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**Neoludica International Show**

**INSIDE VIDEOGAME**

**Art . Programming . Workshops . Virtual reality . Development . Publishing**

**San Servolo Island, Venice, July 7-10, 2016**

***Curated by Debora Ferrari, Luca Traini, Gloria Vallese, Ivan Venturi***

**Neoludica INSIDE VIDEOGAME**

**General Program**

**Thursday 7**

2:00 p.m. (within) Check-in at San Servolo

Exhibitions and events open at 2.00 p.m.  (Game art, Academies, Developers, Italian events)

2.15 Meeting in the Auditorium for the general presentation and introduction of guests

2.30 to 7:00 p.m. Meeting-workshop with Academies and gurus in Auditorium

7:30 Dinner-party drink, Videogame music 9.00-12.00 pm​

**Friday 8**

Lab / Round table:  Museums and gamification, Auditorium 9:30 to 12:30 // 2:00 p.m.-6:00 p.m.

Master Class with Italian gurus, MacLab room 9.00-12.00 // 13.00-16.00 // 4.00-7.00

Workshops Photography for videogame 8:30 to 12:30 / 4.00-8.00 with Paolo Della Corte, tour ‘Secret Venice’ in town, then back in

​Room 2: Workshops Videogame storytelling since 1976, with Luca Mazzocco,

​Room 7, from 2.00 to 6.00: Workshops Storytelling and videogaming with Pietro Parolin, Room 6, 10:00-12:00, 2:00-4:00, 4:00-6:00

Workshops Animation, Video 360°, with Holograms, MenteZero, Exhibition hall

Exhibitions game art, concept art, interactive installations, teams of developers

Laboratorio ARALE with MFLabs: 'With the mind move the world’, Exhibition hall

**Saturday 9**

Auditorium:  Symposium of developers, with vision of  new titles and panel discussion on development and publishing

Master class with Italian gurus 10-13 // 2:00-5:00 MacLab room

Workshop Mecha design of Star Wars with Francesco Frosi,

​Room 7, from 2:00 to 6:00: Workshop Retro but Gold: Vintage Sound VS Contemporary Gear, with Ivan Zora, Room 6, 4 hours, 2:00-6:00.

Workshop Kinect, Video 360°, VR, Holograms with MenteZero, Exhibition hall

Exhibitions  game art, concept art, interactive installations, development teams, focusing on the proposals of the Academies and Mentezero study-and-work

Vg and app developers for gamification and new titles, networking

Laboratorio ARALE with MFLabs: 'With the mind move the world', Exhibition hall

**Sunday 10**

Morning of the Gurus, Auditorium 10-12.00 Raphael Lacoste, Ubisoft Paris AD, and Mauro Perini, Ubisoft Milan AD.12:00-13:00 AESVI4Dev and Drago D'Oro

Conclusion, delivery of diploms.

Farewell toast, check-out and departure.

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