



Fabio Barzagli (Fby)

multimedia artist,
philosopher,
manager and cultural promoter,

Firenze, Toscana, Italy
objectives: research

High School Education: Computer Science, Music, Mathematics

Some Activities:

www.Paternita.Info / Fatherhood
Nayma Videogames & Music Composition
ed.Ultra - GruppoLIT.com

Public Profiles:

<https://it.linkedin.com/in/fabiobarzagli>
www.fabiobarzagli.net
<https://youtube.com/fbymods>

Fabio Barzagli has been an appreciated musician under the name of FBY, awarded in many European countries, Turkey and Russia, publishing CDs and composing music for videogames.

He's been founding Nayma Software producing Tony Tough probably the most world famous Italian videogame and other creative projects like DLAB (first Italian videogame school), TRIP (called from media the Woodstock of Computer Science) and many others.

He's been dedicating most part of his life to the non-profit cultural divulgation and promotion, involving art, philosophy, politics, social environment, health and human rights, psychology and complexity science.

In 2008 has been proposed and candidate as deputy in the Italian Parliament and named two years later as Artistic Director of the first Italian celebration of the UN Convention of Child Rights - NY, 1989 - first worldwide paper recognizing shared parenting as a child's right.

At present, all his compositions, games, broadcasts, videos, writings and publications are freely available and shareable online.

Here below a brief summary of his main activities.

- email: bentornatopadre@gmail.com

" The beauty of a man fades not for losing hairs, but for losing ideas. "
(aphorisms in this document are created by Fabio Barzagli)

*** philosopher, social activist**

www.Paternita.Info / Fatherhood, February 2008 – 2016

www.Paternita.Info is a non profit organization for the promotion of the family and the individual, an international network of people and sites with 100+ gigabytes of cultural texts and videos and 1500 web pages made in collaboration with authorities and professionals of various countries.

Some goals:

- 5+ million certificate visitors 2008/2016
- 28.000+ followers on our Facebook Community
- 500+ publications for tv, newspapers
- 1.000+ families oriented ("Help Father" free service)

www.Paternita.Info has high visibility on the web. Our social campaigns and videos are currently used in conferences, books, cinema, and clicked million times.

References: <http://www.paternita.info> <http://paternita.info/fatherhood> paternita.info/video

"Honesty is the highest form of Intelligence. Sly people have not enough intelligence to understand it. "

" Fatherhood is an Institution, Governments must defend it and bring it everywhere. "

" La Paternità è un Valore, lo Stato ha il dovere di tutelarla dove esiste, portarla dove non esiste. "
(Proposta di Legge Costituzionale n.1395/08 - Law deposited in the Italian Parliament)

*** manager, multimedia producer**

Nayma Videogames, July 1997 – 2014



Nayma Software is a company involved in multimedia, videogames, computer art, eucation and development. Founded and directed by Fabio Barzagli with the participation of programmers, musicians, graphics, artists and collaborators. An intense activity, products and events (some, of international relevance) will follow:

- videogame and interactive software production
- creative multimedia and web-art solutions
- courses and educational contents
- computer science event and TV magazine conduction
- tony tough worldwide licensing and distribution

Through its manifold activities and its network of relations, Nayma has been creating new professional figures, hundreds of young people well integrated in the work environment today, as computer scientists and creatives.



Tony Tough is a 2D adventure, one of the most world famous italian videogames, translated in 7 languages. First game presentation was in 1997 during the event Saloon.bit and got attention from main computer magazines. The game is actually distributed from Steam, Microids and Dotemu.



Dlab has been the 1st italian videogame school. Founded in 2002 by Fabio Barzagli and Bernardo Innocenti, DLab has been organizing courses with partners like Coop. Electra, ITIS G.Galilei Arezzo, ISA Firenze, ITIS Carpeggiani Ferrara, CSCS Pistoia, R. Toscana, Europe Social Funds (FSE) for innovative projects.

See official trailer: <https://youtu.be/IRuhbWZo8LE>

See 2006 courses: <https://youtu.be/-jLotCabSrw>

References: <http://nayma.paternita.info> <http://tony-tough.paternita.info>

* **musician, composer**

January 1987 – 2016

- soundtracks (movies, documentaries, jingles)
- artistic direction
- interactive music for videogames, multimedia and web
- sound design and fx making

Fabio Barzagli is well-known and appreciated under the name of Fby, awarded in France, Denmark, Italy, Holland, Sweden, Germany, Turkey & Russia between 1994 and 2007. He published CDs and composed music for videogames like TraumaZero, Euro League, Roasted Moths, The Nutcracker, XTM, Legend of Rome, Etc..

500+ pieces composed since 1987, from classical to electronic, rock, ambient, ethnic and techno music. Fby music is free music.

References: <http://fabiobarzagli.net> <https://www.youtube.com/fbmods> <http://fabiobarzagli.net/free-music>

" Opening mind isn't watching at crazy human things. We need a great opened heart and mind just to learn the simpler things that Nature shows to us. "

* **writer, scrittore**

ed.Ultra - GruppoLIT.com, March 2014

Fathers and Sons is the first Italian Books Series 100% dedicated to fathers and their children. First books are "Becoming a Father" and "A Guide to Divorce".

<http://castelvecchieditore.com/diventare-padre>

Padri e Figli è il primo progetto editoriale e culturale Italiano completamente dedicato alla paternità. Fanno parte della Collana "Diventare Padre" e "Affrontare il Divorzio".

La Collana è stata presentata il 19 marzo a Bari dal dr. Giancarlo Ragone ed a Firenze in Palazzo Vecchio dal sindaco Dario Nardella, in collegamento con Canale 5 (share 14%).

Dal 19 marzo 2014 nelle migliori librerie, nei book-shop italiani e su <http://libri.paternita.info>



"A molte domande la collana Padri e Figli risponde, scommettendo sulle persone, guardando agli uomini ed ai padri con fiducia, per aiutarli e guidarli nelle loro vite, dentro le loro famiglie." -Mediterranews.org

"Padri e Figli è a tutti gli effetti la prima collana sulla paternità realizzata in Italia, i primi volumi di Barzagli sono disponibili in tutte le librerie e nei migliori book-shop." - LaNazione.it

See official trailer: <https://youtu.be/JZ8WvUcevWg>

" Build around you walls of beauty, corrals of goodness, rivers of justice.. and evil will be far from you. "

* TV format creator, anchorman

CG Group, Publitoscana, Mediaset, 1997 – 2014

Opinionist, creator and anchorman of TV programs for numerous televisions * 1997-2000: Media Experience, educational program for schools about multimedia & information technology (Canale10/TMC3 C.GORI Group, 30 episodes) * 2008-2014: a series of cultural programs & episodes on divorce and separated children problems for local and national TV channels (Italia7, Italia1, Canale5, Rtv38, La8, Sky, ..., 30+ episodes).

<http://youtube.com/fbmods>

" *The best knowledge, is the will of knowledge.* "

* manager, teacher

DLab School, January 2002 – December 2006 (5 years) Florence Area, Italy, Arezzo and Ferrara

The first Italian Interactive software & Videogame school. (*DLab is a registered trademark*)

Number of students: 100+ Special training sessions provided for school teachers.

Fabio Barzagli's school has been awarded by European Social Fund (ESF) as innovative project with a 200.000 euro funding. ATI & partnerships have been created between:

Nayma Software (Firenze), Cooperativa Sociale Electra (Arezzo), Develer Srl (Bernardo Innocenti), ITIS Galileo Galilei (public school, Arezzo), ISA (public school, Firenze), ITI Copernico (public school, Ferrara), Cscs Centro Studi (private school, Pistoia). First multi-platform game: Starshocks, developed using C++ and Sourceforge (charted Top-40 most operative projects in 2002), reviewed by Daniele Vergini - The Game Machine n.12/02.

<http://dlab.paternita.info> <http://nayma.paternita.info/press>

* publications

Pubblicazioni di Attualità e Psicologia

<http://paternita.info/2/doc/rassegna-stampa-breve.pdf>

università, quotidiani, agenzie e tv

Publication of 500+ articles, manuals and interviews for universities, TV, newspapers and agencies.

Pubblicazione di oltre 500 articoli, manuali ed interviste per università, radio e TV, quotidiani ed agenzie stampa.

Candidatura alla Camera dei Deputati (elezioni politiche)

<http://paternita.info/2/doc/proposte-culturali-e-legislative.pdf>

progetti e proposte di legge depositate in parlamento a partire dal 26 giugno 2008

In 2008 Fabio Barzagli has been proposed and candidate as deputy in the Italian Parliament. Since then He has designed and written some law proposals. Proposte di Legge promosse: 1) Nuove norme e cultura in ambito di paternità, 2) Incentivi alla costituzione di una famiglia, 3) Estensione della responsabilità genitoriale 18+, 4) Pari accesso ai figli nel divorzio, 5) Orientamento ai genitori separati, 6) Diritto dei figli ad avere due genitori

Convenzione Internazionale dei Diritti del Fanciullo / 2010

<http://youtube.com/dirittidelfanciullo>

bari, sala consiliare della provincia / organizzatore e relatore (2 interventi, 80 minuti)

December 4, 2010

Organization of the first Italian official celebration of the ONU Convention of Child Rights (NY, 1989).

Organizzazione della prima celebrazione Italiana della carta ONU (NY, 1989) riconoscente il diritto alla bigenitorialità. Hanno partecipato innumerevoli autorità tra cui il Sindaco di Bari M. Emiliano.

other authors: dr. Giancarlo Ragone, dr. Elisa Gasparotto, avv. Luigi Fantini, Carlo Ioppoli, pub.minist. Carmen Pugliese, magistrato Luciano Guaglione, Giacomo Balzano, Pasqua Lacatena, Marino Maglietta.

* **honors, awards**

Member of SoftOne, Dark Age, Spyral, X-Zone, Phase Distortion between 1994 and 2007.

MORNING AFTER - The Party in Herning, 1995 Denmark
UNDER THE SEA - Saturne Party in Paris, 1996 France
DRUG VANILLA SYNDROME - The Italian Gathering, 1997 Italy
APACHE & SAMBING - The Italian Gathering, 1998 Italy
ESCAPE FROM THE DARK - Oxyron Party, 2006 Germany
COUNTRY GUNMAN - Outline in Braamt, 2007 Netherlands
OH YES, JAZZ! - Di Halt, 2007 Russian Federation

* *1st place computer music international contests*

OVERMOON - 7d6 in Istanbul, 2006 Turkey
YOU DON'T KNOW WHAT TIME IS IT - Grep in Lunden, 2007 Sweden
ZENITH - Gasp in Montpellier, 1995 France
STRANGE FLOWER - Saturne Party in Paris, 1997 France
PINKED & SUNSHINE - Mekka Symposium in Hannover, 1997 Germany
DREAMING JUNGLE - Solskogen in Kroer Vel, 2006 Norway

** *2nd or 3rd place computer music international contests*

references: <http://fby.paternita.info/allmusic.html>

* **education**

I.T.C. Alessandro Volta (indirizzo perito matematico-informatico) 1989 – 1994
mathematic / computer science experimental classes

Activities and Societies:

I.T.C. Alessandro Volta extra school sport activities like soccer and volleyball - extra studies in computer science and philosophy - coordination of courses and stages in companies - various auto organized student activities.

Music Garden School certificate, 1992
Maestros: Carlo Mascilli and Luigi Gagliardi

Other school and post-school activities:

- Avalon Multimedia Experiences (co-founder, manager).

<http://nayma.paternita.info/avalon.pdf>

Students/ex-students non profit association for the creation of new creative/professional work profiles. Created in collaboration with public school ITC Alessandro Volta (Bagno a Ripoli).

- Ecoland, building Cities of the future (project creator).

<http://nayma.paternita.info/ecoland/ecoland.pdf>

A game to teach ecological awareness. In collaboration with public school ITC Alessandro Volta (Bagno a Ripoli), Associazione Avalon Multimedia, National Building Research Institute from Bucharest (Mariana Stan), EUCLIDE (Canice Hamill), GPI – Associazione Italiana Sviluppatori di Videogames (Daniele Vergini).

* **volunteer**

Ambulance Driver, First-aid Operator - Misericordia Figline Valdarno, July 1995 – June 1996 (1 year) Health

* causes Fabio Barzagli cares about

Arts and Culture, Education, Environment, Health, Politics, Science and Technology

* other projects

Fatherhood / Paternità facebook Community, Started in May 2011

link: <http://facebook.com/paternita>

In defence of fatherhood and childhood. A tutela della Paternità, dell'Infanzia e dell'Adolescenza, per una società sostenibile. (28.000+ subscribers/adesioni)

Regia / Video & picture Direction, Started in September 2013

link: <http://youtube.com/bellissimivideo>

Bellissimi Video is a freetime Youtube channel. Just Music, pictures, and Love.

Goals: 25.000.000+ views, 38.000+ subscribers, 4500+ comments from 200+ world countries.

* additional info, interests

Nature, fishing, gym, relax, pinkfloyd, vangelis, ethics, complexity science, friendship, food, books.

* recommendations

dott. Franco Cracolici, Dir. FISTQ: *"I suoi libri dovrebbero essere introdotti nelle scuole, tanto sono profondi."*
March 19, 2014,

Eugenio Pelizzari, Insegnante di Italiano: *"Fabio è determinato e professionale. Affidabile e instancabile."*
December 2, 2010,

dott. Paolo Diotallevi, Presidente Scienza e Vita, Roma: *"Mi complimento per la precisione, l'incisività e la serietà dei contenuti, che condivido in pieno."*
October 20, 2009,

Giovanni Fiscarelli, CTO at Gruppo Telesforo: *"Fabio is a really great musician, with a unique personal style, I would recommend him to anyone who needs astounding beautiful music for their own needs."*
December 5, 2007

Eugenio Vitale, Director of Games Development at Koch Media / Deep Silver: *"Fabio is a talented musician, very committed to his job. He integrated easily within our working pipeline and was always readily available and responsive to our production needs."*
November 12, 2007

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<https://www.linkedin.com/in/fabiobarzagli>
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*Non vivo ne in un particolare luogo, ne in un particolare tempo.
Nel sole una particella compie migliaia di chilometri in un secondo. Una stella può essere invariabile per miliardi di anni e poi in un minuto cambiare più di quanto sia cambiata in tutta la sua vita.
Questi miei pensieri in forma di molecola su questo pianeta un giorno potrebbero diventare una foresta verde su di un altro. Nessuno può saperlo.*