

Seminar of studies | Seminário de estudo | Seminario di studio

CHRONOS

Programme

Thursday, 3 September 2026

Venue: Centro Camuno, via Marconi 7, Capo di Ponte (BS).

- **During the day:** arrival of participants.
- **6:00 p.m.:** welcome greetings and presentation of the Study Seminar.
- **8:00 p.m.:** convivial dinner by reservation, maximum 20 people.

Friday, 4 September 2026

Venue: Centro Camuno, via Marconi 7, Capo di Ponte (BS).

- **9:00 a.m.:** opening of the proceedings and greetings from the President of the Centre, Tiziana Cittadini.
- **9:30 a.m.:** CHRONOS, “Games from Prehistory to the present day”, presentations, chaired by Mila Simões de Abreu.
- **11:00 a.m.:** coffee break.
- **11:30 a.m.:** CHRONOS, continuation of the presentations, chaired by Luis Jorge Gonçalves.
- **12:30 p.m.:** lunch break.
- **2:00 p.m.:** special session “School Games”, coordinated by Giancarlo Maculotti, Helder Sousa and Ana Morais.
- **2:30 p.m.:** introduction to the theme “Board Games at School”, by Ana Morais and Helder Sousa.
- **3:30 p.m.:** discussion.
- **4:00 p.m.:** presentation of the school competition, a joint project between CCSP and the University of Milano-Bicocca, by Elisa Angella.
- **5:00 p.m.:** coffee break.
- **5:30 p.m.:** teaching worksheets: presentation and experiences, by Giancarlo Maculotti.
- **6:00 p.m.:** presentation of the “Digital Ideas” project, by Patrick Preisser.
- **6:30 p.m.:** demonstrations of various board games for schools.
- **7:00 p.m.:** final discussion.
- **8:00 p.m.:** convivial dinner by reservation, maximum 20 people.
- **10:00 p.m.:** evening dedicated to games.

Saturday, 5 September 2026

Venue: Museo della Riserva, via Piana 29, Nadro di Ceto (BS).

- **10:00 a.m.:** visit to the Museum.
- **10:30 a.m.:** CHRONOS, “Games from Prehistory to the present day”, presentations, chaired by Mila Simões de Abreu.
- **12:30 p.m.:** lunch break.
- **2:30 p.m.:** playtesting of video games and board games developed in Italy, curated by IGDA Milan and IGDA Trentino; free game sessions with video game and board game developers.
- **4:00 p.m.:** talk “Speaking as Ten Thousand Years Ago: Prehistory and Invented Languages, with the Wenja Case”. **Speakers:** Daniele Fusetto, Freelance Narrative Designer, IGDA Italy and Accademia Italiana Videogiochi, in conversation with Mila Simões de Abreu.
- **5:00 p.m.:** roundtable “What Does It Mean to Develop Video Games in Italy?” Game developers from the IGDA Italy community will talk with Chronos academic guests about the challenges and shared goals between development and research.
- **9:00 p.m.:** presentation of “Hyperarousal”, a horror video game set in Val Camonica and developed by Aion Interactive, with Ivana Murianni, Game and Narrative Designer at Aion Interactive. A guided night visit to the rocks of Foppe di Nadro will follow.

Sunday, 6 September 2026

Venue: Museo della Riserva, via Piana 29, Nadro di Ceto (BS).

- **10:00 a.m.:** “Let’s Play”, an open space for playing games from Prehistory to the present day.
- **12:30 p.m.:** lunch.
- **3:00 p.m.:** “Let’s Play”, an open space for playing games from Prehistory to the present day.
- **6:00 p.m.:** final discussion and conclusions.

The participants will also be able to take advantage of the concurrent Ketodamos Preistorik event, a living-history event at Foppe di Nadro, in the heart of the Ceto, Cimbergo and Paspardo Rock Engravings Nature Reserve. **From 2:00 p.m. on Saturday, 5 September to 7:00 p.m. on Sunday, 6 September**, participants will be able to immerse themselves in life in a prehistoric village, with workshops dedicated to fire-lighting using ancient techniques, rope making, clay-pot modelling, food preparation and participation in rituals.

An event organized by
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DI STUDI
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