



FIRST EDITION – MARCH 2019



## AN OVERVIEW

DStars is a new 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!). 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, 100+ Italian video game professionals, have participated 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

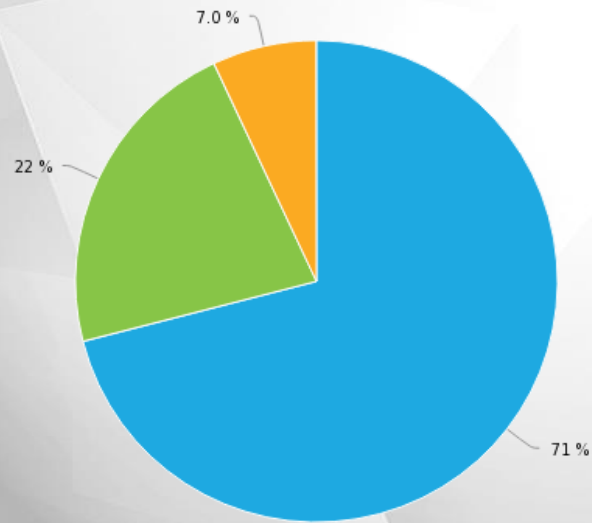
## DEVELOPERS AWARDING DEVELOPERS

We have gathered 100+ 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

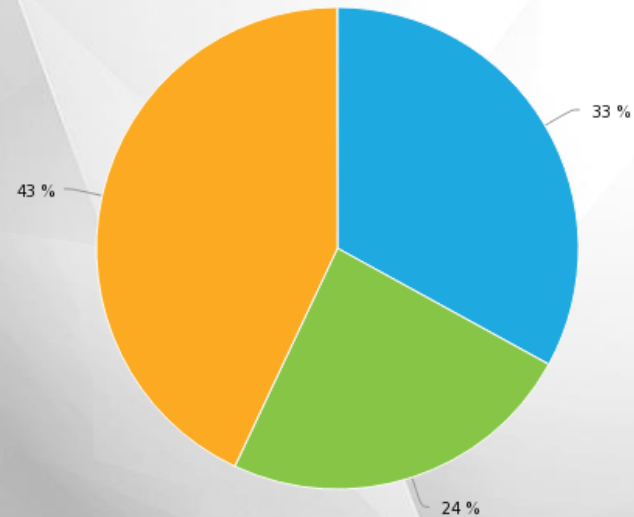


● Women in Games ● The Yogscast JingleJam 2018 ● Gender Play

W WOMEN IN  
GAMES 

# BEST DEVELOPMENT EVENT

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

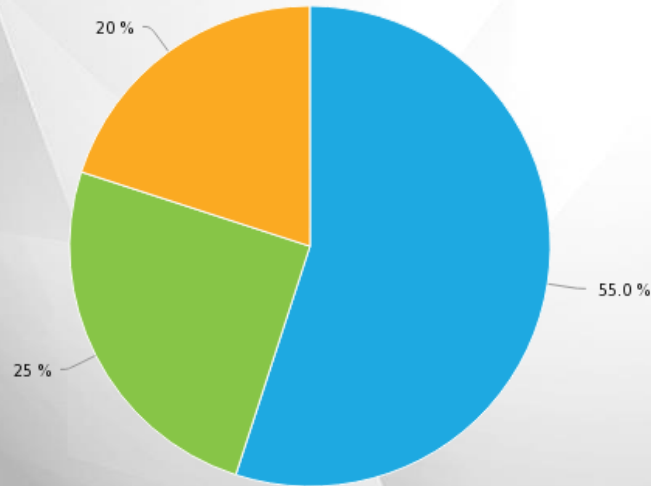


● GameRome ● Level-Up ● Codemotion

{codemotion}

# BEST DEVELOPMENT SCHOOL

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

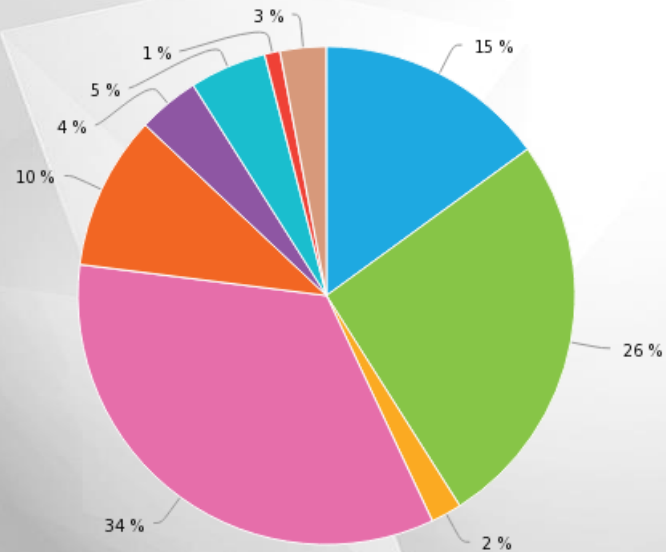


● Digital Bros Academy ● AIV ● IULM - Master in Game Design

 **DIGITALBROS**  
GAMEACADEMY

# BEST NEW STUDIO

Awarded to the Italian studio with the best debut game released on the market (console/PC/mobile) in 2018. No Early Access

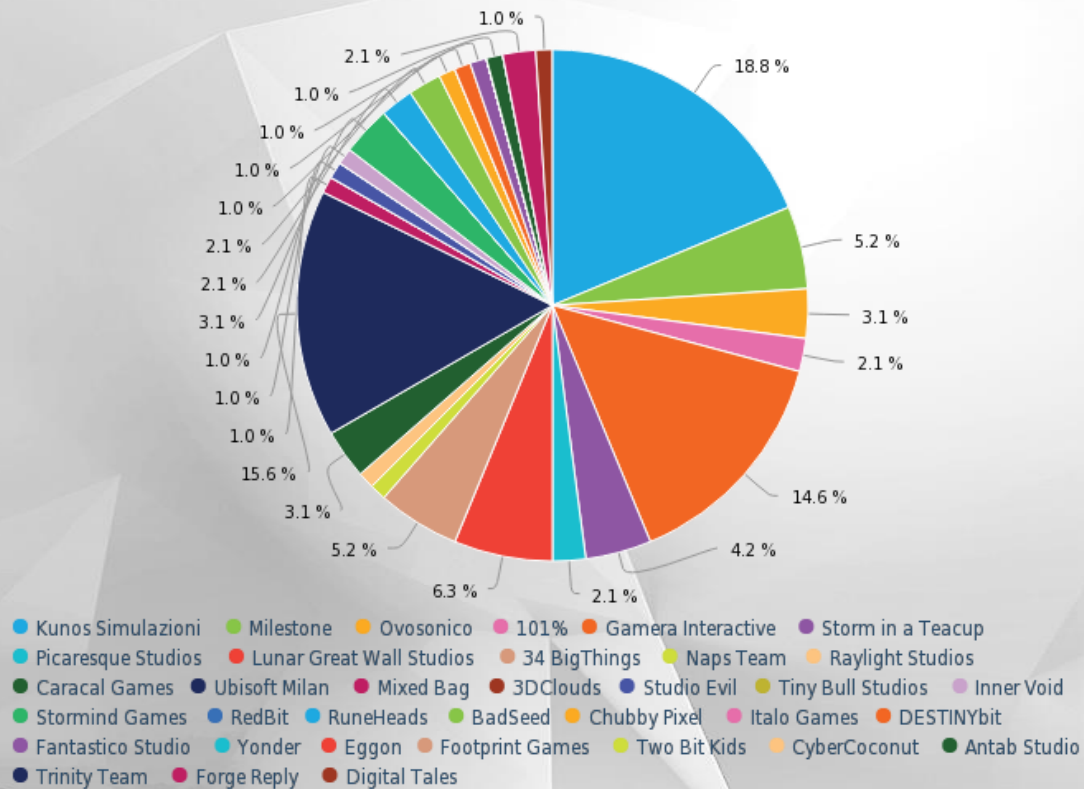


Picaresque Studio Lunar Great Wall Studios Two Bits Kid Stormind Games 3DClouds  
Footprint Games CyberCoconut Eggon Other

 **STORMIND  
GAMES**

# STUDIO OF THE YEAR

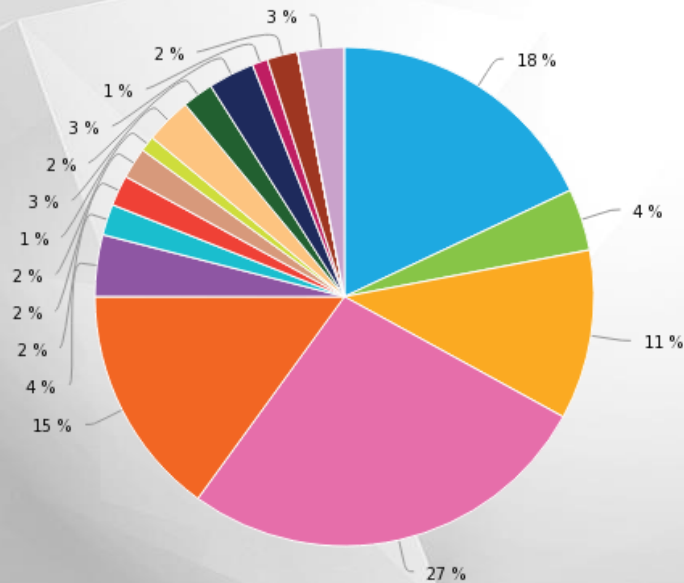
Awarded to the studio that achieved the most important international results in terms of positioning/brand awareness with its games



**KUNOS**  
SIMULAZIONI  
Professional Solutions for Simulation Software

# GAME OF THE YEAR

Awarded to the best Italian videogame released on the market (console/PC/mobile) in 2018. No Early Access



● Nantucket ● Another Sight ● OkunoKa ● Remothered: Tormented Fathers ● RIDE 3 ● Milanoir  
● Empires Apart ● Black Paradox ● Circle of Sumo ● Lost in Dungeon ● Detective Gallo  
● Gekido: Kintaro's Revenge ● The Way of Life ● Insidia ● Blind ● MXGP Motocross Rush  
● A Tale of Pirates: A Dummy Mutiny ● Other



# GAMETIME COMMUNITY AWARD

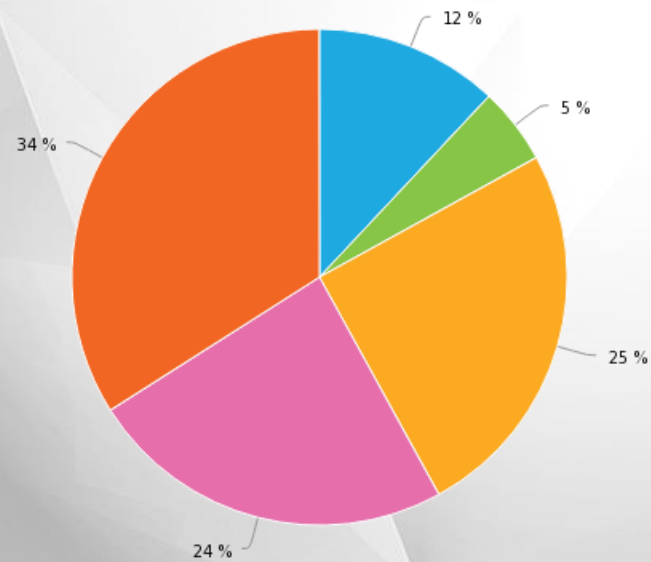
A special prize by the largest videogame community in Italy, awarded to the Most Anticipated Italian game of 2019



DAYMARE  
1 9 9 8

# ART & ANIMATION STAR

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

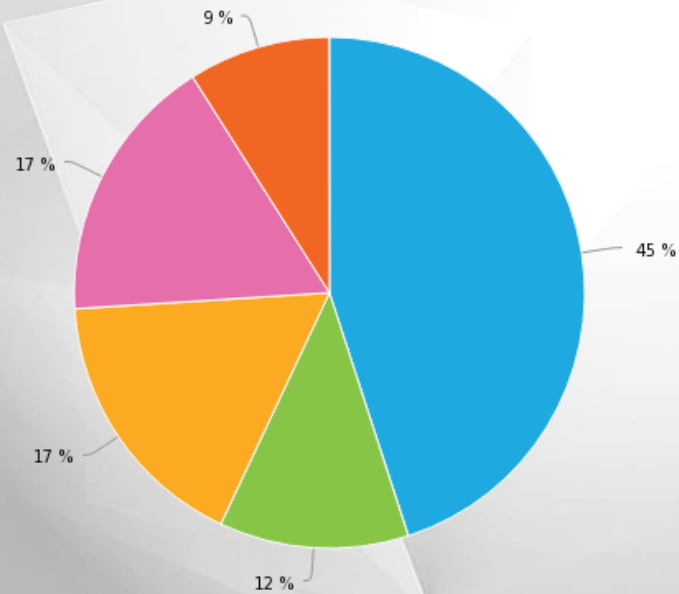


● Michele Bedendo [Picaresque Studios] ● Graziano Pimpolari [101%] ● Carlo Bianchi [Storm in a Teacup]  
● Michele De Negri [Lunar Great Wall Studios] ● Alessandro Bragalini [Forge Reply]

ALESSANDRO BRAGALINI  
ART DIRECTOR  
FORGE REPLY

# PROGRAMMING STAR

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

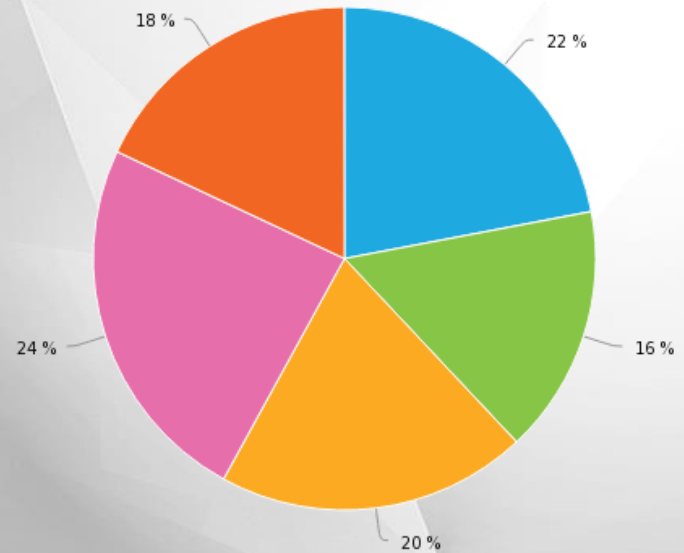


● Stefano Casillo [Kunos Simulazioni] ● Domenico Barba [Naps Team] ● Valerio Di Donato [34 BigThings]  
● Fabio Suriano [Storm in a Teacup] ● Jacopo Musso [BadSeed]

**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

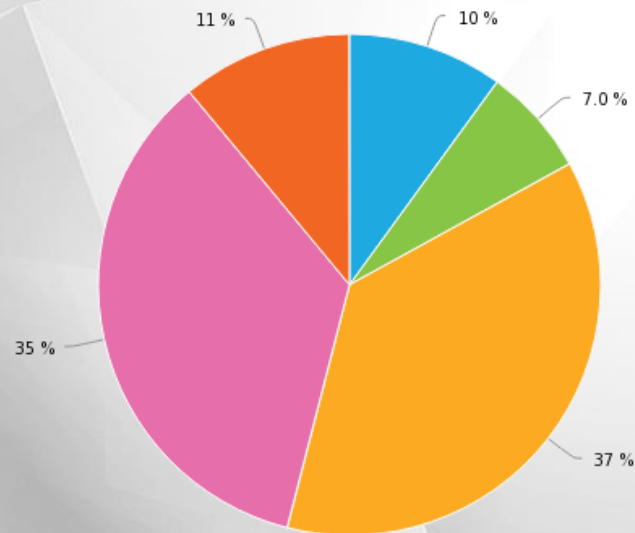


● Andrea Basilio [Lunar Great Wall Studios] ● Tommaso Bonanni [Caracal Games]  
● Giuseppe Franchi [34 BigThings] ● Matteo Sciutteri [RuneHeads] ● Daniele Azara [101%]

**MATTEO SCIUTTERI**  
GAME DESIGNER  
RUNEHEADS

# 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)

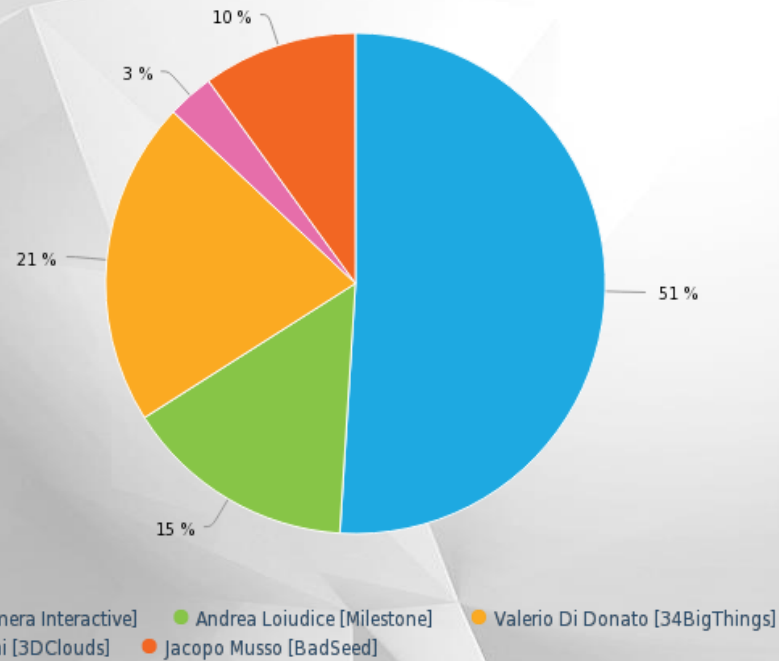


Filippo Franco [Lunar Great Wall Studios] Elia Randon [Ovosonico] Giulia Zamboni [Gamera Interactive]  
Cristina Nava [Ubisoft Milan] Sergio Rocco [3DClouds]

**GIULIA ZAMBONI**  
PRODUCER  
GAMERA INTERACTIVE

# MARKETING, PR & BIZ DEV STAR

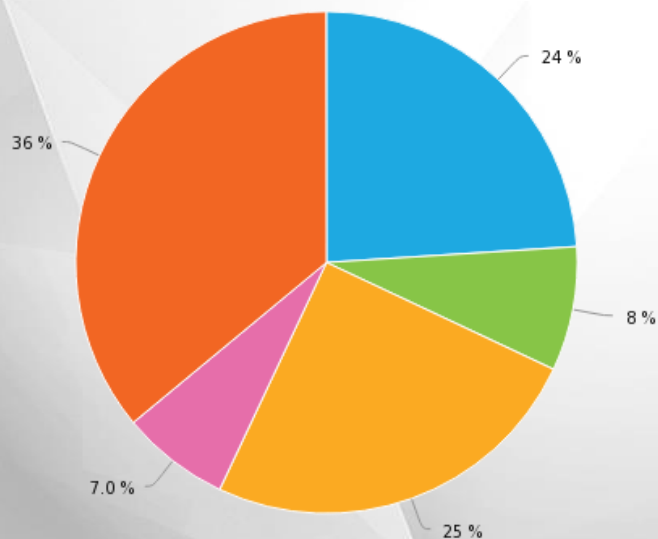
Awarded to an individual for his outstanding contribution in PR, marketing and business development for his studio/game



ALBERTO BELLI  
CEO  
GAMERA INTERACTIVE

# MANAGEMENT STAR

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

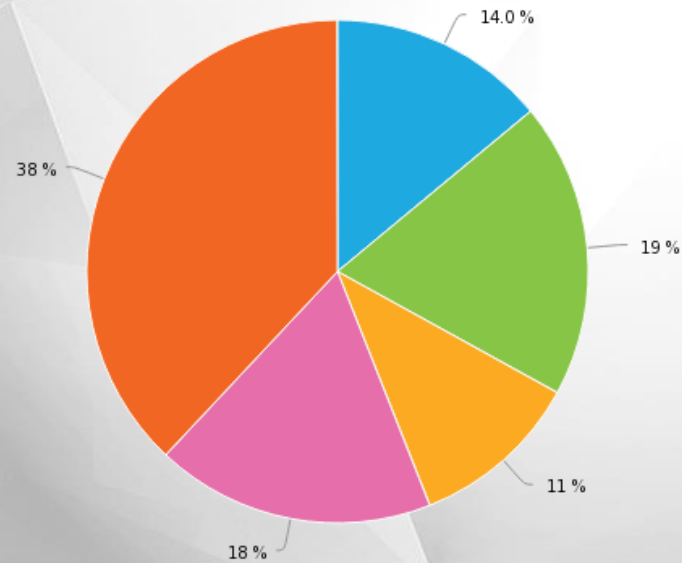


● Valerio Di Donato [34 BigThings] ● Daniele Azara [101%] ● Alberto Belli [Gamera Interactive]  
● Marco Ponte [Lunar Great Wall Studios] ● Marco Massarutto [Kunos Simulazioni]

**MARCO MASSARUTTO**  
CEO  
KUNOS SIMULAZIONI

# JOURNALISM STAR

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

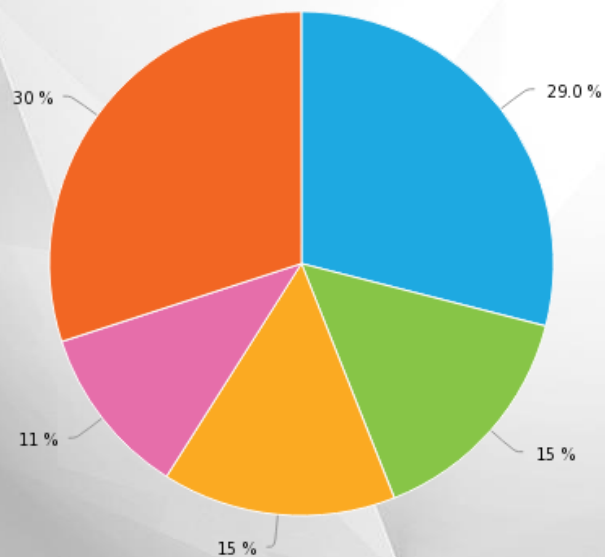


● Dario Marchetti [RAI] ● Gianluca Rocco [TGCom] ● Paolo Cupola [Gazzetta] ● Fabrizia Malgieri [Corriere]  
● Luca Tremolada [Il Sole 24 Ore]

**LUCA TREMOLADA**  
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

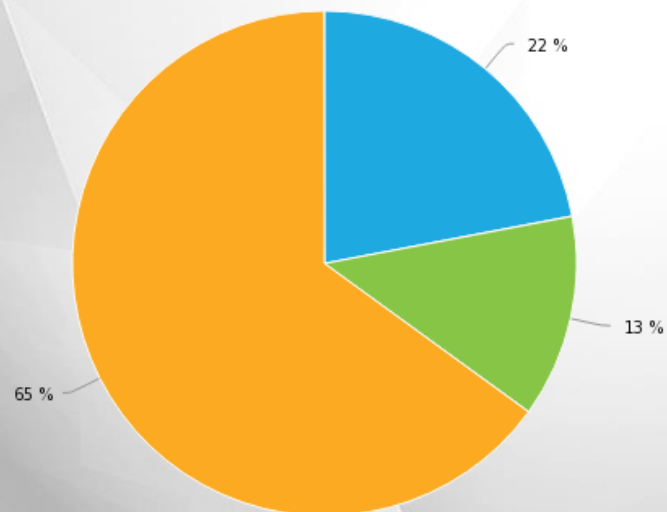


● Angelo Pesce [Activision] ● Francesco Carucci [Google] ● Gabriele Farina [Unity]  
● Tommaso Checchi [Microsoft] ● Rachele Doimo [Square Enix]

**RACHELE DOIMO**  
ART DIRECTOR  
SQUARE ENIX

# INDUSTRY STAR

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



● Marco Massarutto [Kunos Simulazioni] ● Massimo Guarini [Ovosonico] ● Davide Soliani [Ubisoft Milan]

**DAVIDE SOLIANI**  
CREATIVE DIRECTOR  
UBISOFT MILAN

# GUIDING STAR



Awarded to an individual whose leadership and contribution have proved outstanding for the whole game development scene in Italy

*«Se dopo più di 30 anni ricevo un award come il vostro, è probabile che qualcosa di avventuroso, simulato ed interattivo ci fosse sul serio nei nostri più di 150 titoli. La qualità della giuria (e la motivazione del premio) aggiunge piacere. Vi ringrazio anche a nome delle molte decine di miei collaboratori che, negli anni, mi hanno aiutato a produrre così tanti videogames.*

*Non ho qui lo spazio e il tempo per nominarli, ma sono tutti ben presenti nella mia memoria e in quella dei nostri appassionati di ieri e di oggi. Grazie. Il sottoscritto, da produttore di tutti i nostri videogiochi, ha sempre cercato di metterci una specie di anima digitale "Simulmondo" che potesse resistere al tempo. Anche con i mezzi degli anni '80 e '90 (I Play: 3D Soccer, per dirne una, stava, tutto, su un dischetto da 512K!). Qualche modesta trovata si è poi rivelata buona. Per esempio l'idea delle serie con i fumetti (Tex, Dylan Dog, Spider-man, Diabolik), e quelle con i personaggi di famiglia (Simulman e i Time Runners) ...*

*E' molto bello sapere che tanti giovanissimi si appassionano ai nostri games. Mi è stato chiesto di dire qualcosa a proposito della situazione dello sviluppo dei videogiochi in Italia. Mi pare che parecchie cose si muovano e ci siano tracce interessanti in giro. Ma forse mancano un paio di cose, secondo me, importanti. La prima: idee davvero italiane e, possibilmente, innovative e coraggiose. Le idee contano di più (molto di più) del budget. A patto che siano davvero buone e che siano capaci di far parlare di se. La seconda: una casa di produzione che si metta a capo di un movimento. Un po' com'è riuscita a fare la nostra amica Sergio Bonelli Editore per i fumetti e, assai più modestamente, per un certo periodo, Simulmondo.*

*Vi ringrazio ancora»*

Francesco Carlà

## FEDERICO CARLA'



**THANK YOU FOR YOUR ATTENTION  
& SEE YOU IN 2020**

**HELLO@DSTARS.IT**