



LEVEL UP - Rome Developer Conference IS BACK

THE FIRST ITALIAN EVENT DEDICATED TO THE VIDEO GAME SECTOR AND NEW INTERACTIVITY LANGUAGES AND TECHNOLOGIES

Rome, August 9th 2021. LEVEL UP - Rome Developer Conference is back, this is the first international conference in Italy entirely dedicated to the design and development of video games, simulations and interactive works.

Founded in 2018 with the aim of disseminating the most current and innovative knowledge of the sciences, technologies and languages of interactivity in our country, it is organized by the Italian Videogames Academy in collaboration with the GALILEO Professional Technical Center.

The event, now in its fourth edition, will be completely free and will take place from 21 to 23 September in two formats: **LEVEL UP - School Days**, the first Italian event entirely dedicated to secondary schools and which offers an orientation path professional linked not only to the videogame sector but also to the whole world of digital entertainment, and **LEVEL UP - Developer Days**, the most important Italian international conference aimed at developers and professionals in the sectors related to new technologies. The flagship of this edition will be the Italian event of the **Nordic Game Discovery Contest**, hosted for the first time at LEVEL UP. An exciting international challenge that will give developer teams the opportunity to present their video game project to a jury of publishers and industry experts.

LEVEL UP - Rome Developer Conference aims to contribute to the development of digital culture through an exciting marathon of talks, institutional and technical panels, areas of use dedicated to Virtual Reality and a game jam dedicated to students: "Students for future".

With Level Up - Rome Developer Conference, AIV and the Galileo Professional Technical Pole thus become the first Italian promoters in support of digital culture. Aware that its application represents an essential driving force for our country, the two training bodies will put specific educational courses and innovative products to support learning at the service of children. Some of

the most important international realities will take turns on the stage of the great hall to talk about how digital skills play a fundamental role in the workplace and represent a driving force for our economy.

“For seventeen years AIV has been working to offer young people the best opportunities to become experienced and qualified professionals. Today, video games and their countless fields of application - culture, medicine, safety and health to name a few - have become a central topic of debate. LEVEL UP represents a unique moment of training and comparison for all those who already work in the videogame sector and for young people who dream of pursuing a career in it” declared Luca De Dominicis, President and Founder of AIV - Italian Videogames Academy. “We are aware that digital skills and their applications represent an essential driving force for our country and for the development of new digital professions and AIV wants to be an active part of this new training process”.

To believe in the importance and potential of this sector, many institutional offices - as well as national and international realities - joined our first event aimed exclusively at young people. Among the national and European guests present in the past editions we remember the EU Commission, the Ministry of Education, MISE, MiBACT, the Ministry of Defense, the Ministry of the Interior, the Lazio Region, USR Lazio, ESA - European Space, Agency, Facebook, Oculus, ANICA, dei Medici, Aeronautica Militare, Sony Italia, Anitec-Assinform Confindustria Digitale, Infratel, Moige, Repubblica Digitale, Article Ninety-nine, CIDA, etc.

The event, completely free, will be available exclusively online. All activities will take place in Rome, at the I.T.I.S. "Galileo Galilei" and the Italian Videogames Academy in full compliance with all anti-covid regulations

For info and submissions : <https://levelup.aiv01.it/IT>

The Italian Videogames Academy (AIV) was founded in 2004 in Rome by Luca De Dominicis. It is the first Italian training institute in the videogame sector. In 2006, AIV obtained the certification of excellence in the video game sector by the then Minister for Innovation and Technologies, Lucio Stanca. The AIV training offer consists of four three-year courses (3D Graphics, Programming and Game Design and Multimedia Writing), followed by about 800 students between the Rome and Milan campuses and PCTOs in higher technical institutes, and by new courses biennials of Animation and Rigging and Music for video games, cinema and television. In 2020 it expands its logistic presence on the Italian territory by opening the third office in Partanna (TP) at the G55. In Italy, AIV collaborates with the University of Rome La Sapienza, the University of Verona and the Rome Libraries Association and is the only training institution to collaborate with the Games Career Fair. Since 2017, the Level I Master in Music for video games has been added to the AIV training offer, established following the signing of a memorandum of understanding with the Conservatory of Santa Cecilia. Since January 2019, in collaboration with the ITIS Galilei, the IIS Carlo Urbani and the IIS Pacinotti of Rome, the Academy has started PCTO courses (formerly alternating school work), curving classes, short courses with high professionalization. AIV teachers come from some of the most important entertainment companies, publishing houses and production companies in the world. At the end of the cycle of studies, AIV students find work in the main Italian and foreign companies and software houses. In 2019 it expands its logistic presence on the Italian territory by opening its headquarters in Milan in the central Bastioni di Porta Nuova.

For info

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