

NOTICE OF COMPETITION

PREMIO ARCHIMEDE 2025, organized by studiogiocchi, is focused on the design of unpublished board games. The competition, dedicated to the great **Alex Randolph** who was its president for the first 7 editions, has so far allowed more than 60 authors to crown their dream of seeing their game published.

Participation (single or group) is open to all, with no limit of residence or age. Participating games must be sent in by **March 31, 2025**.

The **final ceremony** will take place indicatively in **September 2025 in Venice** thanks to the collaboration of the **City of Venice** within a broader framework of initiatives aimed at spreading the culture of the gaming culture, also as an effective means of preventing the rampant gambling disorders.

Thanks to the support of the publishers, the winners will be awarded a total advance of **3,500 euros** on future royalties accrued from the publication of their games. In addition to Premio Archimede, the jury will assign other awards, trophies and category prizes such as:

- **Sebastiano Izzo Special Mention** to the game that Sebastiano Izzo, who was an unforgettable " fellow gamer" that we love to remember at each edition, would have liked the most.
- **Cartamundi Trophy** for the best card game. Thanks to Cartamundi's support, an additional advance of 500 euros will be awarded on future royalties.

- **Scienza in Gioco Trophy** to the best science themed game with educational and informative purposes, assigned by the Institute for Photonics and Nanotechnologies of the Consiglio Nazionale delle Ricerche (CNR-IFN).

- **SAZ Italia Trophy** for the Italian author who will have best distinguished himself through his proposals. To the winner a free one-day admission to IdeaG Parma.

Premio Archimede is recognized by **UISP** ("Unione Italiana Sport per Tutti" Italian Union of Sport for All) for its socio-cultural and aggregation and inclusion value; in fact, it is an activity with a playful-recreational character and promoting the right to play, for everyone and all ages.

Premio Archimede is collaborating with **Spielwarenmesse** and the **Bavarian Games Archive** as part of the **Games Inventors Convention** in the context of the annual Nuremberg trade fair, a gathering for game authors from around the world, publishers and agencies.

SINCE THIS NEW EDITION OF PREMIO ARCHIMEDE INCLUDES MANY CHANGES, WE KINDLY ASK THE PARTICIPATING AUTHORS TO CAREFULLY READ ALL PARTS OF THE NOTICE AND STRICTLY ADHERE TO ITS CONTENTS.

Visit our [website](#)

Any doubts? Check out our [FAQs!](#)

For further information, contact us: archimede@studiogiocchi.com



The audience at the award ceremony of the 2018 edition



MORE, BETTER, AND READY-TO-TEST GAMES!

Again this year, Premio Archimede will have a structure designed to increase the quality and number of games admitted to the finals, increasing their chances of publication.

The selection and development process. The selection jury will test and evaluate each game, proceeding in order of arrival (the earlier the prototype arrives, the earlier it will be reviewed). At the end of the evaluation, the author will receive an **evaluation sheet** that can have one of the following verdicts:

- (a) **NOT ADMITTED TO THE FINALS:** If it is deemed that the game does not have sufficient potential, it will not be admitted to the finals and the authors will immediately resume ownership of all rights (see “Part 3: Rights of option” in the Option Agreement, further). They can also immediately request the return of the prototype, which will be done at their own expense.
- (b) **ADMITTED TO THE FINALS:** If the game is admitted directly to the final stages, prompt notice will be given to the authors and the rights of option will be triggered (see “Part 3: Rights of option” in the Option Agreement, further).
- (c) **IN DEVELOPEMENT:** This verdict appears in the event that the jury thinks the game is interesting, but not yet at a sufficiently high level to enter the finals. In that case, authors can try to implement the jury's suggestions by entering a development phase. Authors should be careful to send in any updated versions of their games, which will then be reevaluated. This phase will proceed even **after** March 31, 2025, because the development is NOT tied to the application deadline and can be continued in the following months. Games that have reached a level of quality deemed satisfactory after this process will fall under case (b), the others under case (a). In any case, the fine-tuning of the prototypes can take quite some time, so we suggest that authors register and **send their games as soon as possible**.

The finals. In Venice, during the week prior to the awarding of the prizes, all the finalist games (as many as possible) will be tested, retested and voted on by the final jury, composed of editors from many of the world's leading publishing houses. At the final ceremony, the winners of Premio Archimede 2025 and of the collateral prizes will finally be announced.

Publication. Through this approach, those games that make it to the finals will have a very high probability of being published and thus find their way to the marketing stage. To facilitate and speed up the choices of the various publishers, the authors of the finalist games will also be asked to send multiple copies of their prototype.



The 2023 edition jury tests the games



The award ceremony of the 2023 edition

CNR-IFN will also organize the fifth edition of the **FOTONICA IN GIOCO** competition, **open to all Italian high school students**, aiming at realizing an original board game with educational or informative purposes (www.fotonicaingioco.it). The classes that will produce the three best projects will take part in the closing ceremony, which will be held simultaneously with the Premio Archimede.

Participation Process

To be officially admitted to the competition, you must scrupulously complete **all of the following procedure**:

REGISTRATION OF THE GAME

Entries for Premio Archimede 2025 can only be made through the appropriate [registration form](#), which can also be accessed from our [website](#).

- You must fill out the entry form **once for each game** you intend to submit.
- Within the entry form you must upload the **game rules** and a scan of the **filled out and signed option agreement**. The agreement can be downloaded directly during registration, but can also be found at the end of this notice.

NOTE: By signing the option agreement, you are assigning your option right on the game to studiogiochi, according to the terms of "*Part 3: Rights of Option*" within the agreement.

Once the registration form has been submitted, the staff will send a **certificate of participation** as soon as payment of fees and correctness of uploaded documents are verified.

The **registration fee** is **60€** (for each submitted game). The fee is reduced to **40€** for **SAZ members** and authors who participated with a table at National **IdeaG 2024** (Parma). The reduction will also be valid for the 2025 edition of IdeaG Parma. SAZ members can get the discount by enclosing the **voucher** they received from SAZ. Those who did not receive it can request it from SAZ itself.

Payment of fees can be made by SEPA bank transfer or by PayPal ("PayPal" is mandatory for all non-EU members). All details for payment are described in the registration form.

PRODUCTION AND SHIPMENT OF THE PROTOTYPE

Once participants receive a certificate of participation, confirming that they have entered the competition, they can proceed with the production and submission of their prototype.

To produce their prototype, participants can also rely on **Cartamundi Make My Game** and **Spielmaterial**, taking advantage of the **discount codes** they will receive with their certificate of participation.

Prototypes **MUST** be shipped **no later than 31/03/2025**, under penalty of disqualification (date of shipment will be taken as proof).

Any customs charges **will have to be reimbursed by the authors**, under penalty of exclusion; we therefore suggest that all authors indicate—where required for shipping—€1.00 as the value of the goods.

Shipping Address:

PREMIO ARCHIMEDE 2025
c/o studiogiochi
San Polo 3083
30125 VENICE
ITALY

The shipment must include:

- The **prototype of the game** complete with rules
- **The original copy of the option agreement, placed inside the prototype box**

It is recommended to send the prototype as soon as possible so that there is more time for the possible development phase of the game.

Take advantage of discounts dedicated to participants of Premio Archimede:



Create your prototype to compete in Premio Archimede with **Make My Game**, Cartamundi's online platform where you can assemble your own game.

You will be granted a **25% discount** and direct shipment of your prototype to Premio Archimede.



Buy the materials you need for the prototype of your Archimede game on www.spielmaterial.de and get a **10% discount**.

Requirements

All games must follow the **requirements** listed here below, **under penalty of exclusion**.

The game

- Must be original and unpublished
- Its playing time must not exceed 90 minutes

The Prototype

- All game components, including the board, must be contained in a rigid cardboard box. No wooden or metal boxes are allowed. The box must be sturdy and box-like; it must be able to open easily but also stay closed smoothly. It must be convenient to store and transport (prototypes that are too heavy will not be accepted). Envelopes or containers that are too large, cylindrical or irregular in shape will not be allowed (maximum approximate size 40x30x10 cm).



- Must be functional, allowing the jury to play without difficulty. Pawns should stand well, squares should be of appropriate size, cards should not be too thin, colors should be clearly distinguishable, materials should be appropriate (e.g., avoid metals), etc.
- Does not need to be realized like a finished product; the graphical aspect takes second place to the functionality.
- The components should be carefully packed and divided in such a way as to make the initial setup of the game as easy as possible.
- It should be noted that the jury will only consider the **base game**, while ignoring—if any—variants, expansions or extra scenarios.
- To facilitate and expedite the choices of the various publishers, the authors of the finalist games will also be asked to send multiple copies of their prototype.

In what language should I write the texts of my game?

- If you speak fluent Italian, the texts of the game and rules **must be written in good Italian**. However, should your game be admitted to the finals, it will be **mandatory** to also produce an **English version** of the prototype and rules).
- If you don't speak fluent Italian, all texts must be written **in English**.

The jury reserves the right to contact the authors for any additions or clarifications.

The rules

- Cannot exceed 10,000 characters indicatively.
- Must be clear and complete (number of players, description of materials, purpose of the game, etc.). We recommend using many examples and figures. Have someone who is not familiar with the game read it and see if they can figure out how to play it without your help. If the jurors cannot decipher it, they will not be able to test it or they will play it the wrong way and consequently will not be able to judge it appropriately.
- The title of the game, number of players, last name and first name, phone number and email address of the author should be indicated on both the box and the rules.

The staff is not responsible for lost or damaged prototypes during the event.

RETURN OF THE PROTOTYPE

Authors may have their prototypes not admitted to the finals sent back (at their own expense). Unsolicited prototypes will be dismantled **one month after the finals**. Finalist prototypes and those that will be awarded a special prize will not be returned in any case.



The 236 prototypes of the 2021 edition

Juries, game selection criteria, and finals procedure

There will be two separate Juries, who will work in different phases of the competition. During the 1st phase, only the **Selection Jury** will work on the games. Its members are:

- **Leo Colovini (president)**
- Giuseppe Baggio
- Federico Colovini
- Piero Modolo
- Dario Zaccariotto

The Jury will evaluate all the prototypes, keeping in mind the following criteria, in order of importance:

- **Publishing potential**, i.e. the chances the game has of being considered by a publisher
- **Originality** of the game's mechanics
- **Playability, balance and functionality** of the mechanics
- **Fun**
- **Functionality** of the prototype and clarity of the rules

It must be specified that while the quality of the prototype (and, above all, of the rules) weighs little on the overall evaluation of the game, at the same time it is a fundamental condition for a correct playthrough of the game and the enjoyment of all the other features.

It will be the task of the selection jury to support the authors in editing the games in development, if they are deemed interesting but not yet ready for the finals.

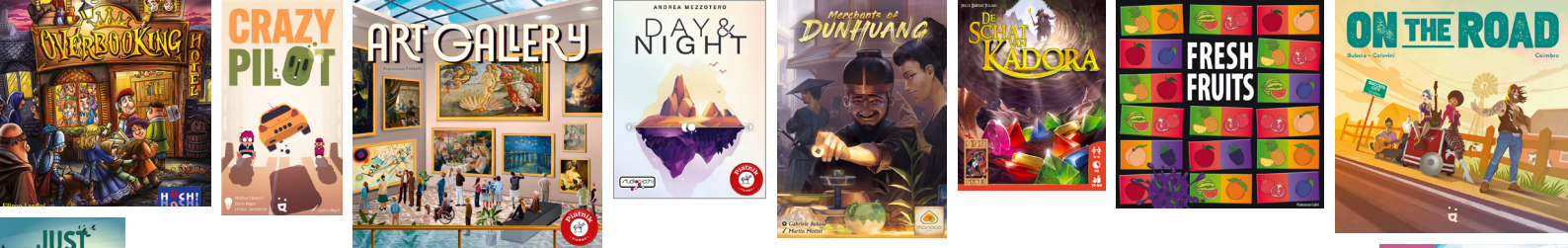
The **Final Jury** of the 2023 edition was as follows; all 2025 memberships will gradually be announced on our official website:

- **Dario De Toffoli - president (studiogiochi, Italy)**
- Hadi Barkat (**Helvetiq**, Switzerland)
- G. Aguirre Bisi & P. Paoletti (**ThunderGryph Games**, Spain)
- Luca Borsa (**SAZ Italia**, Italy)
- Bernd & Moritz Brunnhofer (**Hans im Glück**, Germany)
- Stefano De Carolis (**Giochi Uniti**, Italy)
- François Décamp (**Asmodée**, France)
- Erik de Jong (**999 Games**, Netherlands)
- L. De Luca Cuccia & G. Torrente (**Creative Jam**, Italy)
- Thorsten Gimmler (**Ravensburger**, Germany)
- M. Donda & A. Montingelli (**Amigo**, Germany)
- Hermann Hutter (**Huch! & friends**, Germany)
- David Junglas (**Moses**, Germany)
- Kevin Kichan Kim (**Mandoo Games**, South Korea)
- Simone Luciani (**Cranio Creations**, Italy)
- Wolfgang Ludtke (**Kosmos**, Germany)
- Conor McGoey (**Inside Up Games**, Canada)
- Matthias Wagner (**Pegasus Spiele**, Germany)
- Umberto Rosin (**La Tana dei Goblin**, Italy)
- Michal Šmíd (**Albi**, Czech Republic)
- Dieter Strehl & Severin Strehl (**Piatnik**, Austria)
- Jay Tummelson (**Rio Grande Games**, United States)

Both Juries will rely on the collaboration and advice from other selected playtesters.

The international jury of the 2023 edition





From Archimede to the shelves

In recent years, Premio Archimede has proven itself as an incredibly effective display. Many of the games developed from the prototypes submitted to the Premio Archimede have already found a publisher, and many others are in the process of being published.

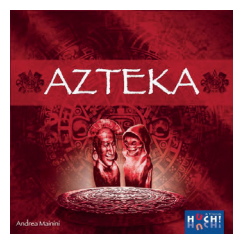
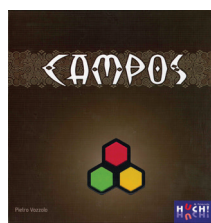
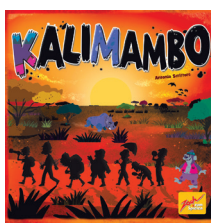
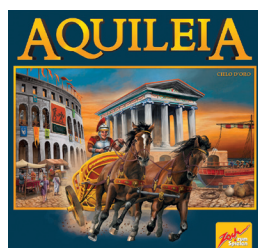
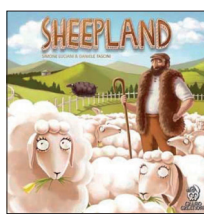
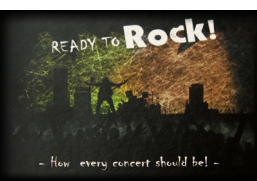
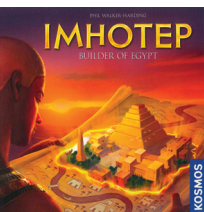
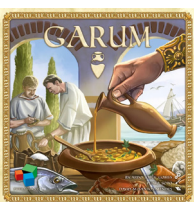
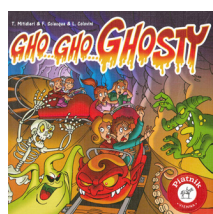
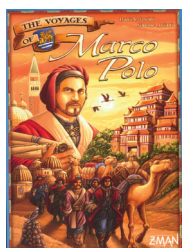
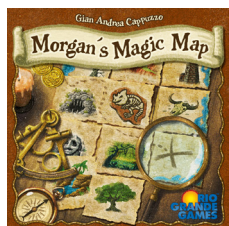
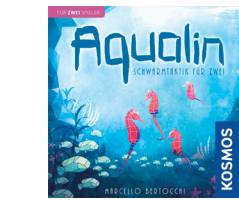
- Wunderkammer, Andrea Martini, Lorenzo Martini, Alessandro Zappi (2023)
- Adiós Amigos!, M. Cimenti, C. Zanchetta, C. Rigon (2023)
- Aiutanti di Noè, Giorgio Galbusera (2023)
- Crazy Worms, Fabrizio Tronchin, Maurizio Buso (2023)
- Garden Time, Filippo Landini (2023)
- Ikebana, Francesco Testini (2023)
- Let's Wall, Francesco Angileri, Francesco Timo (2023)
- Rex Cracoviae, Cielo D'Oro (2023)
- Soaring Skies, Aaron Kempkes (2023)
- Una giornata sfortunata, Cielo D'Oro (2023)
- 7 Guilds, Mario Quartana (2021)
- Tergeste, Eric Orel (2016)

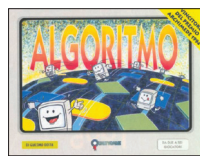
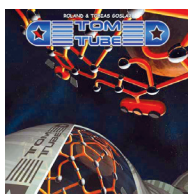
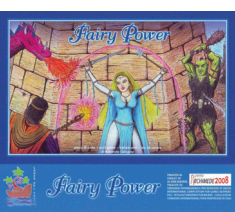
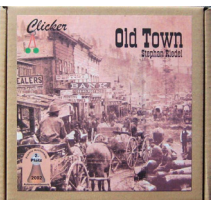
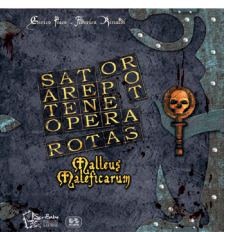
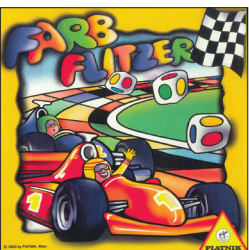
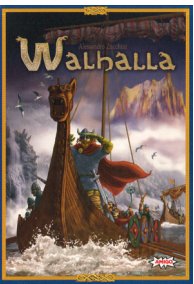
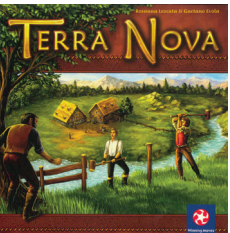
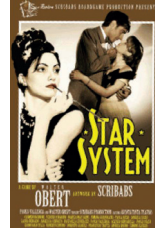
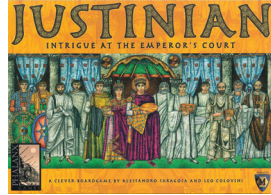
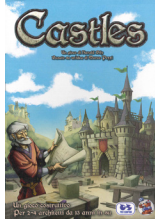
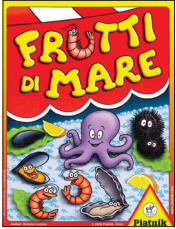
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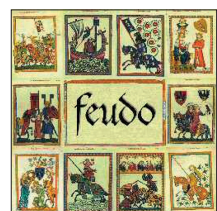
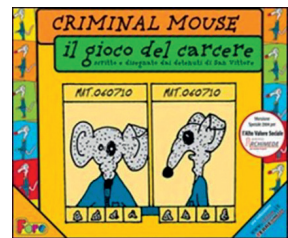
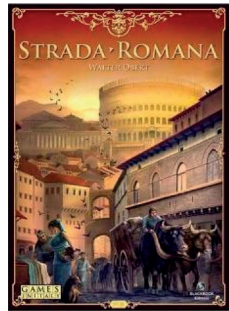
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- On the Road (*Your Majesty*), Gabriele Bubola, Helvetiq, 2023
- Art Gallery (*Un giorno al Museo*), Francesco Frittelli, Piatnik, 2023
- Crazy Pilot (*Watch Out!*), M. Cimenti, C. Zanchetta and C. Rigon, Helvetiq, 2023
- Morgan's Magic Map (*JAP - Just Another Pirate Game*), G.A. Cappuzzo, Rio Grande Games, 2023
- OverbookKing, Filippo Landini, HUCH!, 2022
- Fresh Fruits (*Happy fruits*), Francesco Calvi, HUCH!, 2022
- Old London Bridge (*Bononia*), Gabriele Bubola, Queen Games, 2022
- Just Wild (*Rus in urbe*), Marco Franchin, Helvetiq, 2021
- Day & Night (*Tricky days*), Andrea Mezzotero, Piatnik, 2021
- De Schat van Kadora (*Cónclave X*), Félix Bernat Julián, 999 Games, 2020
- Cónclave (*Cónclave X*), Félix Bernat Julián, Reverse Games, 2020
- Kleine Kläffer (*Cónclave X*), Félix Bernat Julián, Piatnik, 2020
- Merchants of Dunhuang (*Bazar di Tabriz*), G. Bubola, Mandoo Games, 2020
- Aqualin (*FeudaLink*), Marcello Bertocchi, Kosmos, 2020
- Garum (*Overmatch*), Ricardo Jorge Gomes, Pythagoras, 2019
- Wizard Würfelspiel (*On-a-roll*), Daan Kreek, Amigo, 2019
- Hats (*Sunshine & Showers*), Gabriele Bubola, ThunderGryph Games, 2019
- Carnavalo (*Messti*), Peter Verhaeghe, 999 Games, 2018
- Pass the Bomb Family, parte di (*Word up!*), Daan Kreek, Piatnik, 2017
- Gho...gho...Ghosty (*Clavigola*), F. Sciacqua and T. Mitidieri, Piatnik, 2017
- Tolomeo, Diego Allegrini, Dal Tenda, 2017





Imhotep (*Builders of Egypt*), P. Harding, Kosmos, 2016 - nomination SdJ 2016
Auf den Spuren von Marco Polo (*Marco Polo*), S. Luciani and D. Tascini, Hans im Glück, 2015 - winner of DSP 2015
Cacao, Phil Harding, Abacus Spiele, 2015
Espresso fishing (*Who sleep don't fish*), Davide Rigolone, Piatnik, 2014
Azteka (*Cuzco*), Andrea Mainini, HUCH! & friends, 2014
Ready to Rock, Tommaso Bonetti, self-published, 2012
SheepLand (*Nuraghe*), Simone Luciani, Cranio Creations, 2012
Castles, Marco Pozzi, Heidelberger Spieleverlag, 2012
Aquileia, Cielo d'Oro, Zoch, 2011
Drop Site, Dennis B. Hoyle, Gordion Games, 2011
Kalimambo (*Crazy race*), Antonio Scrittore, Zoch, 2011
Campos (*Kebec*), Pietro Vozzolo, HUCH! & friends, 2010
Frutti di mare (*Portobello Road*), Simone Luciani, Piatnik, 2009
Egizia, Virginio Gigli, Hans im Glück, 2009
Strada romana, Walter Obert, Ghenos Games, 2009
Fairy Power, Antonino Calogero, Lanza del Vasto, 2009
Sator Arepo Tenet Opera Rotas (*The muddle maze*), E. Pesce and F. Rinaldi, ScriBabs/Post Scriptum, 2008
Star System, Walter Obert, Scribabs, 2007
Tunnelz, (*Andrew's cage*), Andrea Mainini, Recent Toys International, 2007
Verbindung gesucht (*Trikube*), Luca Borsa, Ravensburger, 2007
Ur, Paolo Mori, What's your game?, 2006
Fischmarkt, Mario Papini, Clementoni, 2006
Walhalla (*Vichinghi*), Alessandro Zucchini, Amigo, 2006
Justinian (*Bisanzio*), Alessandro Saragosa, 999 Games, 2006
König Salomons Schatzkammer (*Moria*), A. Saragosa, Clementoni, 2005
Spin & Trap, Andrea Mainini, Goldsieber Spiel, 2005
Terra Nova (*Terranova*), G. Evola and R. Leocata, Winning Moves, 2004
Criminal mouse, Inmates of the San Vittore prison, Faro, 2004
Feudo, Mario Papini, Zugames, 2004
Minestrone (*Collection*), Luisa and Francesco Cognetti, Piatnik, 2003
Tom Tube (*Major Tom*), Roland and Tobias Goslar, Kronberger Spiele, 2003
Farb Flitzer (*Cromodrom*), Giuseppe Bonfiglio, Piatnik, 2003
Trigos, Paolo Gasperat, Arg Design, 2003
San Gimignano (*Gnomoni*), Duilio Carpitella, Piatnik, 2002 - recommended by SdJ 2002
Sopravvento, Alberto Zaccagni, Sopravvento, 2001
Old Town, Stephan Riedel, Clicker Spiele, 2000
Verba game, Giuliano Parenti and Torquato Lo Mele, Dal Negro, 1999
Oxxo (*Forma o colore?*), Francesco Rotta, Faro, 1999
Algoritmo, Giacomo Dotta, Qualitygame, 1995
C'era una volta, Francesco Lutrario, Carte Segrete, 1994
Kupido, Giovanni Caron, Qualitygame, 1994
Konos, Giovanni and Andrea Grieco, Norberto Roccasalva, G.E.MI, 1994



Option Agreement

To be filled out in its entirety, signed, and sent to Premio Archimede in original copy along with the prototype

PART 1

PARTICIPANT'S PERSONAL DATA

name	
surname	
address	
postal code	city/nation
e-mail address	
telephone number	
place and date of birth	
names of the authors:	
.....	
.....	

PART 2:

GAME'S DATA

title
number of players
suggested age
average game length

PART 3:

RIGHTS OF OPTION

I hereby declare that I am the exclusive owner of the rights to the game described in Part 2 of this form, on behalf of all the authors named in Part 1.

I also declare that the game is unpublished, that it is not in vision with any publisher, and I agree not to show it to any publisher for the duration of this option.

I further declare that I grant studiogiocchi srl, located in Venice, San Polo 3083, VAT no. 02925110278, hereinafter referred to as "Agent" the exclusive right of option to the game, without the possibility of withdrawal.

Rights to the game will automatically revert to the author upon notification of non-admission to the finals, which will occur as soon as the game is tested and evaluated by the selection jury.

If the game is admitted to the finals, the option is automatically extended until 12/31/2028.

In the event that the Agent, by 2028, signs one or more publishing contracts, the option will turn into a full-fledged agency contract valid until 12/31/2033 and inclusive of any future expansions/variants/scenarios of the game.

The option stipulates the following:

- The Agent agrees to make every effort in order to sign publishing contracts for the GAME with possible Italian or foreign publishers, inclusive of the cooperation for developments that may be necessary. Within the terms of the option, the Agent may sign publishing contracts on behalf of the author.
- In the case of the signing of one or more contracts, the Agent will either pay 50% of the net royalties accrued to the Author or enter into contracts providing for direct payment to the Author of 50% of the royalties.
- Until the option expires, the author may not offer the game for viewing to any publisher without the written consent of the Agent, and in any case may not enter into licensing agreements for this game except through the Agent.
- After the expiration date, the option shall be deemed automatically renewed from year to year unless one party gives written notice of termination to the other, at least six (6) months prior to the original or extended expiration date. Any contracts signed by the Agent within the original or extended expiration date of the option shall remain in effect until their expiration date, including financial benefits to the Agent.

PART 4:

AGREEMENT AND SIGNATURE

I accept and subscribe to all the conditions contained in the notice of participation including the provisions of Part 3 of this contract regarding the assignment of the rights of option.

Participant's signature

Hall of Fame

2023 - Sala San Leonardo, Venice

Premio Archimede

1 st place	Rex Cracoviae by Cielo D'Oro	12 th place	Soaring Skies by Aaron Kempkes
2 nd place	Garden Time by Filippo Landini	13 th place	Up & Down by Marco Rava, Simona Greco
3 rd place	Wunderkammer by A. Martini, L. Martini, A. Zappi	14 th place	Borgopietra by Guglielmo Cok
4 th place	Una Giornata Sfortunata by Cielo D'Oro	15 th place	Building Up by Pietro Gabrielli Puzzle World by David Spada
5 th place	Le Botteghe di Firenze - A. Cuneo	17 th place	Blood & Glory by Maria Chiara Bagli Pond Salad by Richard De Rijk
6 th place	Adiós Amigos! by M. Cimenti, C. Zanchetta, C. Rigon	19 th place	Aiutanti di Noè by Giorgio Galbusera
7 th place	Covens by Félix Bernat Julián	20 th place	Crazy West by M. Buso, F. Tronchin
8 th place	Ikebana by Francesco Testini	21 th place	Frutta e Verdura by Cielo D'Oro
9 th place	Croak a Lot by Carlo Sgattoni	22 th place	Crazy Worms by F. Tronchin, M. Buso
10 th place	Let's Wall by F. Angileri, F.Timo	23 th place	La Forgia dei Nani by Francesco Frittelli
11 th place	Dragomuro by R. Perenzin, F. Tonon, M. Sponza	24 th place	Dice Cream by Gabriele Rolandini

Special Awards

Special Award "Sebastiano Izzo"	Dragomuro by R. Perenzin, F. Tonon, M. Sponza	Fotonica in Gioco Award	Smonta la Fake by Liceo Scientifico Statale G. Ulivi di Parma
Special Award Cartamundi	Adiós Amigos! by M. Cimenti, C. Zanchetta, C. Rigon	Scienza in Gioco Trophy	Fibonacci by Angela ed Emanuela Cavinato
SAZ Italia Trophy	Croak a Lot by Carlo Sgattoni	Matematica in Gioco (University of Trento)	Millennium by Leonardo Errati and others collaborators

2021	Venice, Hotel Palazzo Barbarigo	OverbookKing by Filippo Landini
2018	Venice, Sala San Leonardo	JAP – Just Another Pirate Game by Gian Andrea Cappuzzo
2016	Venice, Sala San Leonardo	Tergeste by Eric Orel
2014	Venice, Sala San Leonardo	Nea Polis by Ciro Facciolli and Sara Rubino
2012	Venice, Guggenheim Institute	Marco Polo by Simone Luciani and Daniele Tascini
2010	Venice, Great Hall, IUAV	Aquileia by Cielo d'Oro
2008	Venice, Great Hall, IUAV	Lorenzo il magnifico by Paolo Mori
2006	Venice, Terese, IUAV Art and Design faculty	Clavigola by QMAM
2004	Venice, Great Hall, IUAV	Terranova by Gaetano Evola e Rosanna Leocata
2002	Venice, Ca' Vendramin Calergi	Magma by Carlo A. Rossi
2000	Cagli, 8° Games' Festival	Bisanzio by Alessandro Saragosa Gnomoni by Duilio Carpitella (ex-aequo)
1998	Cagli, 6° Games' Festival	Giano by Furio Ferri
1996	Marina di Carrara, Libriamo&Giochiamo	Krakatoa by Walter Obert
1995	Cattolica, Hotel Queen Mary	Svicolando by Claudio Serravalli
1994	Marina di Carrara, Estategiochi '94	Algoritmo by Giacomo Dotta
1992-3	Gradara, 3rd and 4th Games' Festival	Demonstrative exhibitions

CITTÀ DI VENEZIA



LE CITTÀ IN FESTA



FOTONICA in GIOCO

Inventare un gioco per raccontare la Scienza



Albi

