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## Italian SAZ group founded

In Italy, a national group of the Game Designers Association (SAZ) was founded in October. This is the first regional group outside of Germany and gives a strong signal for a better international presence of the advocacy group of game authors which has worldwide members in 19 countries.

The number of Italian SAZ members has risen to almost 30 authors in recent months. At the same time, there was a growing need to organize at national level and to be able to respond more effectively to the peculiarities of the home country. Walter Obert from Pioiasco near Turin, who co-founded and organized the IDEAG game author meetings 14 years ago, which is now being held in several cities in Italy, was elected as spokesman.

The SAZ Executive Board will actively support the Italian colleagues in establishing national organizational structures. In addition, an amendment to the statutes is in preparation, which will grant representatives of such national groups outside Germany a place on the SAZ's Extended Board. In view of the increasing internationalization of the games market, it is also necessary to strengthen international cooperation between game authors in order to assert their interests.

In Essen during the SPIEL'17, took place a meeting with the newly founded *Société des Auteurs de Jeux (SAJ)* in France. Both organisations agreed on close cooperation.