IVIPRO DAYS 2022

VIDEOGAMES. HERITAGE. TOURISM.

The annual appointment with videogames as a resource to tell the stories of local territories and cultural heritage will be back again live on November 1 and 2 during the Trieste Science+Fiction Festival

After two online editions, the annual appointment with videogames as a resource to tell the stories of local territories and cultural heritage is back in a live format this year in the Friuli-Venezia Giulia region, hosted by the Trieste Science*Fiction festival, the most relevant science fiction event in Italy.

The goal is once again to raise awareness and inform, share experiences and best practices, obviously also in a sci-fi key: is science fiction not after all one of the many ways to narrate the reality around us?

This will be the first question the IVIPRO DAYS will aim to address. Time travel at the dicovery of European capitals, interviews to filmmakers and authors and Middle Eastern visions, a focus on cimate change, love letters to ones' own territory and retrogaming, new perspectives on videogame didactics and a practical tutorial to create videogames on the local area will all follow suit.

Among the many guests, **Tony Warriner**, co-founder of the well-known English developing company Revolution Software, home to classic videogames like *Beneath a Steel Sky* and *Broken Sword*. It will be a chance to discover the backstage, investigate the inspiration and study the historical and geographical references of the games created by the York software house. **Maddalena Grattarola** (London College of Communication, University of the Arts London / Goldsmiths, University of London) will present a sample catalogue of apocalyptic and post- apocalyptic visions from the most experimental and innovative range of independent videogames published in the last decade. There will also be a focus on eco-dystopic videogames inspired by climate change presented by **Felix Bohatsch** (Broken Rules) and **Francesco Berton** (Safe Place Studio).

We will also make a stop in 1930s Budapest: **Gergő Virág** (Lost Budapest) will describe the digital reconstruction of the Hungarian capital, soon to become the basis of a new *noir* adventure. The focus

will then move to Croatia and its traditions, the inspiration behind *Saint Kotar*, presented by **Marko Tominić** of Red Martyr Entertainment. "From Persian literature of the XII century to *The Tale of Bistun*": this will be the theme of a lecture by **Ali Boroumand** of Black Cube Games. Writer **Maura McHugh** will share her experience in comics and videogames with a work diary on *Jennifer Wilde: Unlikely Revolutionaries*, an investigative game set in France, England and Ireland in the 1920s.

As usual, there will be room for exchange. **Cristina Bragaglia** (Palazzo Coronini Cronberg Foundation), **Tiziano Giardini** (34BigThings) and **Gianluca Novel** (FVG Film Commission) will animate the roundtable "Welcome to Italy! Rules and advice on ow to create videogames about local territories and cultural heritage". Videogames to bridge the gaps, to understand and imagine a world without stereotypes and barriers: these will be the themes at the centre of the meeting " Noone is ever alone with a videogame in their hands: new perspectives for videogame didactics", with **Viola Nicolucci** (psychologist and psychotherapist), **Barbara Re** (Camerino University) and **Stefano Caselli** (IVIPRO).

Closing the two-day programme, a special event on retrogaming. How were real locations represented in videogames before the Internet? And after the Internet was born? **Andrea Babich** will attempt to reply to these questions by analysing well and lesser-known retrogames and illustrating his vision on the functional and iconic use of real spaces within the technical limitations of old-style videogames.

The 2022 edition of the IVIPRO DAYS is prompted by the IVIPRO Association and the Trieste Science+Fiction Festival. Access to the event is **free** pending **pre-registration** on Eventbrite, subject to availability (https://iviprodays2022.eventbrite.it).

Full programme: bit.ly/iviprodays2022

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