

The logo features a stylized 'E' composed of green, white, and red segments, followed by a red 'S' and the word 'PORTS' in a bold, black, sans-serif font.

ESPORTS

PRESENTED BY
 **GAME WORLD**
OBSERVER

POWERED BY
ALL iN!
GAMES

SUPPORTED BY
 **WOMEN IN**
GAMES

SECOND EDITION – MARCH 2020



AN OVERVIEW

DStars is an initiative to recognize and celebrate the work of the people behind the scenes of the Italian games industry. Our industry is fantastic at bringing attention and accolades to studios and end products, and we want to extend the benefits to the creators, having their personal contributions celebrated more widely. We want these stars of the Italian games industry, from veteran developers and resourceful support staff, to inspiring management and visionary role models, to be able to have their contributions recognized

ABOUT THE EVENT

DStars took place in March 2019 for the first time and returns every year. DStars is born as a very simple idea: recognize and celebrate the contribution some of the most talented Italian developers provide to the art & business of making games on a global scale. With this spirit and for this purpose, Italian video game professionals, participate in the survey, each of them casting one vote in each category covered by the survey, expressing their personal and individual preferences to acknowledge, show appreciation and respect for the outstanding talent and increasingly significant contribution some of their colleagues have given to games and the industry that is now flourishing around them

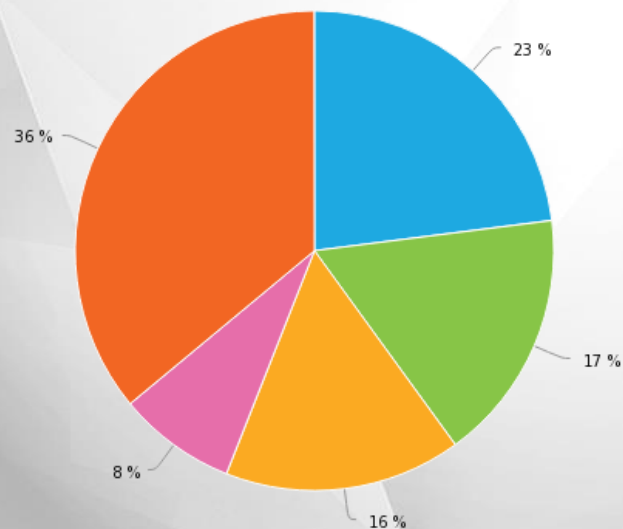
DEVELOPERS AWARDING DEVELOPERS

We have gathered 120+ Italian professionals from all around the world to vote in each category listed. Their LinkedIn profiles will be available through DStars.it to check their skills and know more about their rock solid profile in Game Development (current or past positions. All the developers invited to vote have released game under their belt of course)

CELEBRATING ITALIAN GAME DEVELOPERS

BEST SPECIAL INITIATIVE

Awarded to a special initiative not directly connected with game development making an impact on the community



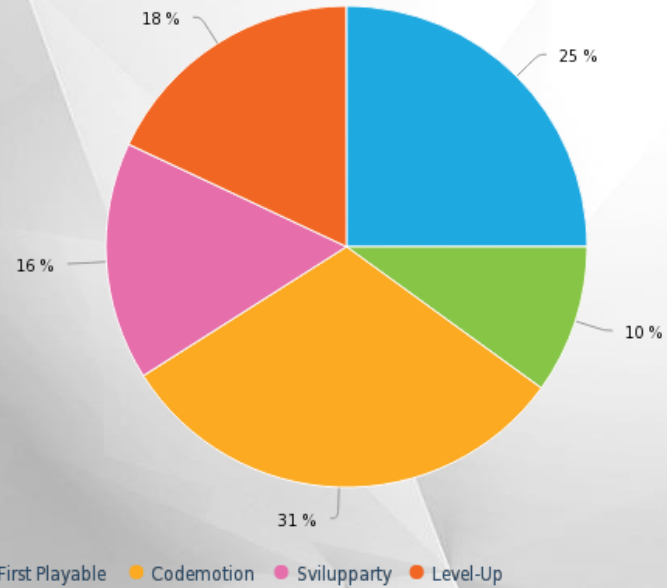
Games Beyond Games Developing Beyond Video Game Lab Videogames, Education and High Culture
IVIPRO DAYS



IVIPRO
italian
videogame
program

BEST DEVELOPMENT EVENT

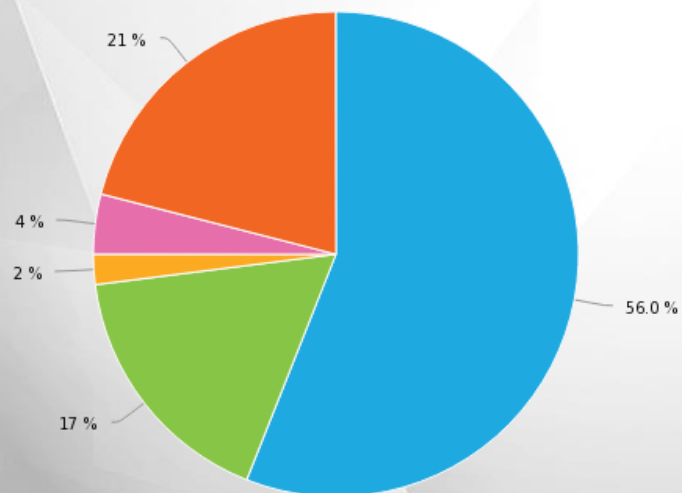
Awarded to a vertical event built around developers and game developers such as dev conferences or meetups



{codemotion}
We code the future. Together

BEST DEVELOPMENT SCHOOL

Awarded to the best school (public or private) with a dedicated development program or complete focus on it

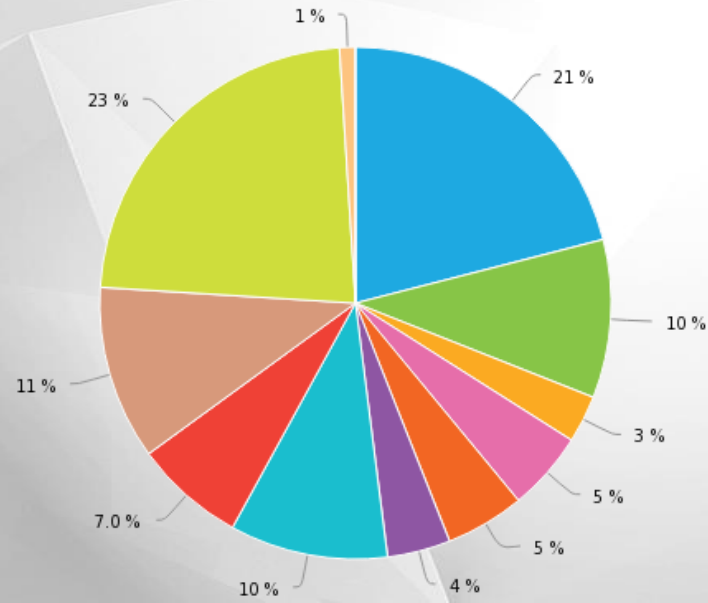


● Digital Bros Academy ● AIV ● NABA ● Game Industry HS [alternanza scuola-lavoro Gameslab]
● Master Computer Game Development Università Verona

 **DIGITALBROS**
GAME ACADEMY

BEST NEW STUDIO

Awarded to the Italian studio with the best debut game released on the market (console/PC/mobile) in 2019. No Early Access

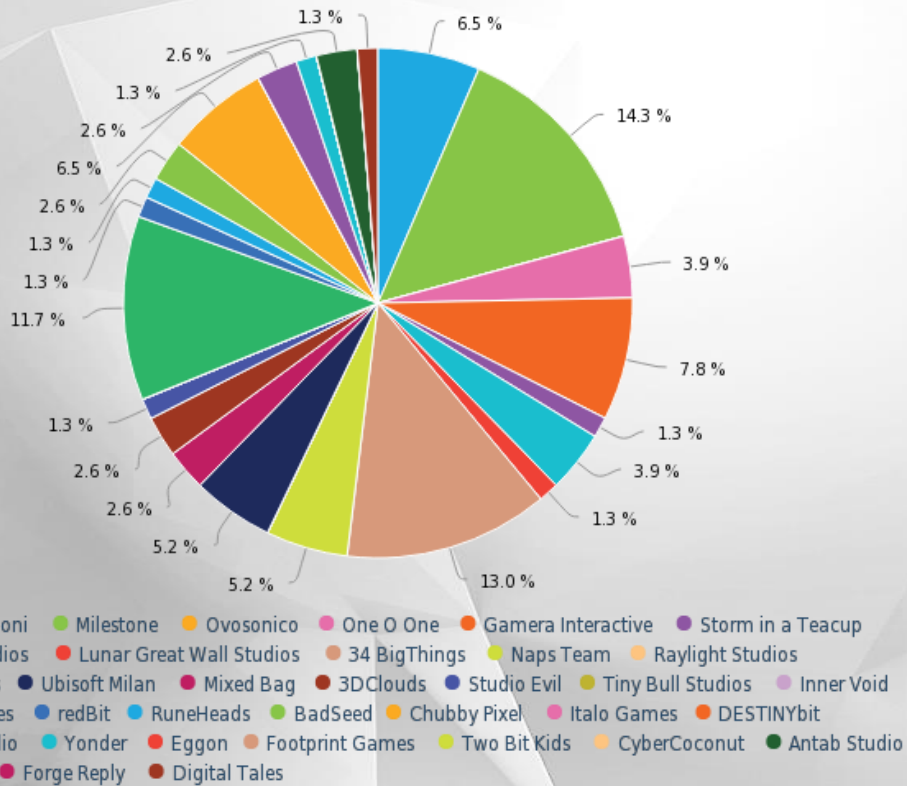


Fantastico Studio Born Frustrated Studio MorbidWare Not a Number Monogrid Curtel Games
Studio V Open Lab Games Kibou Entertainment Invader Studios Indiegala Other



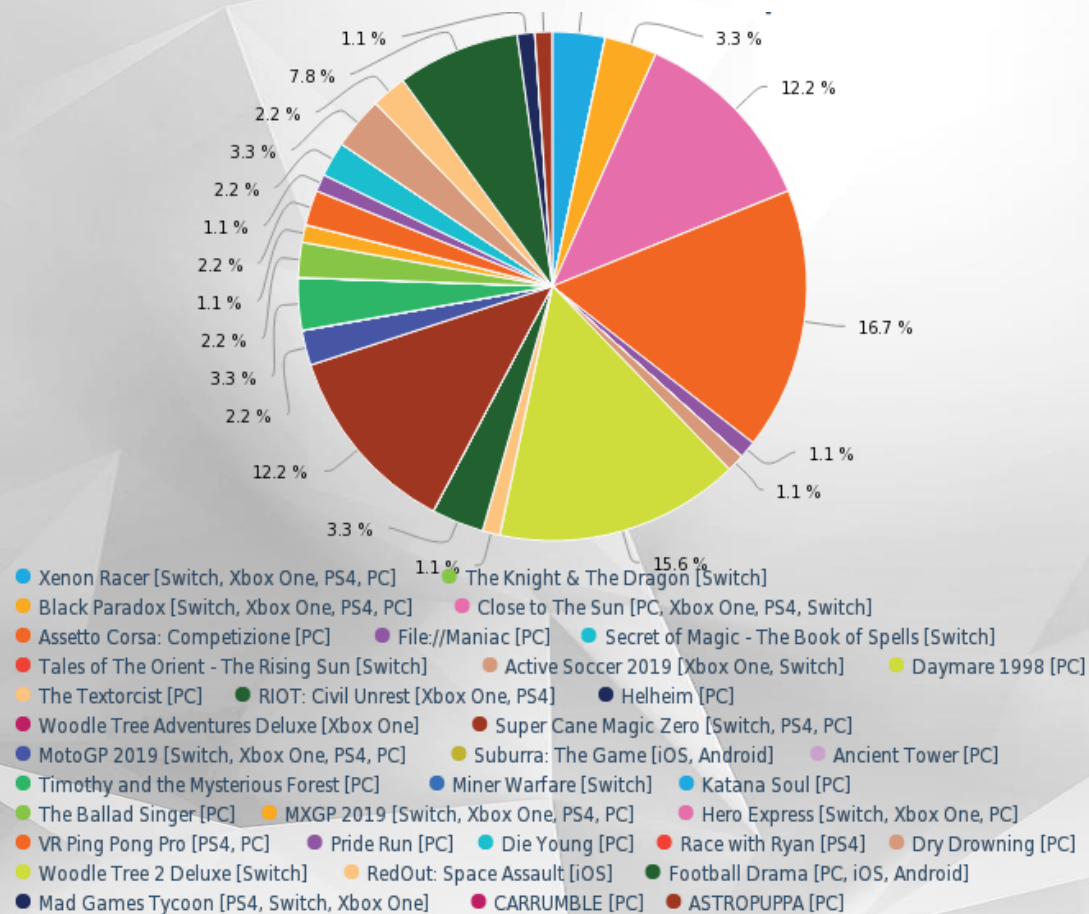
STUDIO OF THE YEAR

Awarded to the studio that achieved the most important international results in terms of positioning/brand awareness with its games



GAME OF THE YEAR

Awarded to the best Italian videogame released on the market (console/PC/mobile) in 2019. No Early Access



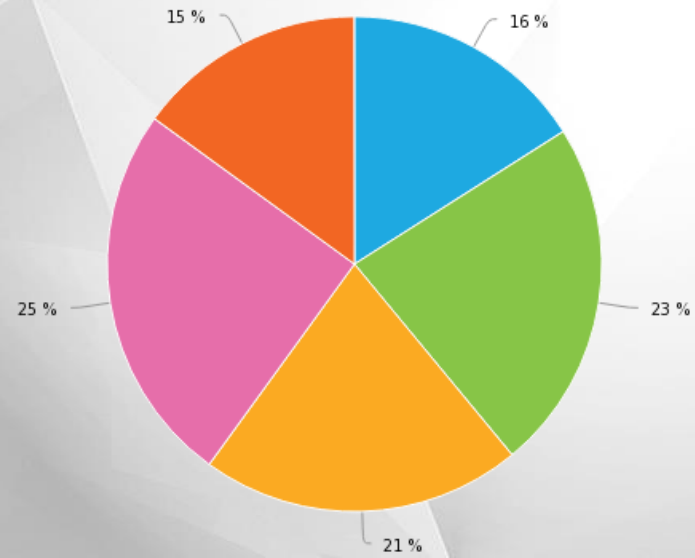
GAMETIME COMMUNITY AWARD

A special prize by the largest videogame community in Italy, awarded to the Most Anticipated Italian game of 2020 through an online open survey on GameTime Facebook page. Nominated games are chosen by the editorial team



ART & ANIMATION STAR

Awarded to an individual for his/her outstanding contribution in art (concept/2D/3D) or animation for his/her studio/game

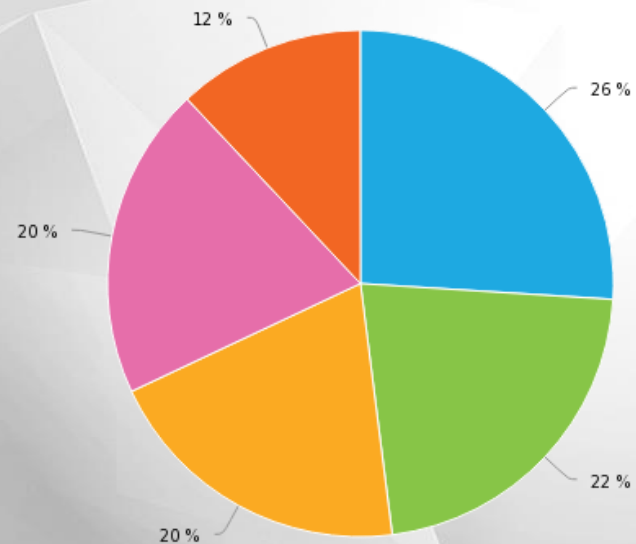


● Aristotelis Vasiliakos [Kunos Simulazioni] ● Chris Darril [Darril's Arts] ● Fabio Capone [Naps Team]
● Tiziano Bucci [Invader Studios] ● Daniele Giardini [Demigiant]

TIZIANO BUCCI
PRESIDENT
INVADER STUDIOS

PROGRAMMING STAR

Awarded to an individual for his/her outstanding contribution in programming or tech-related tasks for his/her studio/game

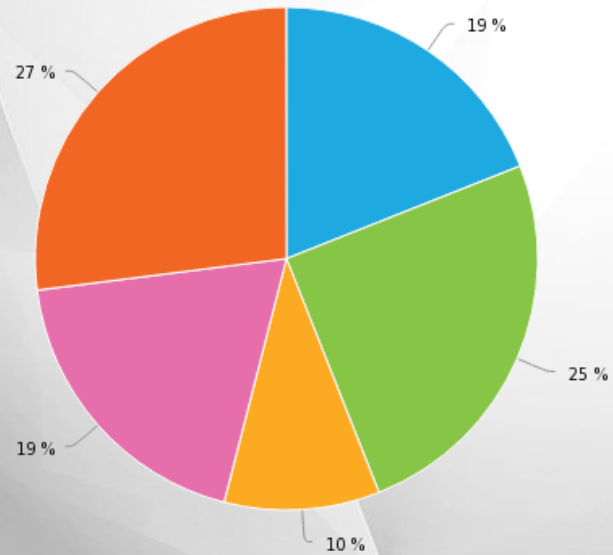


● Stefano Casillo [Kunos Simulazioni] ● Domenico Barba [Naps Team] ● Moreno Lovato [RuneHeads]
● Christian Orlandi [3DClouds] ● Fausto Cardone [Raylight Studios]

STEFANO CASILLO
LEAD PROGRAMMER
KUNOS SIMULAZIONI

DESIGN STAR

Awarded to an individual for his/her outstanding contribution in design or creativity related tasks for his/her studio/game

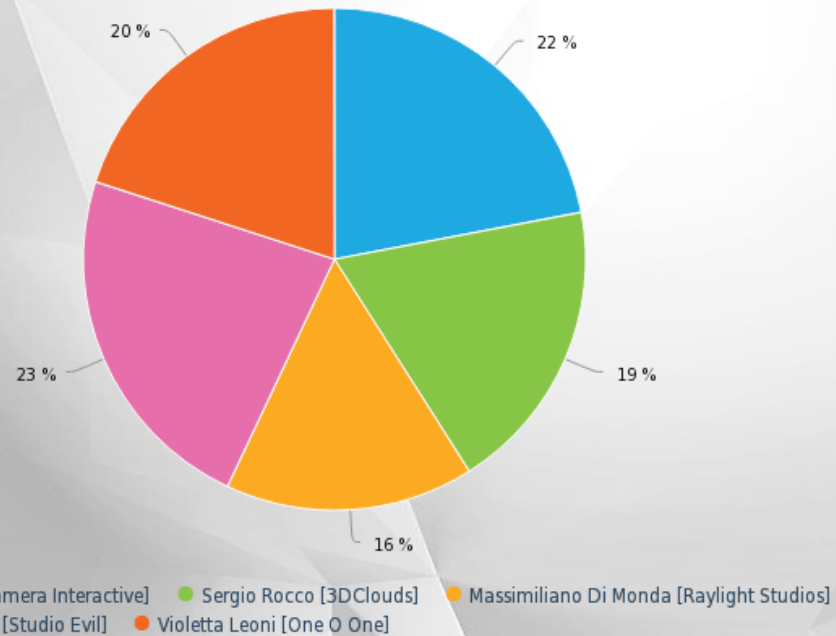


Joel Hakalax [Storm in a Teacup] Matteo Sciutteri [RuneHeads] Diego Sacchetti [MorbidWare]
Marco Di Timoteo [Studio Evil] Fabio Ferrara [Chubby Pixel]

FABIO FERRARA
CEO
CHUBBY PIXEL

PRODUCTION STAR

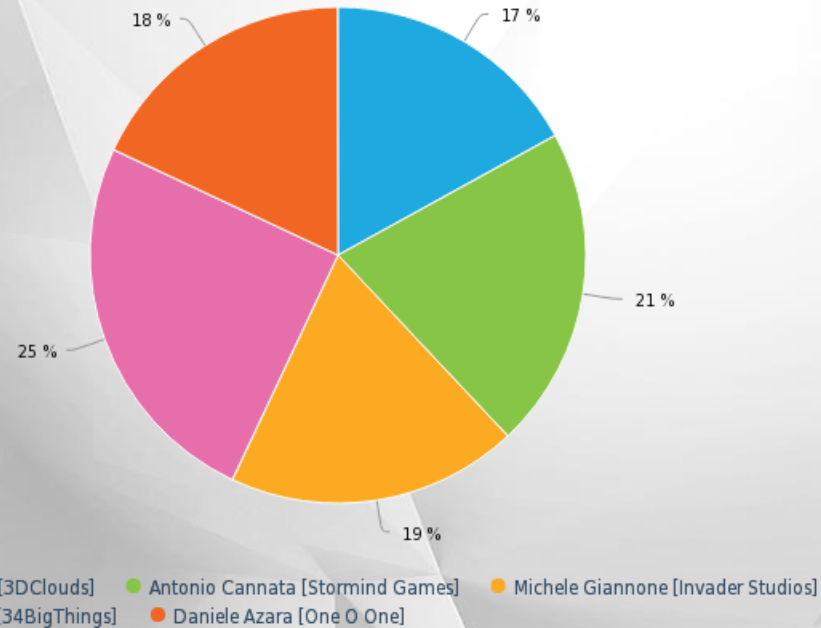
Awarded to an individual for his/her outstanding contribution in production, leading the studio to a/multiple smart release/s on the market (console/PC/mobile)



DOMIZIANA SUPRANI
PRODUCER
STUDIO EVIL

MARKETING, PR & BIZ DEV STAR

Awarded to an individual for his outstanding contribution in PR, marketing and business development for his studio/game



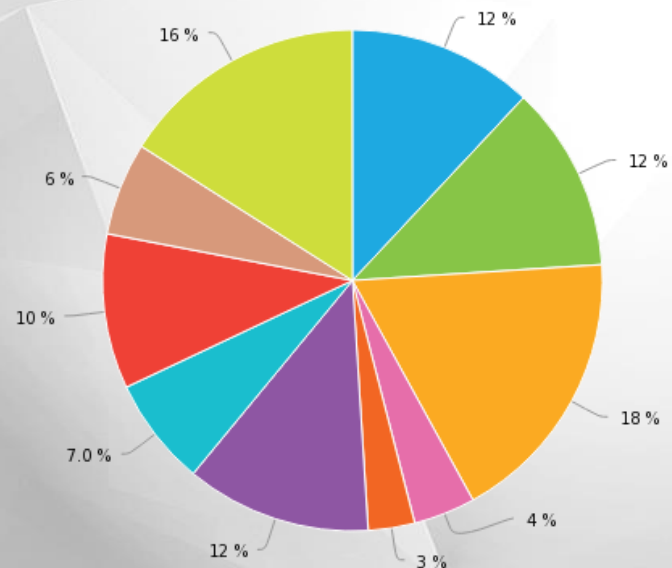
VALERIO DI DONATO
CEO
34BIGTHINGS

MANAGEMENT STAR

Awarded to an individual for his/her outstanding contribution in managing a game studio (brand awareness/financial results)



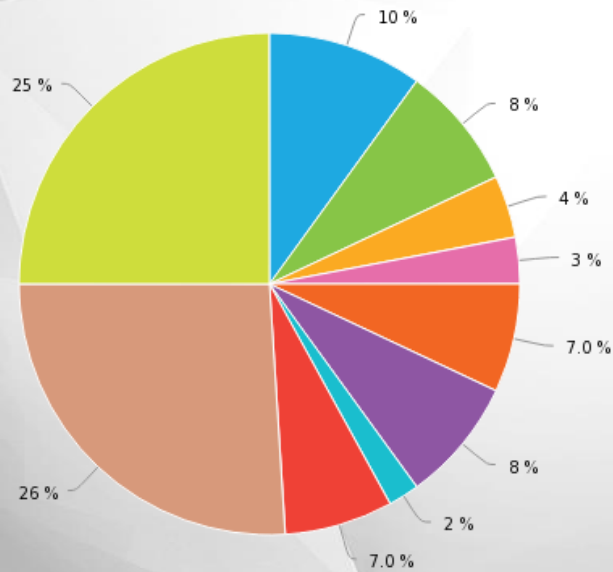
ANTONIO CANNATA
CEO
STORMIND GAMES



Valerio Di Donato [34BigThings] Marco Massarutto [Kunos Simulazioni]
Antonio Cannata [Stormind Games] Massimiliano Di Monda (Raylight Studios)
Carlo Bianchi [Storm in a Teacup] Elisa Farinetti [Broken Arms Games] Francesco Bruschi [3DClouds]
Luisa Bixio [Milestone] Luca Marchetti [Studio Evil] Alberto Belli [Gamera Interactive]

JOURNALISM STAR

Awarded to the best Italian journalist writing about game development and related topics on major mainstream outlets (online/print)

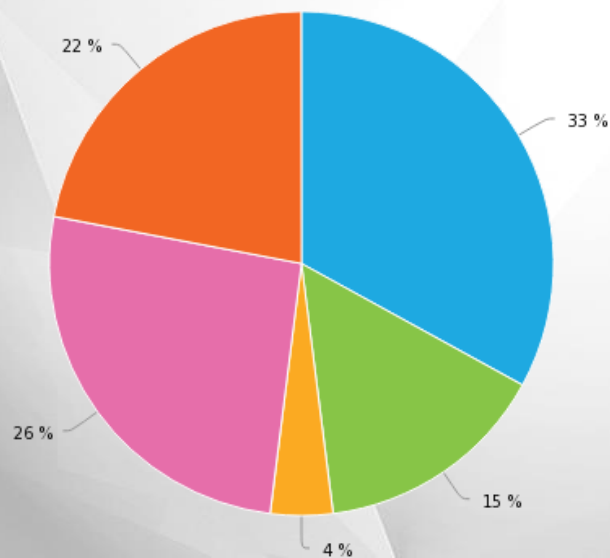


● Dario Marchetti [RAI] ● Gianluca Rocco [TGCom] ● Luca Tremolada [Il Sole 24 Ore]
● Kevin Hector Fumusa [Il Fatto Quotidiano] ● Alessandra Contin [La Stampa] ● Simone Trimarchi [Corriere]
● Jaime D'Alessandro [La Repubblica] ● Paolo Cupola [La Gazzetta dello Sport] ● Emilio Cozzi [Wired]
● Riccardo Meggiato [Rolling Stone]

EMILIO COZZI
JOURNALIST
IL SOLE 24 ORE

FAR STAR

Awarded to an individual that achieved outstanding results doing his/her job abroad as an Italian game developer

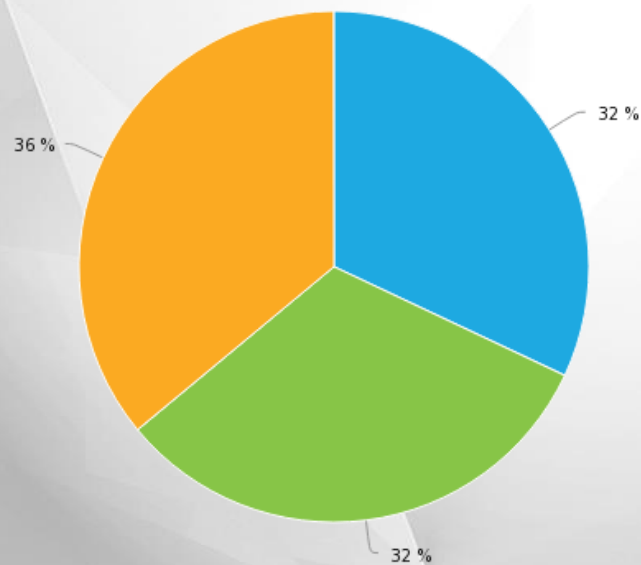


● Marco Colombo [Pixion Games] ● Giuseppe Crugliano [Playmagic] ● Francesco Barsotti [Fallen Flag Studio]
● Giuseppe Navarria [Splash Damage] ● Rachele Doimo [Square Enix]

MARCO COLOMBO
HEAD OF DEVELOPMENT
PIXION GAMES

INDUSTRY STAR

Awarded to an individual that has earned personal visibility worldwide, helping to bring attention on the Italian game development scene



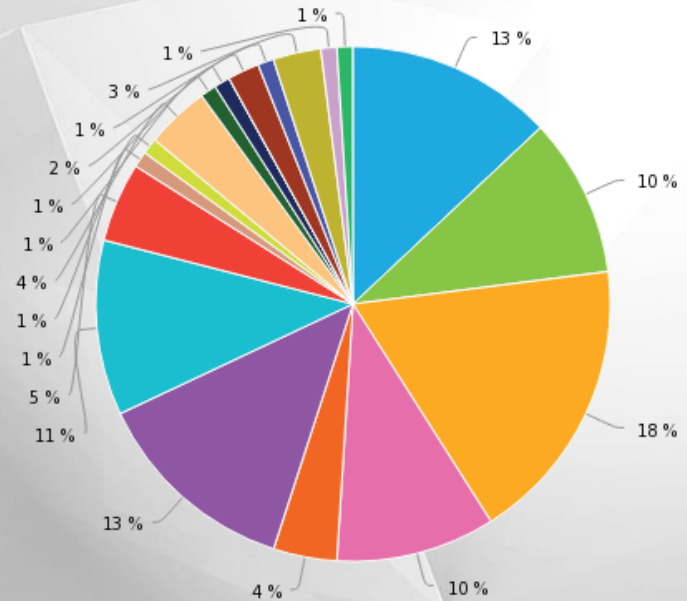
● Luisa Bixio [Milestone] ● Antonio Cannata [Stormind Games] ● Valerio Di Donato [34BigThings]

VALERIO DI DONATO

CEO
34BIGTHINGS

The logo for Women in Games, featuring a large, stylized 'W' in blue and orange, followed by the words 'WOMEN IN GAMES' in a blue, sans-serif font.

PRODUCER
GAMERA INTERACTIVE



- Luisa Bixio [Milestone] ● Domiziana Suprani [Studio Evil] ● Giulia Zamboni [Gamera Interactive]
 ● Cristina Nava [Ubisoft] ● Elisa Di Lorenzo [Untold Games] ● Elisa Farinetti [Broken Arms Games]
 ● Alessandra Tomasina [Digital Tales] ● Eleonora Lucheroni [Ovosonico] ● Paola Pasini [Twin Wolves Studio]
 ● Francesca Franzì [Milestone] ● Violetta Leoni [One O One] ● Miriam Bonetti [Ubisoft] ● Ilaria Jones [Ubisoft]
 ● Angela Paoletti [Local Transit] ● Claudia Molinari (We Are Muesli) ● Sarah Zaheyen [Forge Reply]
 ● Lara Gianotti [Antab Studio] ● Marina Rossi [Freelancer] ● Add a name

GAME WORLD OBSERVER RECOGNITION AWARD



A special prize by Game World Observer, awarded by the editorial team to the most important Italian professional for his contribution to the dev scene in 2019

«This is to recognize the work Alberto has done supporting the indie community all over the world. Whether it is through Gamera which equips indies with critical market intel, or initiatives like ReLaunch program, which gives underperforming games a second chance at success, Alberto's vision always spans beyond any one studio, including his own, beyond any one country, across the entire ecosystem. Even DStars started in his head. Not the reason he's getting that award, it's just to reinforce the previous point.

Back in 2016, when Alberto founded Gamera, he said, "I'm convinced that a development studio is a place where everyone has to be creative. But creativity has to be 'guided' to be useful. Coming up with a good idea is not a problem. Making games is not a problem. Building-up a production-wise pipeline is the thing that comes first."

Four years down the road, Alberto is still guiding creativity. And that's essentially what we would like to celebrate with this award. Plus, we also think it's cool that before getting into games, Alberto was a football player, a journalist and a publisher. It kind of embodies one of the greatest things about our industry: how open and welcoming it is for people driven by their passion.»

OLEG NESTERENKO
MANAGING EDITOR, GAME WORLD OBSERVER



GAME WORLD
OBSERVER

ALBERTO BELLI

CEO
GAMERA INTERACTIVE

GUIDING STAR



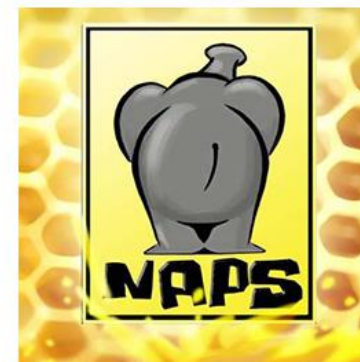
A special prize by the DStars board, awarded to an individual or a studio whose leadership and contribution have proved outstanding for the whole game development scene in Italy since it exists

«Too much times, press and players prize studios and developers delivering projects without knowing too much of what's in the back. Making games is a hard job but today life is way easier than 20 years ago because of the democratization of the development tools or even for the globalized world we live in, opening business scenarios that didn't exist previously.

Making business in Italy is quiet hard today and it's always been. Making business in the gaming industry here is even worst and it's always been. It's for this reason that we would like to award Naps Team: a two men army team delivering games on all platforms with top tier partners since the '90s that never stopped being creative and committed, despite the difficulties. A team that made history with its products, still being remembered nearly 30 years later.

A huge thanks to Domenico Barba and Fabio Capone for the work done and for being so inspiring for at least two generations of game developers in the country.»

THE DSTARS AWARDS BOARD





**THANK YOU FOR YOUR ATTENTION
& SEE YOU IN 2021**

WWW.DSTARS.IT
HELLO@DSTARS.IT