



IVIPRO DAYS 2025

VIDEO GAMES. TERRITORIES. CULTURE.

The 2025 edition of **IVIPRO DAYS**, the international event dedicated to exploring video games as a resource for narrating places and cultural heritage, is approaching. The event will take place in **Trieste, Italy, from October 30 to November 1.**

For the fourth time, IVIPRO DAYS will return to the Friuli Venezia Giulia region, once again hosted by the prestigious **Trieste Science+Fiction Festival**, Italy's leading celebration of science fiction. As in previous years, the in-person programme will be preceded by a series of **online previews**, streamed live on the IVIPRO Association's Facebook and YouTube channels from mid to late October, providing the audience a taste of what to expect in Trieste.

Please note that all online previews will be in English, except the first one on October 14. The sessions on October 30 and on the morning of October 31 will also be in English.

The 2025 edition will be more ambitious than ever, expanding to **three days of talks and panels** (up from two) and **six online previews** featuring international guests. A special focus will be dedicated to **Eastern Europe's production and markets**, with Thursday, October 30, organized in collaboration with the Fantastic Film Forum. This opening day will be geared towards video game and audiovisual professionals, providing valuable networking opportunities and fostering new connections between business and culture.

The programme will span **a wide range of topics**: from reimagining reality through play to the transformative potential of video games in representing different cultures; from India's fast-growing gaming industry to creators who have embraced new media, confronted personal trauma, or explored

IVIPRO - Italian Videogame Program

Email: info@ivipro.it | Telefono: +39 348 8117908 | www.ivipro.it

Facebook e Instagram: [ivipro](https://www.facebook.com/ivipro)

the complexities of the female body. Artistic journeys through characters and virtual environments, strategic paths toward sainthood, dystopian revolutions, and new manifestos for game development will also feature. Italian indie productions will be highlighted as well – touching on cuisine, folklore, chess, and soulslike games – along with a dialogue on applied games set in the regions of Friuli Venezia Giulia and Basilicata.

During the festival, the winners of the **IVIPRO Award 2025** for the best university theses on video games will be announced. Audiences will also have the chance to engage in a public conversation with filmmaker **Gabriele Mainetti** (*They Call Me Jeeg*, *Freaks Out*, *The Forbidden City*) about his relationship with video games and his perspective on the contemporary gaming landscape.

HIGHLIGHTS FROM THE PROGRAMME

Online Previews (October 14–27)

The online programme opens on **October 14** with **Francesco Baldini**, Lead Artist at Canadian studio Compulsion Games, who will reveal how video game characters are brought to life, drawing on his work for *South of Midnight*, set in the deep American South. Artistic direction will return as a theme in Trieste, with **Lisa Gobbi** (Wushu Studios) and **Christian Scampini** (Art Director).

On **October 16**, **Sreerag Mukundan** (Waves Bazaar, Ministry of Information and Broadcasting of India) and **Sridhar Muppidi** (Game Developers Association of India) will introduce the Indian gaming ecosystem, envisioning future collaborations with Italy.

On **October 21**, legendary game designer **Jordan Mechner** (*Prince of Persia*) will join comic artist **Mario Alberti** to present their modern graphic novel reinterpretation of Alexandre Dumas' *The Count of Monte Cristo*. On **October 22**, French writer **Pierre Corbinais**, survivor of abuse and creator of *Wednesdays*, will discuss how his game addresses incest with themes of healing and hope. On **October 24**, Palestinian developer **Rasheed Abueideh** will present his work on a game about the Nakba, reflecting on current events and the role of video games in preserving truth.

The previews will conclude on **October 27** with **Yekta Kalantar Hormozi** (Maynooth University – TU Dublin), who will explore how games can move beyond representing culture to immersing players in thinking, acting, and feeling like someone within it.

Moderation will be provided by Arcadia Cafè, IVIPRO, GameCvlt, Fabrizia Malgieri (IULM University – Corriere della Sera), Claudia Molinari (We Are Muesli), and Letizia Vaccarella (INVISIBIL/3 – University of Siena).

IVIPRO - Italian Videogame Program

Email: info@ivipro.it | Telefono: +39 348 8117908 | www.ivipro.it

Facebook e Instagram: [ivipro.it](https://www.facebook.com/ivipro.it)

Thursday, October 30 – Eastern Europe Focus

The opening day in Trieste will spotlight professionals from Slovakia, Serbia, Austria, and Croatia, who will present their national contexts, highlight events and funding opportunities, and share local case studies.

Speakers include **Maroš Brojo** (Slovak Game Developers Association), **Johanna Pirker** (Game Dev Graz – TU Munich & TU Graz), **Aleksandar Dokic** (Retromagine), **Hrvoje Mitic** (Croatian Game Developers Alliance), and **Tomislav Plesec** (SIMORA). Also featured: producer **Fabio Cristi**, on developing territory-based games, and **Davide Cavuoto**, representing IGDA Italy.

Friday, October 31 – International Perspectives

The morning will feature **Pawel Nowak** (Fool's Theory) on *The Thaumaturge*, an RPG set in Warsaw during the 1905 Revolution; **Charlotte Madelon** on her game *Biophobia* and its inspirations from depictions of the female body; and Summer Eternal, a new studio founded by several *Disco Elysium* veterans, with commentary from **Aleksandar Gavrilović**.

In the afternoon, **Pietro Polsinelli** (Open Lab Games) will discuss narrative design in the roguelike *Becoming Saint*. Two applied games – *Ator pal Friûl* and *Aliens Welcome* – will be the starting point for a conversation about collaborations with public institutions, with **Elisa Buttussi** (Ubiz3D), **Luigi Catalani** (National Library of Potenza), **Anna Del Bianco** (Friuli Venezia Giulia Region), and **Michele Scioscia** (Effenove).

Before the interview with **Gabriele Mainetti**, a panel featuring **Gilberto Gini** (Smart Workers Union) and **Antonio Sciuto** (Potere al Popolo!) will explore labor rights and sustainability within the gaming industry.

Saturday, November 1 – Italian Indie Games

The closing day will showcase the Italian indie scene: **Daniele Bonacini**, **Giulia Colombo**, and **Ivan Maestri** (Crossfall Games) will talk about the challenges of creating a game, *Stonemachia*, inspired by Italian architecture. **Giulia Martino** (FinalRound) will present the book *PlayHer: Female Representations in Video Games*, in dialogue with **Rosy Nardone** (University of Bologna).

The festival will conclude with a panel on adapting Romagna's cuisine and folklore into video games, featuring **Filippo Liverini** and **Erik Tassinari** (Filthy Eden) and **Melania Ugolini** (Studio Kodama).

EVENT DETAILS

IVIPRO DAYS 2025 will be held at the **Casa del Cinema** (Piazza Duca degli Abruzzi 3, October 30) and at the **Sci-Fi Dome** in Piazza della Borsa (October 31 – November 1).

Event promoted by **IVIPRO Association** and **Trieste Science+Fiction Festival**. Programme curated by Andrea Dresseno, with contributions by Stefano Caselli.

Admission to the on-site lectures and panels is free upon registration, and subject to availability, on Eventbrite: [iviprodays2025.eventbrite.it](https://www.eventbrite.it/e/iviprodays2025-tickets-7654567890123456789)

Full programme: bit.ly/iviprodays2025

IVIPRO - Italian Videogame Program

Email: info@ivipro.it | Telefono: +39 348 8117908 | www.ivipro.it

Facebook e Instagram: [ivipro.it](https://www.instagram.com/ivipro.it)