

GDC Festival of Gaming MARCH 9 - 13, 2026



GAMES IN ITALY



Ministero degli Affari Esteri
e della Cooperazione Internazionale

ITCA
ITALIAN TRADE AGENCY

OpportunItaly
Promuoviamo grandi voci e idee in Italia.

IDEA
Italian Interactive Digital Entertainment Association

Dear GDC Attendees,

It is my pleasure to welcome you to the 40th edition of GDC Festival of Gaming. On this occasion, the Italian Trade Agency (ITA), in collaboration with IIDEA – the Italian Interactive Digital Entertainment Association, is proud to lead a delegation representing the Italian videogame industry.

This year, we are showcasing nine outstanding companies, including animation studios and videogame developers, who exemplify the excellence and creativity of Italy's interactive entertainment sector. Their work reflects a wide diversity of content, with a strong focus on educational and cultural themes.

Over the past few years, Italy's videogame industry has undergone remarkable growth and transformation. Once considered a niche market, it has become a vital component of the country's creative ecosystem, with new studios and startups emerging each year. According to the latest IIDEA report, the Italian videogame market generated over €2.4 billion in revenue in 2024, marking a 3% increase compared to the previous year and placing Italy among the top five videogame markets in Europe.

This makes it an especially exciting time to explore partnerships with Italian companies. I invite you to browse our catalogue and connect with the Italian delegation. The ITA Los Angeles team will be pleased to assist you with information about our activities and services.

Wishing you a fantastic experience at GDC 2026.

Warm regards,

Giosafat Riganò
Italian Trade Commissioner
ITA Los Angeles Office

The Italian Game Industry

Nowadays more than 200 companies are operating in game development in Italy, with more than 2800 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;
- They 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, a 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, thanks to the support of ITA, organizes 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



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Representatives at GDC 2026

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Trade Commissioner

Los Angeles Office

Raffaele Rinaldi
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Los Angeles 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 a partner in several acceleration programs supporting video game start-ups across the country. It is an agile, lean, and results-driven association, working with a highly pragmatic approach. Its activities are grounded in the continuous involvement of its members, ensuring that every initiative keeps pace with the industry's steady evolution. IIDEA's members are at the heart of every decision and action undertaken by the Association.

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

Representative

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ACGames

acgames.it

ACGames (ACSoftware) is an Italian indie studio blending technical expertise with evocative gameplay. At GDC 2026, we present **STONEFEATHER**, a third-person action-adventure built around the freedom of flight. In a silent world where the wind has vanished, players control a stone-born bird seeking to restore breath to the world. Its momentum-based movement system rewards precision and mastery, turning still environments into flowing updrafts and currents as Magical Spirits are released. With a seamless, handcrafted open world, ACGames seeks strategic partners to bring this mystical journey to global audiences.



Representatives at GDC 2026

Aristide Cittadino

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Giuseppe Morabito

Lead Developer

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Key Project at GDC 2026

STONEFEATHER

Genre: Adventure | Exploration | Indie | Flight Sim

Platform: PC

Stage of dev.: Vertical Slice

Looking for: Publishers

ADAPTA Studio delivers AMAZ3D, a cloud and on-prem 3D optimization platform that transforms complex assets into high-performance, production-ready content for gaming and real-time applications. Integrated with Unity and compatible with major 3D engines and DCC tools, AMAZ3D automates LOD generation, mesh reduction, baking, draw call optimization, and geometry cleanup while preserving visual quality. It also functions as a centralized 3D CMS for structured asset management and deployment, delivering performance comparable to — and often exceeding — traditional manual workflows, even on limited hardware



Representatives at GDC 2026

Leonardo Locatelli

CEO

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Key Project at GDC 2026

AMAZ3D

Genre: 3D optimization tool

Platform: PC, Saas, Console, Mobile

Stage of dev.: On the market

Looking for: Companies interested in trying our solution in their game

EMERALS

EMERALS

emerals.net/en

Emerals operates Europe's largest GTA V roleplay platform with 420,000+ users and €1.5M cumulative revenue, fully bootstrapped. Players live a second life in our virtual city, working jobs, running businesses, trading assets and building relationships.

We've now developed a proprietary recording system capturing 160,000+ hours/month of player behavioral data, used to improve the in-game experience and create a world that self-sustains.



Representatives at GDC 2026

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Federico Buoncuore

CTO

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Key Project at GDC 2026

EMERALS

Genre: Roleplay

Platform: PC

Stage of development: Live

Looking for: AI/Gaming partnerships, Investors



Italian Games Factory S.r.l.

www.italiangamesfactory.com

Italian Games Factory is an independent studio focused on bringing fresh innovation to space combat games.

Before being game developers, we are gamers. We love games, and we put our passion and expertise into every single product we create.



Representatives at GDC 2026

Giorgio Xhaxho

CEO

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Key Project at GDC 2026

Hell Galaxy

Genre: RPG, Azione, Space Shooter

Platform: PC

Stage of development: Early Access

Looking for: Publisher



Maga Animation Studio

www.maga-animation.com

Maga Animation Studio was founded in 1996 to explore new animation pathways for entertainment and video games. We focus on animation for game cinematics—both real-time and fully rendered—and trailers, covering gameplay, art, and creative direction. Our strong production management ensures attention to detail at every stage, from concept and animation to final rendering and compositing. Using the latest technology, we craft immersive worlds and unique magic. Recent collaborations include UBISOFT/Nintendo, NACON, Reply Games studios, Memorable Games, Humble, Milestone, 505 Games, Destiny Bit, Sanrio and Day 4 Night studios.



Representative at GDC 2026

Massimo Carrier Ragazzi

CEO, Executive Producer, Creative Director

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Key Projects at GDC 2026

UNANNOUNCED PROJECT

Genre: Adventure

Platform: All

Stage of dev.: In development

Looking for: we are gamers and we are supporting the game dev and publishers on their projects with great animation and technical support.

We are also searching for partners interested in our studio's IP for building awesome projects together.



MEMORABLE GAMES SRL

www.memorable.games

Memorable Games, formerly MixedBag, is an independent video game studio founded in 2013 and based in Turin, Italy. Our 25 people studio covers all stages of development, production, and publishing across major platforms. We follow a platform and genre agnostic approach, ranging from 2D exploration games to open world 3d narrative games and experimental mixed reality multiplayer experiences. This versatility has built strong multi-platform expertise, enabling the company to establishing strong partnerships with major platform holders (Sony, Nintendo, Apple, Meta) and publishers such as Humble Games.



Representative at GDC 2026

Mauro Fanelli

CEO & Creative Director

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Key Projects at GDC 2026

FOREST

Genre: Action Adventure

Platform: PS5, Xbox Series X | S, PC

Stage of dev.: Prototype

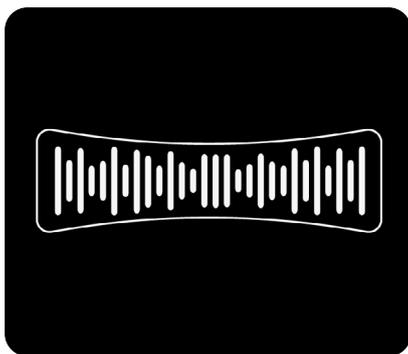
Looking for: Publishing, Investment

notes n' post

Notes N' Post

www.notesnpost.com

Notes N' Post is a music and audio post production company offering a complete range of services for film, television, video games, advertising and online media. NNP has established a solid reputation for successful collaborations with directors, producers, studios and production companies. Led by a team of global industry professionals, the company combines creative music & audio services that include original music, sound design and voice over, casting and recording. Whether in animation, live-action, stage, games or theme parks, NNP's team is there to see a project through production, on time and within budget.



Representative at GDC 2026

Gianluca Cerchiello

Composer and Sound Designer

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Gigi Meroni

Compositore

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Key Project at GDC 2026

Genre:

Platform:

Stage of development:

Looking for:



PlayNook

www.playnook.games

PlayNook is a global audio-first tech media company creating AudioGames: interactive and immersive audio-first adventures, transforming audio from passive content into a playable experience. We identified a clear gap in entertainment and we're addressing it by pioneering a new category of audio-first entertainment. A screen-optional future where anyone can step into rich story worlds through sound. Anytime, anywhere. PlayNook envisions a world where entertainment is not limited by screens or gaming hardware. PlayNook is building the missing category between Netflix and gaming: interactive audio-first entertainment.



Representative at GDC 2026

Stefano De Vivo

CEO

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Key Project at GDC 2026

AUDIOGAMES

Stage of development: Live

Looking for: Investors and licensing partners



Revera Studio

www.reveravr.com

Mass-Eve is a fast-paced twin-stick shooter roguelike set in the Quantum World. Players control Neutrinos linked by a shared consciousness, navigating evolving biomes and mastering quantum-based abilities within a conflict between Higgs Bosons and Dark Matter.

Designed for players who enjoy skill-driven combat and high replayability, Mass-Eve features diverse weapons, synergistic builds, and escalating challenges. Its vibrant, high-impact visuals and gameplay inspired by quantum physics principles offer a strong and recognizable identity.



Representatives at GDC 2026

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Key Project at GDC 2026

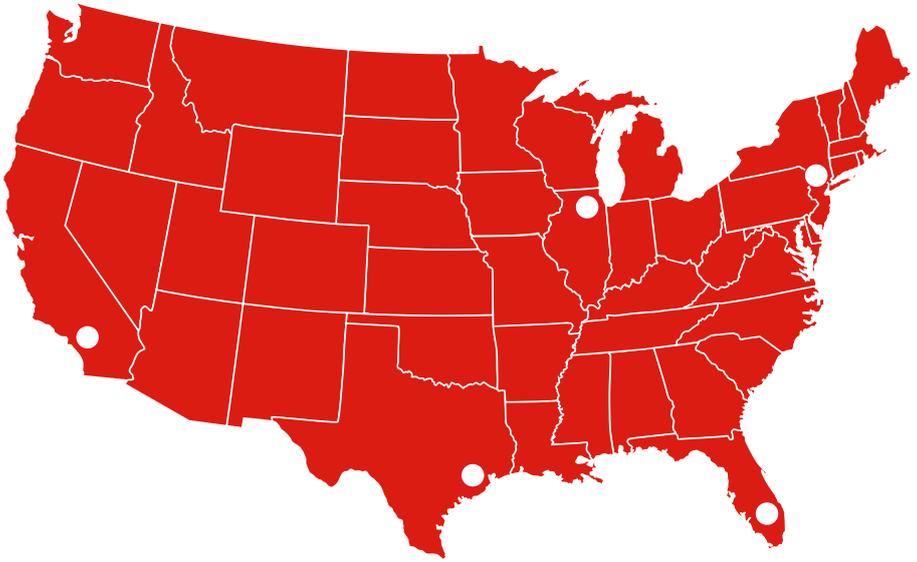
MASS EVE

Genre: Rogue-Like, Isometric, Shooter

Platform: PC

Stage of development: Late alpha

Looking for: publisher, venture capitalist, networking



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