

GDC 2025
MARCH 17 - 21, 2025



GAMES
IN
ITALY



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Ministero degli Affari Esteri
e della Cooperazione Internazionale

ITCA 
ITALIAN TRADE AGENCY

IDE 
Italian Interactive Digital Entertainment Association



ITALIAN TRADE AGENCY

Dear GDC Attendees,

I'm glad to welcome you to the 39th edition of the GCD - Game Developers Conference where the Italian Trade Agency (ITA), in collaboration with IIDEA - Italian Interactive Digital Entertainment Association, is leading a delegation from the Italian videogame industry. This year we are bringing together 18 companies including studio animations and videogames creators representing the best of the Italian videogame industry with a wide offer in terms of diversity of content based on educational and cultural themes.

Italy's videogame industry has experienced rapid growth and dynamic transformations in recent years. Previously considered a niche sector, the gaming industry has become an indispensable part of the country's creative landscape, with new startups and studios entering the playing field each year. According to the latest IIDEA report, with over 2.3 billion euro in revenues in 2023, and an increase of 28% from the previous five years, Italian gaming is now among the top 5 European markets.

It is now a great moment indeed to partner with Italian companies.

Please have a look at our catalogue and connect with our Italian delegation. The ITA Los Angeles staff is available to assist you about our activities and services.

Wishing you all an amazing experience at GDC 2025, my warmest regards.

Giosafat Riganò
Italian Trade Commissioner
ITA Los Angeles Office


The Italian Game Industry



Nowadays more than 160 companies are operating in game development in Italy, with more than 2400 professionals working in the industry. In recent years, the Italian video game industry has experienced considerable growth as evidenced by numerous international acquisitions.

Italian developers are predominantly focused on developing premium video games for consoles and PCs, and their global recognition is growing for their ability to develop AA-AA quality video games with independent video game costs. In addition to the development of commercial game titles, Italian companies are also skilled in B2B projects in fields such as tourism, health and cultural heritage but also in work-for-hire.

Italian game development companies:

- They are constantly increasing their talent pool to expand their reach to more platforms (including the next-generation consoles) and manage multiple projects simultaneously, starting to recruit staff from abroad through remote working systems and procedures;
 - They have a proven track record of successfully collaborating with international companies, including major companies in the industry, such as Microsoft/
- 

Xbox, Sony/PlayStation, Nintendo, Epic Games and many others;

- Have demonstrated an innovative approach to distinguish themselves in both the reinterpretation of franchises and the creation of new genres, to the point of becoming in some cases role models (i.e. racing) for other companies wishing to maximize the potential of video games based on world-class intellectual properties and brands.

In recent years, the sector has started to be supported by public institutions through the implementation of the tax credit for video games, measure that grants a tax credit equal to 25% of the eligible production costs of a video game, and through dedicated acceleration programs across the country.

Every year in July, since 2019, IIDEA and the Toscana Film Commission, thanks to the support of ITA, organize First Playable, the international business event dedicated to the game development sector in Italy, with the participation of publishers from all over the world.



ITALIAN TRADE AGENCY

ITA - Italian Trade Agency is the Governmental agency that supports the business development of our companies abroad and promotes the attraction of foreign investment in Italy. With a motivated and modern organization and a widespread network of overseas offices, ITA provides information, assistance, consulting, promotion and training to Italian small and medium-sized businesses. Using the most modern multi-channel promotion and communication tools, it acts to assert the excellence of Made in Italy in the world.

ITA offices in the world are the ideal gateway for foreign enterprises willing to establish business relationships with Italian partners, from sourcing Italian products to investment opportunities in Italy.

ITA through its international presence within the Italian diplomatic network, operates together with business organizations and other public and private entities to offer coordinated support for businesses and Italian organizations involved in the globalization process.

ITA has a dedicated program of activities to promote the Italian audiovisual and Game industry abroad with several promotional events every year in North America and Europe.

www.ice.it

ITA - Italian Trade Agency

Italian Trade Agency



@ITAtradeagency



@itatradeagency





madeinitaly.gov.it



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Trade Commissioner

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Raffaele Rinaldi

Trade Analyst

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Irene Moleas Caccia

Trade Analyst

Los Angeles Office

Giuseppe Certo

Creative Industries

Rome Office



Italian Interactive Digital Entertainment Association

IIDEA is the trade body representing the video games industry in Italy. Founded in the early 2000s and formerly known as AESVI, the Association rebranded itself as IIDEA (Italian Interactive Digital Entertainment Association) in 2020. Currently IIDEA represents around 100 video game companies including platform owners, video game publishers, video game developers and esports operators.

IIDEA's mission is to create favorable conditions for the development of the video games industry in Italy and to foster the role of video games in the economic, social, and cultural system of the country.

The Association operates in different fields of activities:

- Reports on the video games industry, sales, demographics and esports in Italy.
- Relationships with public institutions at national, regional, and local level.
- Any initiatives to create a sustainable ecosystem for the business development of start-ups, small and medium-sized enterprises and multinationals operating in Italy.
- Support to the internationalization of the local video games industry.
- Promotion of responsible gameplay and use of video games for education towards families and educators.

IIDEA is the promoter of First Playable, the reference business event for the video games sector, which also hosts the Italian Video Game Awards ceremony.

IIDEA is also partner several acceleration programs for video games start-ups across the country. IIDEA is an agile, slender, and results-oriented Association. Its line of work is very pragmatic and based on the constant involvement of its members to ensure that its action keeps abreast of the industry steady evolution. IIDEA members are at the hearth of any choice or action carried out by the Association.

At European level, IIDEA is proud member of Video Games Europe and EGDF (European Game Developers Federation).

Representative at GDC 2025

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Business Development

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ACGames

acgames.it

ACGames emerged with a robust indie vision: to fill a void in today's gaming landscape. ACGames is an ACSoftware BU, an inventive SME founded in 2016, focused on IT services. Thanks to this bond, ACGames wants to create new experiences, covering different scopes and meet a transversal audience. We want to experiment and push as many people as possible to play, players and non-players, sharing different backgrounds on a single playing field. ACGames, a beacon of innovation, revitalizes Calabria's gaming landscape, dormant since 2014.



Representatives at GDC 2025

Aristide Cittadino

CEO & CTO

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Giuseppe Morabito

Lead Developer

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Key Projects at GDC 2025

BAD WATER

Genre: On Water, Post-Apocalyptic, Single Player, Minimalist City-Builder

Platform: PC

Stage of dev.: Pre-Alpha/Alpha

Looking for: Publishers

PROJECT WIND (WT)

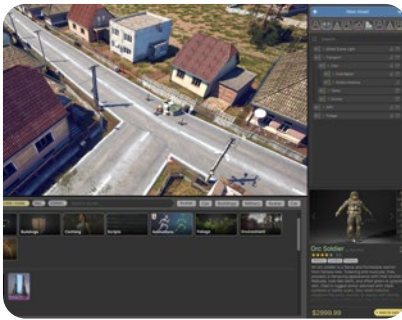
Genre: Adventure, Platformer, Simulation, Collectathon

Platform: PC

Stage of dev.: Pre-Alpha/Alpha

Looking for: Publishers

Airland Studios is a game and simulations studio developing realistic vehicle simulations and sandbox creation tools for games and professional use. In partnership with other creators Airland Studios is developing Airland World, which will be available in 2025. Airland World is a planetary simulation sandbox, powered by Wildlands Engine, a custom game engine built using Unreal Engine 5 rendering, a custom scenegraph, a performant Entity Component System and LUAU scripting, where players can play, create and share their games in the Airland Marketplace.



Representatives at GDC 2025

Frederic Naar

Owner at Airland Studios

fred@airland.world

Peter Pastrnak

CEO

peter@airland.world

Key Project at GDC 2025

AIRLAND WORLD

Genre: Adventure RPG, Sandbox

Platform: PC

Stage of development: Beta (Release planned for June 2025)

Looking for: Independent developers / Studios interested in cooperation, additional investors

Founded in Milan in 2016, our studio specializes in developing immersive solutions across VR, AR, MR, as well as Desktop, Web, and Mobile platforms. We create cutting-edge applications for simulation & training, business, and entertainment, with a portfolio of over 150 real-time 3D B2B and B2B2C projects delivered. Since 2020, we've been working on Reflectis, a cross-platform virtual world experience platform that enables the creation and management of immersive experiences, simulations, and games. In 2023, we published our first B2C game on the Meta Quest Store, Tennis League VR. We are currently expanding our platform while actively developing new titles and original IPs.



Representatives at GDC 2025

Matteo Favarelli

COO

matteo@anotherreality.io

Fabio Mosca

CTO

fabio@anotherreality.io



Aries Tech

ariestech.it

AriesTech specializes in game development, offering innovative and engaging solutions that integrate advanced technologies. With expertise in all phases of game creation, from concept to deployment, the company focuses on delivering high-performance gaming experiences. AriesTech leverages cutting-edge tools, including AI and blockchain, to enhance gameplay, optimize mechanics, and create immersive virtual worlds. Their commitment to quality ensures that every project meets the highest industry standards, providing players with dynamic and interactive experiences.



Representative at GDC 2025

Luca Vajani

CEO

luca.vajani@ariestech.it

Key Project at GDC 2025

QUANTUM COMMAND

Genre: Action Shooter

Platform: PC, Mac, Linux

Stage of development: Closed Alpha

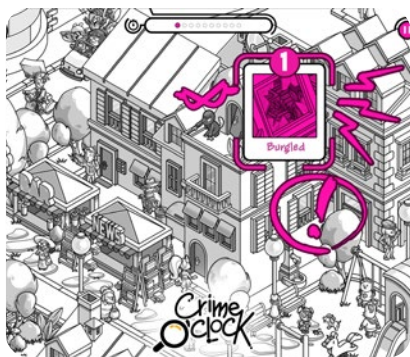
Looking for: Investors



Bad Seed

badseed.it

Bad Seed is an Italian game studio creating innovative experiences in Milan since 2014. Driven by a passion for quality and creativity, its team of industry veterans set out to make gaming bolder, brighter, and more fun across all platforms. Over the years, Bad Seed has launched multiple labels to engage all kinds of players: casual, core, and story lovers alike. After the success of Crime O'Clock in 2023, a stylish black-and-white investigation game, the studio is now working on an exciting, unannounced project. Stay tuned!



Representative at GDC 2025

Jacopo Musso

CEO

jacopo@badseed.it

Key Project at GDC 2025

CRIME O'CLOCK

Genre: Hidden Objects

Platform: Switch, PC

Stage of development: Released



Digitalmoka

www.digitalmoka.com

In Digitalmoka we design, develop and publish premium casual games for mobile. From timeless classics to creative twists on tradition, we're all about delivering games that players love. As we grow, we strive to push the boundaries of the "traditional" games, exploring new ideas in design, development and graphic, while not forgetting fun and awesomeness. With our passionate team, we are committed to pursuing the highest standards of technical and functional quality, while remaining true to our vision: crafting fun and light traditional games. All of our games are free to play on iOS and Android. Download'em and have fun!



Representatives at GDC 2025

Fabio Dellerba

COO

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Alessio Falsetti

Technical Director

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Key Projects at GDC 2025

SCOPA ORIGINALE DAL NEGRO

Genre: Mobile Casual Game

Platform: Android, iOS

Stage of dev.: Published

Looking for: Acquisition, Monetization, Graphics and Metaconomy freelancers

BURRACO ORIGINALE DAL NEGRO

Genre: Mobile Casual Game

Platform: Android, iOS

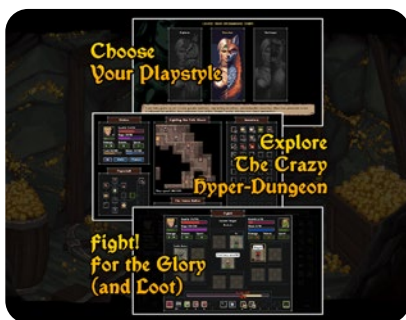
Stage of dev.: Open Beta



Fix-a-Bug (3x1010)

3x1010.it/area/fix-a-bug

3x1010 is an innovative digital agency specialising in developing advanced technological solutions for clients of all sizes. Our passion for experimentation has made us a trusted partner for creative agencies, foundations and museums, delivering quality projects on time and on budget. We create websites, web platforms, apps, immersive experiences and games using technologies such as Web3, blockchain and AI. Our Fix-a-Bug division creates video games that combine entertainment and culture, including The Crazy Hyper-Dungeon Chronicles, demonstrating our commitment to innovation and entertainment.



Representatives at GDC 2025

Paolo Nicoletti

Head of Development

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Giorgio Catania

External Relations

giorgio.catania@excaliber.it

Key Project at GDC 2025

THE CRAZY HYPER-DUNGEON CHRONICLES

Genre: Dungeon Crawler Adventure

Platform: PC, Mac, Steam Deck, Console

Stage of development: 80% Completed

Looking for: Publishers for western market



Funny Tales

funnytales.us

Funny Tales was born from the merger of two Italian studios, Digital Tales and Just Funny Games. With 18 years in the market and 20+ titles produced, the company boasts a team of 25 employees across three offices in Milan, Imola, and Miami. Funny Tales develops award-winning cross-platform games for PC, console, mobile, and VR/XR platforms. We also create serious games (for advertising, education, and healthcare) and high-quality e-learning applications, including VR, AR, and XR solutions, for B2B clients worldwide, including Bulgari, Technogym, Meta, and Osmo.



Representatives at GDC 2025

Gianluca Marani

CEO

gianluca.marani@funnytales.it

Giovanni Bazzoni

President

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Key Projects at GDC 2025

MURDERS IN VENETIA (1100 A.D.)

Genre: Investigative Adventure

Platform: VR (Meta, PC, PSVR2) -

Handheld console (i.e. Switch 2)

Stage of dev.: Concept + Early PoC

Looking for: Publishers, Funding

VRIDER X (EXTREME)

Genre: Endless Runner

Platform: VR (Meta, PC, PSVR2) -

Handheld console (i.e. Switch 2)

Stage of dev.: Proof of Concept

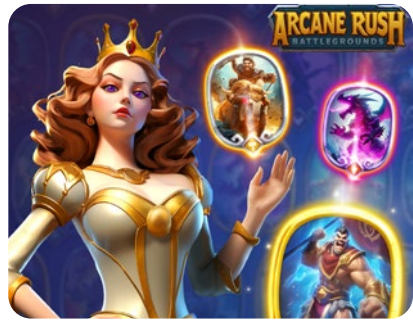
Looking for: Publishers, Funding



Gear Games Italy

www.geargames.com

Gear Games has been building Mobile games for over 15 years. We develop our games in-house, managed by our experienced product department, with a careful process for data-driven decisions and releases. We also work with different partners and apply different models: Build a new game going through various stages, validating each stage by KPI, from Alpha Build until Global Launch; Take over the feature development and live operations of a game either in production or already live; We can also focus exclusively on the Live Operations of the game pushing out events, sales and monitoring game revenue and KPI.



Representatives at GDC 2025

Mathias Lino

CEO

mathias@geargames.com

Nick Marchesini

Director of Business Development

nick@geargames.com

Key Project at GDC 2025

ARCANE RUSH BATTLEGROUNDS

Genre: Card Battler

Platform: Mobile

Stage of development: Released

Looking for: User acquisition investors



Idra Interactive Studios

idrainteractivestudios.com

Idra Interactive Studios is specialized in the development of applied games, interactive works synergic between entertainment, culture and education. Our portfolio includes Sette Mondi (2023) a 2D game developed with University of Rome Tor Vergata, Behind The Light – The Extraordinary Life of Luca Comerio, a 3D RPG game developed in partnership with Cineteca Milano, presented at the Venice Film Festival, and CODE #DNA (2021). Our latest project, Vigamus Ville was released on Roblox on November 2023 as a virtual recreation of Vigamus - The Video Game Museum of Rome.



Representatives at GDC 2025

Eva Sturlese

CEO

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Marco Accordi Rickards

CEO

Key Project at GDC 2025

VIGAMUS VILLE

Genre: Adventure

Platform: Roblox

Stage of development: Released

Looking for: Partnerships

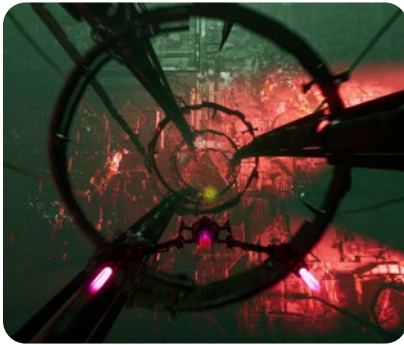


**Italian
Games**
FACTORY

Italian Games Factory

www.italiangamesfactory.com

Founded by industry veterans, Italian Games Factory is a dynamic company that has been developing exclusive IPs since 2017. At its core is Hell Galaxy, a unique title that combines space battles, horror atmospheres and clashes with massive titans, offering a compelling mix of action, exploration and RPG elements. The experience takes the form of an intense single-player campaign, combined with an addictive multiplayer mode in development and additional variants, such as an innovative mobile mini-game, to satisfy every fan.



Representative at GDC 2025

Giorgio Xhaxho

CEO

giorgio@italiangamesfactory.com

Key Project at GDC 2025

HELL GALAXY

Genre: Space battles, horror, RPG

Platform: Steam

Stage of development: Beta

Looking for: Publishers



Leonardo Interactive

leonardointeractive.com

Leonardo Interactive is an award-winning publisher and developer based in Rome with a varied catalogue of games published across all major platforms. These include our noir visual novel *Dry Drowning*, point & click adventure *Willy Morgan: The Curse of Bone Town* and our devilish strategy game *Hell Architect*. Our latest releases include roguelike deckbuilder *Shattered Heaven* and survival horror *Daymare 1994: Sandcastle*. We are working on multiple unannounced projects right now, always aiming to deliver players unforgettable experiences by both developing original titles in-house and empowering devs to achieve their visions.



Representative at GDC 2025

Matteo Scannavini

Brand Development Manager

mscannavini@leonardointeractive.com

Key Project at GDC 2025

PROJECT CAVALLI

Genre: Sports management

Platform: PC, mobile

Stage of development: Pre-production

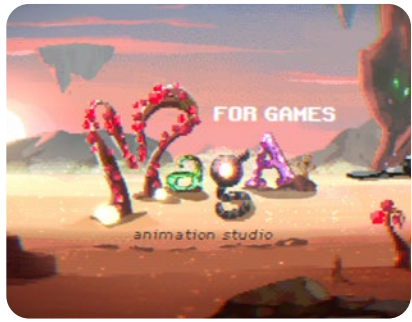
Looking for: Investment partners, licensors



Maga Animation Studio

www.maga-animation.com/work/tag/video-games

Born in 1996 with the aim of developing new pathways of animation for the entertainment and video game industry. We are focused on animation for game cinematics (in-game real-time or full rendered) and trailers, including animation for gameplay, art, and creative direction. With a solid production management, we take care of every detail in each project. From concept and animation, to final rendering and compositing, we use the latest technologies to create stunning new worlds. Our recent collaborations include: Ubisoft / Nintendo, Nacon, Reply Game Studios, Memorable Games, Humble games, Milestone, 505 Games, Destiny Bit.



Representative at GDC 2025

Massimo Carrier Ragazzi

CEO, Executive Producer, Creative Director

max@maga-animation.com

Key Projects at GDC 2025

UNANNOUNCED PROJECT

Genre: Adventure

Platform: All

Stage of dev.: In development

THE GOGOPIG

Genre: Sports

Platform: Mobile, PC

Stage of dev.: In development

Looking for: Developers and publishers to support with animation and technical support, partners to build awesome projects together.



Power Up Publishing

power-up-team.com

Power Up Team, founded in 2022 within Rete Doc, is an Italian company specializing in video game development for both B2B and B2C markets. The Team consists of developers and creatives who design custom games, serious games, and gamification solutions for companies and organizations. The Publishing division focuses on producing and publishing video games for the consumer market, both through self-production and collaborations with international publishers. We believe in video games as a creative tool to engage, educate, and improve people's lives.



Representative at GDC 2025

Ivan Venturi

Business Developer

ivanventuri70@gmail.com

Key Project at GDC 2025

VESPERA BONONIA

Genre: Third-person shooter, Bullet-Hell

Platform: PC

Stage of development: In development

Looking for: Publisher



Revera

www.reveravr.com

Revera primarily focuses on the creation of Virtual, Augmented, and Extended Reality (VR, AR, XR) products and experiences. In general, the company is capable of developing any application that involves the use of 3D Engines (Unity, Unreal), ranging from the videogames to immersive photorealistic experiences. The company also offers consulting services in the technology and digital innovation sectors.



Representatives at GDC 2025

Matteo Sirizzotti

CEO

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Marco Longo

CFO

marco_lon@hotmail.com

Key Project at GDC 2025

MASSEVE

Genre: Roguelike, Twin-Stick Shooter

Platform: PC, Consoles

Stage of development: In development, polished vertical slice available

Looking for: Publishers & Investors



TINY BULL
STUDIOS

Tiny Bull Studios

tinybullstudios.com

Tiny Bull Studios is an indie game developer based in Italy, known for crafting immersive and thought-provoking experiences. With a passion for storytelling and innovation, the team blends unique artistic visions with engaging gameplay mechanics. Their projects, such as *Blind* and the *Omen Exitio* saga, explore deep narratives and distinctive aesthetics. Dedicated to quality and creativity, Tiny Bull Studios recently announced the upcoming action RPG *The Lonesome Guild*, co-produced with acclaimed studio Don't Nod Entertainment, and is now leveraging the knowledge gained through this experience to explore new possibilities.



Representative at GDC 2025

Matteo Lana

CEO

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Key Projects at GDC 2025

CANDLEHOLDER

Genre: Roguelite Adventure

Platform: PC, Consoles

Stage of dev.: Playable prototype

Looking for: Funding + Publishing services (QA, localization, marketing)

THE HERO IS BACK

Genre: Action RPG

Platform: PC, Consoles

Stage of dev.: Concept

Looking for: Funding + Publishing services (QA, localization, marketing)

THE
NEMESIS

The Nemesis

thenemesis.io

Thenemesis.io is an innovative platform that combines interactive digital experiences with gaming, entertainment, and socialization. It offers immersive virtual environments where users can participate in live events, explore customized worlds, engage in exciting games, and interact with a global community. Designed to merge technology and creativity, the platform allows users to create and enjoy unique experiences, revolutionizing the way people connect and have fun online.



Representatives at GDC 2025

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Emanuele Salvo
Head of Support
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Key Project at GDC 2025

THE NEMESIS

Genre: Open Worlds

Platform: WebGL, iOS, Android, PC, OSX, Linux

Stage of development: Live

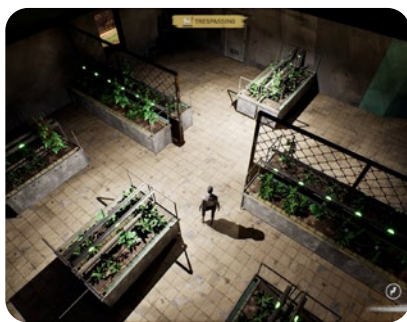
Looking for: Investors SERIES A Round 3-5 Mil USD



Untold Games

www.untoldgames.com

For the past decade, Untold Games has been a key player behind the gaming scene, porting unforgettable titles and providing top-tier development services using Unreal Engine. Their fortunate journey has been marked by collaborations with some of the most creative studios in the gaming industry. From porting the heartwarming and innovative *It Takes Two* to Nintendo Switch, to upgrading for next gen consoles the high-octane racing *Assetto Corsa Competizione*, they've done it all. Untold Games are currently working on *City 20*, a groundbreaking dystopian simulator in Early Access on Steam and Epic Games Store.



Representative at GDC 2025

Elisa Di Lorenzo

Co-Founder & CEO

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Key Project at GDC 2025

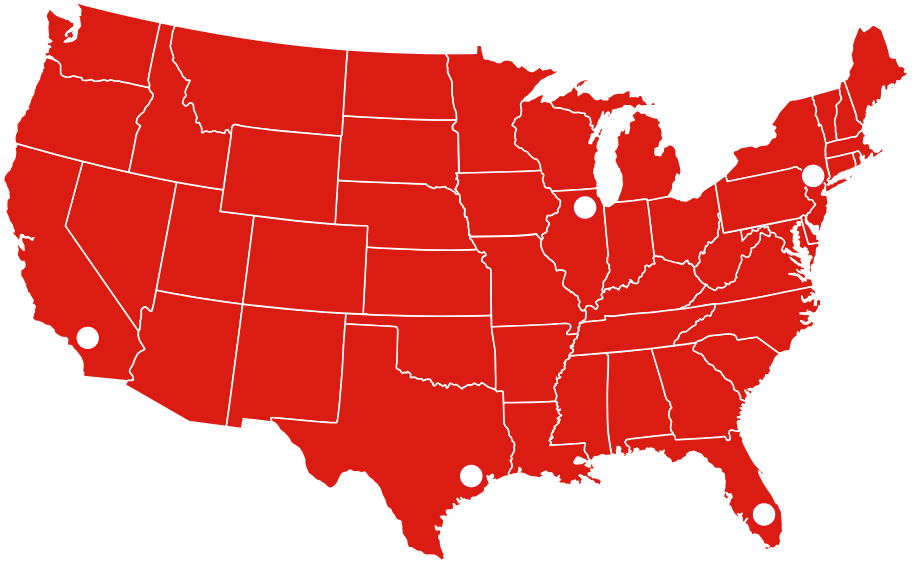
CITY 20

Genre: Simulation, Sandbox, Survival

Platform: PC

Stage of development: Early Access

Looking for: Publishing, distribution, content creators



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