

**PRESS  
START**

**VIDEO GAME  
STUDENT  
CONFERENCE**

# VENERDÌ 7 OTTOBRE 2022

## 10.00 Apertura accrediti

### 10.30 - 11.00 Introduzione

- ◆ **Luisa Bixio** - Vice Presidente, IIDEA
- ◆ **Luca Roncella** - Responsabile Gaming & Digital Interactivity, Museo Nazionale Scienza e Tecnologia Leonardo da Vinci di Milano
- ◆ **Andrea Dresseno** - Curatore, Press Start Video Game Student Conference
- ◆ *Modera: Thalita Malagò (IIDEA)*

### 11.00 - 12.00 Game Design

- ◆ **Martina Dell'Acqua** - UX Designer, Ubisoft Milan
- ◆ **Federico Spada** - Lead Game Designer, Milestone
- ◆ **Claudia Molinari** - Game Designer, We Are Muesli
- ◆ *Modera: Andrea Dresseno (Press Start)*

### 12.00 - 13.00 Art Direction 1

- ◆ **Mauro Ferrari** - Art Director, Nacon Studio Milan
- ◆ **Manuel Labbate** - Art Director e Lead Artist 2D, Trinity Team
- ◆ **Immacolata Botti** - Art Director, MixedBag
- ◆ *Modera: Michele Bertolini (34BigThings)*

### 13.00 - 14.00 PAUSA

## 14.00 - 15.30 Programmazione

- ◆ **Mauro Gentile** - Lead Gameplay Programmer, Ubisoft Milan
- ◆ **Davide Bianchi** - Senior Software Engineer, Nacon Studio Milan
- ◆ **Mattia Frigerio** - Lead Programmer, Reply Game Studios
- ◆ **Marco Ronchetti** - Lead Game Engineering & Tools, Milestone
- ◆ *Modera: Fabio Mosca (AnotheReality)*

## 15.30 - 16.30 Musica ed effetti sonori

- ◆ **Paolo Armao** - Audio Director, 34BigThings
- ◆ **Luca Piccina** - Audio Director, Nacon Studio Milan
- ◆ **Ascari** - Music Composer
- ◆ *Modera: Davide Pensato (dpstudios)*

## 16.30 - 17.15 Q&A e testing

- ◆ **Riccardo Rossi** - QA Manager, Milestone
- ◆ **Marco Joele Nicolini** - Lead QA, Nacon Studio Milan
- ◆ *Modera: Andrea Dresseno (Press Start)*

## 17.15 - 18.00 Cerimonia di premiazione Video Game Student Awards

- ◆ *Presenta: Alessandro Bruni (Everyeye.it)*

# SABATO 8 OTTOBRE 2022

## 9.30 Apertura accrediti

### 10.00 - 11.00 Produzione

- ◆ Luca Cafasso - Producer, 34BigThings
- ◆ Violetta Leoni - Executive Producer, One O One Games
- ◆ Domiziana Suprani - Producer, Studio Evil
- ◆ Modera: Sergio Rocco (Nacon Studio Milan)

### 11.00 - 12.00 Art Direction 2

- ◆ Francesca Zacchia - 2D Artist, Yonder
- ◆ Christian Ronchi - Lead Artist, Reply Game Studios
- ◆ Gianluca Fanti - Associate Animation Director, Ubisoft Milan
- ◆ Modera: Andrea Dresseno (Press Start)

### 12.00 - 13.00 Marketing / Comunicazione

- ◆ Francesca Franzi - Group Product Manager, Milestone
- ◆ Alessandra Farina - Product Marketing Manager, Rortos
- ◆ Samuele Perseo - Product Manager, Reply Game Studios
- ◆ Modera: Alessandra Tomasina (Nacon Studio Milan)

### 13.00 - 14.00 PAUSA

### 14.00 - 15.00 Narrative Design

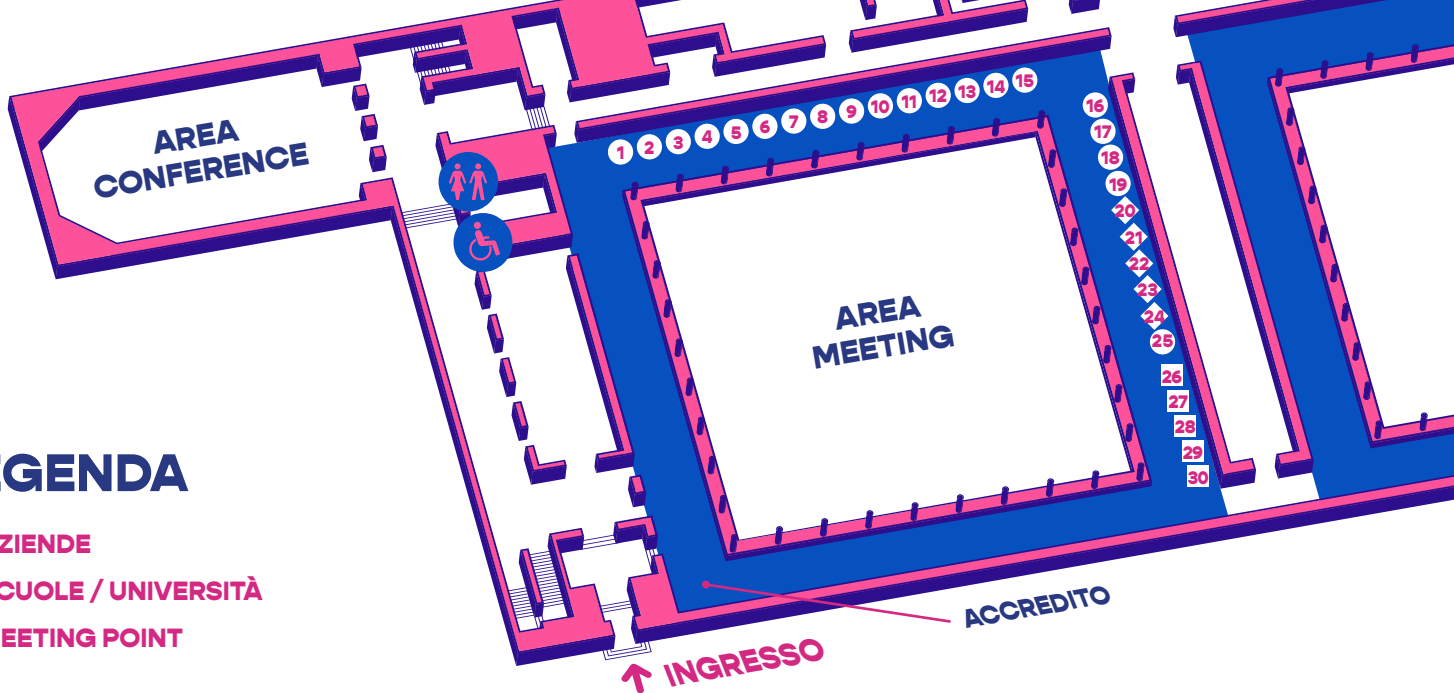
- ◆ Andrea Babich - Narrative Director, Ubisoft Milan
- ◆ Fabio Pagetti - Creative Director, Reply Game Studios
- ◆ Daniele Azara - Chief Creative Officer, One O One Games
- ◆ Modera: Andrea Dresseno (Press Start)

### 15.00 - 16.00 Women in Games

- ◆ Elisa Di Lorenzo - Amministratrice, Untold Games
- ◆ Arianna Ortelli - CEO, Novis Games
- ◆ Eva Sturlese - Studio Manager, Idra Interactive Studios
- ◆ Marialuce Garzaro - Xbox Subscription Category Manager Med & Iberia
- ◆ Modera: Alessandra Contin (giornalista Italian Tech)

## LEGENDA

- ◆ AREA DESIGN
- ◆ AREA ART
- ◆ AREA SUPPORT
- ◆ AREA TECHNOLOGY
- ◆ AREA MANAGEMENT



## LEGENDA

- AZIENDE
- ◆ SCUOLE / UNIVERSITÀ
- MEETING POINT

- 34BigThings 1 - 2 - 3
- Unreal Engine 4
- Milestone 5 - 6 - 7 - 8
- Nacon Studio Milan 9 - 10 - 11
- Reply Game Studios 12 - 13 - 14
- Infinity Reply 15
- Ubisoft Milan 16 - 17 - 18 - 19
- ◆ Accademia Italiana Videogiochi 20
- ◆ Digital Bros Game Academy 21
- ◆ Event Horizon 22
- ◆ SAE Institute 23
- ◆ Vigamus Academy 24
- Sprung Studios 25
- IDEA 26
- Meeting Point 27 - 28 - 29 - 30

ORGANIZED BY



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