld. Through clever use of sensors *Wuwu & Co.* keeps the reader actively engaged in the story, while s/he helps the odd creatures of the forest in the coldest winter in 2.000 years.

*Wuwu & Co.* on App Store – [itunes.apple.com/app/wuwu-and-co/id950052386](https://itunes.apple.com/app/wuwu-and-co/id950052386)

**Step In Books** was built upon a project started at a book jam organized by the Danish Arts Foundation. The book jam was made for authors and illustrators to get closer to digital producers and game designers. Step In Books was then established in spring 2014 and worked solely on their first product, *Wuwu & Co.* which was published in November 2014 in Danish, and in December 2014 in English.

The team is now working on several new titles using the same step-in technology.  
Step In Books website – [stepinbooks.com](http://stepinbooks.com)

## Local Multiplayer Games

### ***Hyperdrive Massacre – 34BigThings***

Muscle cars fighting in outer space! *Hyperdrive Massacre* is an '80s inspired multiplayer fragfest for up to 4 local players, focused on kinesthetic, tactical and shooting skills. Tons of weapons, a bullet-reflecting front shield and different game modes fuel a varied and fiercely fast-paced gameplay that allows for mastery of movement, shooting and attack/defence tactics. Best played on a couch with competitive friends, and by putting something at stake (muffins, pizza or beers will do)!

34BigThings website – [34bigthings.com](http://34bigthings.com)

### ***34BigThings***

34BigThings is an independent studio based in Turin (Italy) making games because of love for games. Started by four friends, it quickly grew in two years time to 14+ people, a mix of young talents and experienced AAA developers, relying on B2B to keep afloat. Together with other studios, 34BigThings started the T-Union association to spread the videogame culture, create a network of game developers and teach game development. *Hyperdrive Massacre* aims to be our first released commercial title.

Twitter – [@34bigthings](https://twitter.com/34bigthings)

### ***Killer Keyboard – GameOveriani***

*Killer Keyboard* is a typing game for two players. The gamers, in a speed race, must type in the same moment casual words given by the game. Each player has a different word to type but they have only one keyboard and this create out of the screen game dynamics. *Killer Keyboard* was created in an improvised jam during the Milano's Game Over 2014. GameOveriani: Paolo Bragonzi, Stefano Cecere, Christian Costanza, Luigi di Guida, Giorgio Pomettini, Michele Pirovano

### ***Red Rope: Don't Fall Behind – Yonder***

*Red Rope: Don't Fall Behind* is 2-player co-op game, playable both locally and online. The rope that binds the two players is definitely a hindrance but, at the same time, it is the only tool at their disposal to survive in a vast and insidious cemetery. The game will be playable through a custom-built arcade cabinet.

**Yonder** is an independent game studio founded in Rome in 2013 by five passionate chaps eager to develop audacious and inventive games.

Yonder website – [fromyonder.net](http://fromyonder.net)

Twitter – [@from\\_Yonder](https://twitter.com/from_Yonder)

### ***SlashDash – Nevernaut Games***

*SlashDash* is a competitive local multiplayer showdown launching exclusively on Xbox One this summer. Compete for glory against your foes or team up with a friend to Capture the Flag. Perfect for parties and tournaments, players shoot, teleport, slash, and of course dash to victory. Created for two to four players, *SlashDash* has nine thoughtfully designed levels and four unique game modes to make for non stop competitive action.

The **Nevernauts** decided to become an indie game studio after realising that being an indie rock band was too mainstream. Their unique blend of carefully crafted 80's death-pop-inspired blues still resonates through their games. Adnan, originally the lead singer of the group, has since transitioned to programming and design, neither of which he's very good at, and let's be honest, his pipes aren't so great either. Vivian, who used to play a mean bass, is dually talented, able to assist with both programming and filling in art as necessary. She also knows the secret behind the numbers. Ask her some time. Armand is an orphaned wizard child who originally decided to join the Nevernauts as a joke. Since then, he discovered that classical piano was not his true calling and that he'd instead love to draw pictures with crayons and Illustrator all day, so now that's what he does. Gresh is British.

Nevernauts website – [nevernautgames.com](http://nevernautgames.com)

Twitter – [@nevernautgames](https://twitter.com/nevernautgames)

### ***We'll Meet Again – We Are Muesli [tbc]***

*We'll Meet Again* is a short 2P collaborative "puzzle novel". The game consists of two separate Ren'Py executables, "Side A" and "Side B", to be installed on two different computers. The two players are required to sit on opposite sides of a table, or not to see

what's going on on the other monitor anyway. Side B player is also invited to wear headphones, so that the other one won't be able to listen to what (s)he's listening. Players are invited to start the game(s) simultaneously and to constantly talk to each other and exchange hints about what they're seeing/listening, in order to make the right choices together along the way.

**We Are Muesli** is an independent design duo based in Milan, Italy, made up of visual designer Claudia Molinari and creative writer Matteo Pozzi. After years of professional experience in diverse fields of design and communication, since 2011 Claudia and Matteo have been working together on cultural and artistic experiments of unconventional storytelling, ranging from analog to digital projects (and back). In 2013, We Are Muesli made their first step in game design with the award-winning visual novel *CAVE! CAVE! DEUS VIDET.*, while keeping on bringing their transdisciplinary expertise to commissioned projects, lectures and workshops.

We Are Muesli website – [wearemuesli.it](http://wearemuesli.it)

Twitter – [@WeAreMuesli](https://twitter.com/WeAreMuesli)

## Non-Digital Games

### ***A Selection of Our Board Games – Post Scriptum***

On the Post Scriptum table, visitors will find board games of many kinds, from past present and future: *Fun Farm* is their best-selling children/family game, very fast and colored; *Drizzit* is a cooperative card game based and a very popular webcomic; *Florenza* is their strategic masterpiece. In addition to this, they will show promotional games (*Play Different*, *Salvane* and *Artè*), and prototypes of future games, from which visitors will be able to see with their eyes the different phases of developing process.

**Post Scriptum** turns 10 this year! Since 2005 they produce board games, mainly for the European market. They also work as consultants for other publishers and for companies or associations who want to use games as promotional products. It all started as a hobby, but the company's success grew year after year and now it's a full time job.



# Physical Games

## ***Idiots Attack the Top Noodle – Copenhagen Game Collective***

*Idiots Attack the Top Noodle* is a survival horror game with no graphics and played using Playstation Move Controllers and the Brain Wave Sensor.

In a not so distant future, the Idiots have overpopulated the world by breeding uncontrollably, while the intellectuals have diminished in numbers to a small group of elites, called the Brains. The idiots have found out, that while the elite group is smaller in numbers, they still have control over the general population with intricate use of their power of intelligence to rule over the Idiots. The Idiots realizing that they have been mind controlled by a small group of elites, revolt and fight, to take back the power, and try to overthrow the Brains. But they are subject to the whims of the Brains, who lays down the laws and decides how everything is run. (inspired by “The Marching Morons” by Cyril M. Kornbluth).

One person plays as The Brain. The Brain’s objective is to survive by killing the Idiots with mind control – the player must concentrate, truly, to charge a weapon in order to shoot and kill one Idiot. This takes a couple of seconds, while the Idiots try to catch the Brain and ruin its concentration! The Brain’s powers hinder the Idiots’ movement, so they are unusually sluggish creatures. This is because concentrated brain waves confuse the Idiots motive abilities, causing them to explode from confusion if they try to move too fast. However, if the Brain loses its concentration, the Idiots can move faster and converge on the Brain to catch it and steal its power. If the Brain kills all Idiots, the Brain wins. If an Idiot catches the Brain (and devours the brain), the Idiots win. Now that Idiot is the Brain and it all starts again!

*Idiots Attack the Top Noodle* website – [copenhagengamecollective.org](http://copenhagengamecollective.org)

**Copenhagen Game Collective** is a multi-gender, multi-national, non-profit game design collective based in Copenhagen, Denmark. The collective comprises a network of people and companies interested in independent game culture. Its members includes creative individuals first of all, but also small companies, non-commercial interest groups, and game communicators and disseminators. They play, exhibit, create, and care about games of all types – digital or otherwise – with a slant towards types of play that the game industry’s big boys can’t or won’t address. The diversity of their exhibits and game projects reflects their belief that creativity breeds creativity. The loose structure of the collective, encompassing a network of developers and collaborators, aims to create synergies between various projects.

## Students' Prototypes

### ***Blind'n DogZ – International School of Comics (Firenze)***

*Blind'n DogZ is a cooperative game for two players with a third person view. One player is blindfolded therefore he or she is not be able to look at the screen and have to rely on the other player, who is controlling a dog and who is not be able to speak. The goal of the game is to escape from a horde of zombies.*

*Team: Lorenzo Biagini (Game Designer), Jacopo Sartini (Game Designer), Elio Cossu (Programmer), Davide Vatteroni (Programmer), Enrico Ridolfi (3D Graphics), Giovanni Stoduti (3D Graphics).*

### ***A Grey that Matters – International School of Comics (Firenze)***

*A Grey that Matters is a first person puzzle game where the player has the power of manipulating kinetic energies to overcome the numerous obstacles in their way. Set in a floating, fantasy, low-poly world, the player can accelerate and decelerate unstable objects at a point that they change their shape.*

*Team: Federico Pacini (Programming and Game Design), Simone Cairo (Programming and Game Design), Alessandro Pacini (3D Artist), Beatrice Marini (3D Artist), Luca Mignone (3D Artist).*

***International School of Comics (Firenze)*** [description in progress]

### ***MatrixGame – Istituto di Istruzione Superiore Gastaldi – Abba (Genova)***

The upper secondary school Gastaldi – Abba (Genova) has created MatrixGame as a development tool to let new programmers to develop video games with animations and keyboard and mouse interactions. At the moment, they have developed almost 100 digital games, both original and classic arcade games. Thanks to this tool, you can focus on developing only the game logic, but a good programmer can create a new complex game in less than an hour.

MatrixGame on Sourceforge – [sourceforge.net/projects/jmatrixgame](http://sourceforge.net/projects/jmatrixgame)

**IIS Gastaldi – Abba** is an upper secondary school, based in Genova, which has at his core many specialised educational programs in accounting, chemistry, quantity

surveying, electronics and informatics. The latter focuses on teaching computer science and programming since the origin of information technology, so it's important to give first-year students some tools in order to let them code and create interesting things even if they have a little knowledge of coding. So, the school developed its own Java development tool which allows students to program games within a matrix board. A porting to Android is now in progress.  
IIS Gastaldi – Abba website – [gastaldi-abba.gov.it](http://gastaldi-abba.gov.it)

## Mini Talks

### ***Combine Simulator in Unreal Engine 4: A Case Study – Erika Vespa (UNAmidia)***

[description in progress]

Since childhood **Erika Vespa** has loved to play with numbers and logic that led to a Bachelors Degree in Mathematics. After several years working as a programmer, she approached the world of web UI/UX and web design that has led to her current passion for 2D and 3D graphics. Since 2009, she has been working as graphic artist and level designer in UNAmidia, where she continues to learn and put the skills acquired so far to use.

### ***Developers Mentorship Program – Thalita Malagò (AESVI)***

[description in progress]

**Thalita Malagò** is Secretary General of AESVI, Italian Entertainment Software Publishers Association. In 2011 the Association has launched AESVI4Developers, a program directed to Italian game developers in order to support the development of the national industry. The Association coordinates events (such as Game Connection and GDC) aimed to the internationalisation process of Italian companies, it organises Italian Game Developers Summit, a special occasion for networking, education and sharing experiences among developers, students and teachers, and it promotes the most important consumer oriented game expo (Milan Games Week).  
AESVI website – [aesvi.it](http://aesvi.it)

### ***The Strength of Board Games in a Digital World – Mario Sacchi (Post Scriptum)***

The board game market is growing without facing any crisis. This is astonishing for many people who predicted the end of non-digital games as a consequence of the spread of new

devices. In his talk, Mario Sacchi will explain the main reasons of this success, with a focus on an important one: the strength of games as promotional/educational vehicles.

**Mario Sacchi** is a board game publisher since 2005. He also work as a consultant for other companies both in board and digital games creation. He wrote a guide about the board game publishing, and he has a blog about this topic. He also cooperated with Polytechnic Universities of Milan and Turin with lectures about game design.

### ***Textural Videogames / Playing The Game – Paolo Branca (Playing The Game)***

*Textural Videogames* is a multidisciplinary project presented by Playing The Game in order to show you video games based on the exploration of bright and living worlds. You can learn video games challenging the norms, through new systems which are not based on an evaluation about how the player is performing within the game world.

Playing The Game celebrates and studies the convergence among video games, arts and cultures, configuring itself as an international platform to promote the creative and innovative potential of the video game and, in the meanwhile, fostering it also at the public perception as a cultural and meaningful medium. In 2014, during Milan Games Week opening in Pirelli HangarBicocca, Playing The Game presented the third edition of their own annual event. *Textural Videogames* is the result of that event's topics further exploration.

Playing The Game website – [playing.vg](http://playing.vg)

### ***HARDcade Video Mapping – Paolo Branca (VJVISUALLOOP)***

*HARDcade Video Mapping* is a video game created to be played in a public space and based on the classic electronic game Simon (1978). In *HARDcade Video Mapping* players interact through some coloured buttons. While the game highlights some architectural elements on the building's front generating a certain series of sounds and colours, the players must cooperate in order to reproduce the correct sequence.

VJVISUALLOOP website – [vjvisualloop.tv](http://vjvisualloop.tv)

**Paolo Branca** is linked to several video game related projects. Under the VJVISUALLOOP name, he creates audiovisual performances, videos, artworks and interactive installations. His works have been shown in exhibitions such as Playlist (Spain and Belgium), Italians Do It Better!! (Biennale di Venezia, Italy), Atopic Machinima Film Festival (Paris, France) and Nam June Paik Summer Festival in the Nam June Paik Art Center (South Korea). Paolo founded the international platform Playing The Game. He attended to many festivals and events in Italy, Spain, Belgium,

France, Turkey and in the USA.

VJVISUALLOOP website – [vjvisualloop.tv](http://vjvisualloop.tv)

### ***Breaking through: 30 years of learners' game making – Jeffrey Earp (ITD-CNR)***

Last year at *Game Happens!*, Jeffrey introduced a European project called MAGICAL (Making Games in Collaboration for Learning). The project is now completed so we can take a quick look at some of the main outcomes and how these fit into growing trend of digital game making in – and for – education. But this is also a good chance to discuss ways of profitably intertwining game design, game making and game testing carried out in Italy's schools, universities and startups.

MAGICAL website – [tinyurl.com/magicaldoor](http://tinyurl.com/magicaldoor)

For the past twenty years, **Jeffrey Earp** has been involved in research into Technology Enhanced Learning at ITD-CNR, working on both national and international projects. His areas of interest include educational software, teacher training and support in ICT, e-inclusion, learning design, narrative learning environments, digital resources and repositories for education, serious games and game based learning.

## **Speed Business Meetings**

### ***The Dutch Game Industry – Consul General of the Kingdom of the Netherlands in Milan***

If you want to learn more about the Dutch game industry, you will have the chance to reserve an appointment slot with representatives of the Consul General of the Kingdom of the Netherlands in Milan.

# Organisation

**Genova-Liguria Film Commission** is a Foundation created by Regione Liguria, Comune di Genova and some other regional entities to promote the local territory and attract investments in the audiovisual production sector in Liguria (advertising, television, cinema), in order to create new job opportunities and stimulate the creation and the growth of new local enterprises.

<http://www.glfc.it>

**Società per Cornigliano SpA** is the owner of the locations and the recipient of the funds allocated by the various national laws for the conversion of the discontinued steelworks in Genova-Cornigliano.

<http://www.percornigliano.it>

**ETT** is a High Tech company providing software development, technological innovation and consulting services. ETT employs now more than 130 people at the headquarter in Genoa as well as in Rome, Milan, Ancona, Napoli, Pescara and Palermo; ETT also has a branch in London, giving the company greater visibility and business opportunities at international level, Founded in 2000, ETT is now a market leader in many business areas, and in particular: Smart Government, New Media and Research and Development.

<http://www.ettsolutions.com>

## **Consul General of the Kingdom of the Netherlands in Milan – Commercial Department**

The Netherlands aim to assume an important role within the international game industry, one of the most growing fields of the Dutch creative industry. The Commercial Department of the Consul General of the Kingdom of the Netherlands, during its activity of promotion and support of the commercial trades between Italy and the Netherlands, has detected this field as an interesting market to build on and to share Dutch experience and know-how to strengthen a dialogue among creativity, research, entrepreneurship and market.

<http://www.holland.it>

**Centro Ligure per la Produttività – CLP** is the Authority in charge of training activities at the Chamber of Commerce of Genova. Founded in 1956, the Agency's mission is to gather resources in order to provide services in training and management sectors for companies and entrepreneurs to benefit from it.

<http://www.clpge.it>

**AESVI** is the Trade Association for the gaming industry in Italy, in 2011 launched AESVI4Developers, which is a program dedicated to the Italian game developers to support the development of this industry in Italy. The Association coordinates several initiatives aimed at the internationalization of Italian companies (GDC and Game Connection). It is also in charge of organizing the Italian Game Developers Summit, which gives developers, students and teachers an important chance to meet, train/be trained and share their experiences. Also, the Association promotes the main Italian event dedicated to the consumer market of video games (Milan Games Week).

<http://aesvi.it>

# Game Happens! 2014

The first edition had **100 registered attendees** (the maximum number allowed, due to a limitation of the location) plus another 100 showcase-only attendees.

**Press coverage:** 23 articles published by local newspapers, Italian webzines and game news websites. More info at <http://gamehappens.com/index.php/en>

*Game Happens! 2014* was supported by the The Consul General of the Kingdom of the Netherlands in Milan, the Chamber of Commerce in Genova, AESVI4Developers, Genova–Liguria Film Commission and Società per Cornigliano.

## Overworld – Speakers

Rami Ismail (Vlambeer)

Zuraida Buter (Playful culture curator)

Elisa Di Lorenzo (Untold Games)

Mauro Fanelli (Mixed Bag)

Federico Fasce (Urustar)

Thalita Malagò (AESVI)

Niccolò Tedeschi (Santa Ragione)

Paolo Tajé (Bloody Monkey)

Andrea Rocco (Genova–Liguria Film Commission)

## Underworld – Speakers

Manuela Capra – The Dutch Games Investment Programme

Marco Gaudina – Wearables Technologies: A Brave New World?

Luca Roncella, Video Games and Museum: New Opportunities

Jeffrey Earp – Digital Game Making Environments for Learners



Eleonora Pantò – Boogames & JamTODAY: Two European Projects for Video Games

Pietro Polsinelli – People in Love: A Game about Urban Design

Gualtiero Volpe – InfoMus Lab

Claudia Molinari – Peeping Robin: Hail to the Sidekick

Francesco Bellotti – Serious Games Society

Giuseppe Di Giacomo – What's Crowdfunding?

## Underworld – Showcase

*Avant la fin* (Francesco Sedda e Damiano Calenzo)

*CAVE! CAVE! DEUS VIDET!* (We Are Muesli)

*Dino Fly* (Big Bang Pixel)

*forma.8* (Mixed Bag)

*Futuridium EP Deluxe* (Mixed Bag)

*Loading Human* (Untold Games)

*MirrorMoon EP* (Santa Ragione + Paolo Tajé)

*Pablo Cavarez* (Bloody Monkey)

*PathOne* (Big Bang Pixel)

*Skiddy* (Big Bang Pixel)