



**GREAT** *for* **PARTNERSHIP**

# Women in Gaming: The Next Generation

*A UK-Italy Dialogue on the future of videogames*

Villa Wolkonsky, 20 November 2018

## BIOGRAPHIES



**Elisa Di Lorenzo**

**Co-Founder & Director, *Untold Games***

Passionate about video games from an early age, Elisa graduates in Computer Science from the University of Genova. During her postgraduate studies, she begins working as a freelance developer and in 2008 she founds, together with some university classmates, Foofa Studios. In 2013 the studio teams up with actor and director Flavio Parenti and creates Untold Games with the aim of developing immersive experiences with a strong storytelling component. Untold Games is currently working on TerraMars, a resource management / survival game about the first human mission to Mars, which got the third place in a competition by Epic Games and the Wellcome Trust.



**Kate Edwards**

**CEO & Principal Consultant, *Geogrify LLC***

Kate Edwards is a 25-year veteran and an outspoken advocate of the game industry and the former Executive Director of the International Game Developers Association (IGDA). She is also a geographer and corporate strategist who pioneered and specializes in content culturalization, through which she has worked on many major game franchises throughout her career. Fortune magazine named her as one of the "10 most powerful women" in the game industry in 2013 and she was named by GamesIndustry.biz in 2014 as one of their six People of the Year.

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**Ruth Falconer**  
**Head of Division, School of Design and Informatics,**  
*Abertay University*

Ruth Falconer leads the delivery and development of the BSc and MSc Games programmes at Abertay University, with the MSc Games Technology programme being established more than 20 years ago. Her research interests are in the broader application of game technology, applied mainly to the built and natural environment, and GPGPU parallelisation for creating realistic and immersive applications. Other interests are Data Science, Machine Learning (ML) and AI. She has secured several RCUK grants and co-authored over 40 publications. She is also a board member of Women In Games and a Co-Investigator on InGAME: Innovation for Games and Media Enterprise.



**Marie-Claire Isaaman**  
**CEO, Women in Games**

Marie-Claire Isaaman is an award winning diversity and digital education pioneer. Currently she is CEO of Women in Games (WIGJ) a not for profit organisation that works to address gender imbalance, inequality, diversity and Inclusion in the game industries. She engages with a wide range of businesses and organizations as a consultant and researcher. She is named in The Market for Computer and Video Games (MCV) 2014 & 2015 Annual Top 100 UK Women in Video Games list and named in the GamesIndustry.Biz 100 most influential people in Video Games list 2017. And as CEO of Women in Games was awarded the TIGA (UK Trade Body for Games Developers & Digital Publishers) Games Industry Diversity Award 2017. In her various roles she speaks regularly at industry events, educational conferences, and contributes strategically at government forums.







**Gianna Martinengo**  
**Founder and President, *Didael KTS***  
**Founder, *Women & Technologies®***  
**Member of the Executive Committee and of the Board,**  
*Fiera Milano Foundation*

Gianna is an entrepreneur and a pioneer in Digital Knowledge Technologies. After studying at Bocconi University and the Catholic University of Milan, she had her first international experience by working and studying at Stanford University (USA) as an advisor for Computer Curriculum Corporation in Palo Alto, California. Later, she has been advisor for the Commission of the European Communities for programs related to the intersection of technologies and human learning.

Since 1983, she has produced more than 700 ICT-based systems for human learning and human communication. She has designed, produced, disseminated and exploited 240 educational projects on ICT applied to human learning. She worked on 75 European research projects in the ICT sector, with various roles, in particular inspiring and orienting projects towards the delicate equilibrium between technology push and human pull privileging always the assessment of the effects of technology-centered processes on human understanding and learning. In addition to being a direct testimony, her commitment to the enhancement of the synergies between women and technologies is demonstrated by several prestigious mandates: president of the Women Entrepreneurs of the Chamber of Commerce of Milan, coordinator of the Committees Women Entrepreneurs of the Region of Lombardy, and founder of the association "Women and Technologies". She has been the recipient of several prestigious awards, including Knight of the Republic award.



**Angela Paoletti**  
**CEO, *Local Transit***

A veteran and a pioneer of game localisation, Angela starts her career in 1992 as the first in-house Italian game translator and tester at PolyLang (Sheffield - UK), the first European Multilanguage Game Localisation Agency.

In 1998 she returns to Italy and founds Local Transit, a game localization studio specializing in high quality translations and dubbings into Italian and other languages. In her 26 years in Localisation, Angela has worked on hundreds of titles, from AAA to indie. She is also Professor of Multimedia Localisation at VIGAMUS Academy /Link Campus University and Advisory Member of Women in Games Italia.





**Micaela Romanini**  
**Vice Director, VIGAMUS Foundation**  
**Event Director, Gamerome**

After working as Content Manager and Head of Research at VIGAMUS Foundation, Micaela worked for Microsoft as Xbox.com International Coordinator on the Integrated Marketing Europe Team at the European Central Office located in Reading, England. Currently employed as Vice Director at VIGAMUS Foundation, she is in charge of planning new business strategies and International Partnerships. She is the Event Director of Gamerome, the Developers Conference based in the Capital of Italy and the Italian Lead of Women in Games, the not for profit Organisation for women in video, mobile, online games and eSports, being also a member of Womentech – Women & Technologies. Expert in communication, digital marketing, new media and interactive storytelling, and author of Game Studies, She is teaching assistant in Theory and Criticism of Multimedia Interactive Works at the University of Rome “Tor Vergata” and Professor at Link Campus University.



**Sean Taylor**  
**Director, InGAME Innovation for Games and Media Enterprise**

Sean Taylor is a BAFTA-winning project director and the author of Punk Playthings: Provocations for 21st Century Game Makers (CRC Press). A 20-year games industry veteran, Sean has worked on over 100 published games and interactive entertainment products and services including Grand Theft Auto, Quarrel, Moshi Monsters, Crackdown 3 and Denki Blocks. In October 2018, he was appointed director of InGAME: Innovation for Games and Media Enterprise, a multimillion pound gaming research and development hub based at the heart of Dundee’s vibrant games cluster.





## **Sharon Tolaini-Sage**

**Lecturer, Games Art and Design, Norwich University of the Arts**

In addition to being a member of the Games Art and Design teaching team at Norwich University of the Arts, Sharon Tolaini-Sage is a writer and translator for Eye Magazine, and its Italian imprint, Pulp. She specialises in lecturing on the cultural, contextual and storytelling aspects of digital games, as well as working with students on their analytical and academic writing. In 2017 she was appointed an Ambassador for the not-for-profit organisation Women in Games, one of whose primary objectives is to double female participation in the digital games industries by 2027. As part of her remit as an academic and an Ambassador, Sharon advocates for equal opportunities for young women entering the sector, running educational workshops and mentoring students.



## **Ivan Venturi**

**CEO, IV Productions**

Ivan Venturi was born in 1970 in Bologna, Italy. He began developing video games in the early '80s, publishing his first videogame in 1987. He co-founded the first Italian video game software house (Simulmondo) and he was Production Director till 1993. Then he founded his own video game company (Colors Arti Multimediali) in 1994, producing dozens of PC videogames. He began working as a video game producer and business developer, founding Ticonblu in 2003 (formerly Koala Games) and producing serious games, edutainment games, professional driving simulators and the adventures of Nicolas Eymerich, Inquisitor, published by Microids. In 2013 he started an independent videogame development company, IV Productions, focused on PC and CONSOLE video games for the worldwide market.

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