

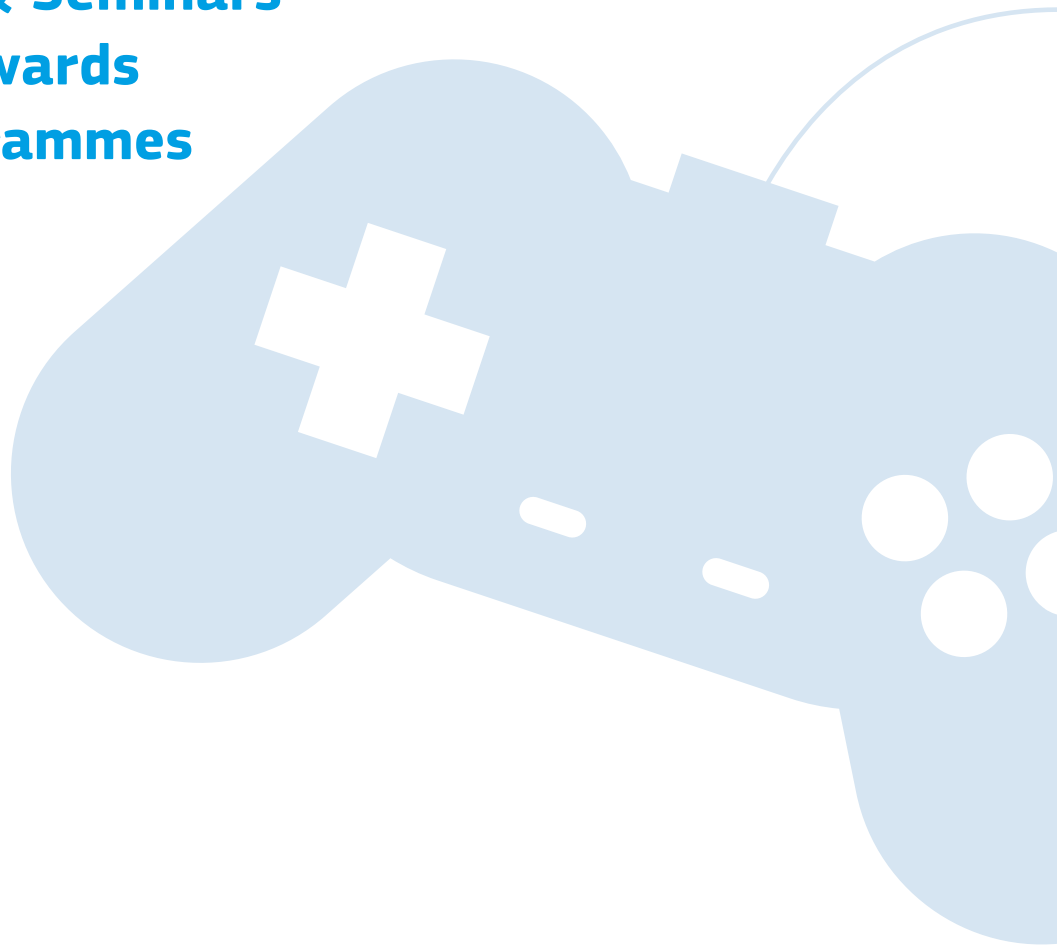


Creative  
Europe  
**MEDIA**

# **CROSS MEDIA / GAME GUIDE**

## **2015/2016**

**Conferences & Seminars**  
**Festivals & Awards**  
**Training Programmes**



*Elaborated by  
Creative Europe Desk Denmark  
Adaptation and design by  
Media Office Spain*

## TABLE OF CONTENT

INTERNATIONAL .....	3	ITALY .....	12
EUROPE .....	4	LITHUANIA .....	13
AUSTRIA .....	5	LUXEMBURG .....	13
BELGIUM .....	5	THE NETHERLANDS .....	14
CROATIA .....	6	NORWAY .....	14
CZECH REPUBLIC .....	6	POLAND .....	15
DENMARK .....	7	SLOVENIA .....	16
ESTONIA .....	7	SPAIN .....	17
FINLAND .....	8	SWIZERLAND .....	17
FRANCE .....	8	SWEDEN .....	17
GERMANY .....	10	UNITED KINGDOM .....	18
GREECE .....	12		
HUNGARY .....	12		
ICELAND .....	12	FUNDING POSSIBILITIES	
IRELAND .....	12	FOR CROSS MEDIA PLATFORM .....	20

### Remarks

This is a work in progress which consists of a list of events – festivals, seminars, training programs – revolving around the cross-media and the VIDEO GAMES sectors.

The list is organized by country and is non exhaustive.

The data collected are here to give a quick overview of what is currently happening in the different EU countries.

Furthermore, readers should be aware, when browsing through the list, that the terms cross-media and trans-media are not always clearly defined and differentiated which can be somewhat confusing. This list is meant to orient professionals of the video game and cross-media industry, and more generally of the audiovisual sector, looking for training, events and companies related to their field of expertise, as well as to know what is going on on a creative level.

Additional information: [info@ofinamediaespana.eu](mailto:info@ofinamediaespana.eu)

# INTERNATIONAL

## TRANS/CROSS MEDIA

### TransMedia Week

*"Attracting media, content and people":*

- Focus on the challenges that the relation between user-generated content and the media industry pose
- Interest in the activities of *prosumers* and fan communities and the rise of new multiplatform narrative formats
- International network of people from different sectors.

**26<sup>th</sup> of October - 01<sup>st</sup> of November 2015.**

<http://www.transmediaweek.org/>

### Marché du Film, Cannes

International film market and network for professionals, including cross media producers.

Since 2013, the Marché du Film has its own Cross Media corner: platform for interactive stories and innovative projects.

**17<sup>th</sup> - 20<sup>th</sup> October 2016, Cannes.**

<http://www.marchedufilm.com/en/projects>

### MIP.COM

International market for entertainment content.

<http://www.mipcom.com/>

### MIP.TV

International TV and digital content market.

MIPTV hosts the MIP digital fronts on the new digital content era.

**4<sup>th</sup> - 7<sup>th</sup> april 2016, Cannes**

<http://www.miptv.com/en/home/>

## VIDEO GAMES

### Games for Change G4C

GFC's goal is to promote the creation and distribution of games that have the potential to work as meaningful and powerful tools for educational and humanitarian efforts. G4C has license holders all around the world: US, Europe, Latin America, Korea and Australia and New Zealand.

**Game for Change Europe organizes a festival every year in Paris**, with jamming sessions, focuses seminars. It's a place where developers, teachers, entrepreneurs and activists can meet to discuss the most recent trends, the challenges and the future of the game industry.

<http://www.g4ceurope.eu/about/>

### VS Game International Conference on Virtual Worlds and Games for Serious Applications, 8th edition

Talks on Gamification and serious games applications, tools and new technologies, digital storytelling, augmented reality, multimedia gaming, AI applications, virtual environments...

**16<sup>th</sup> - 18<sup>th</sup> of September 2015, Skövde, Sweden**

**2016 edition 7<sup>th</sup> - 9<sup>th</sup> 2016, Barcelona, Spain**

<http://vsgames2016.com/>

### Pocket Gamer Connects, the International Conference on Mobile Games

**7<sup>th</sup> - 8<sup>th</sup> of September 2015, Helsinki**

**18<sup>th</sup> - 19<sup>th</sup> of January 2016, London**

<http://www.pgconnects.com/>

# EUROPE

## TRANS/CROSS MEDIA

### Euro Trans-Media project

Funded by the EU FP7 Regions of Knowledge program for the period 2013-2016, the goal of EuroTransMedia is to strengthen the cooperation between professionals (industrials, SMEs, research labs, academics, public authorities) to address the trans-media and multiplatform revolution and find innovative solutions to stimulate the economic development of the sector on a European level.

<http://www.eciaplatform.eu/newsarticle/eurotransmedia-ahead-of-the-transmedia-revolution/>

## VIDEO GAMES

### DICE Design, Innovate, Communicate, Entertain

Video Game industry event: Conference on interactive entertainment: talks on **cross platforms**, mobile games, virtual realities, financing games, market strategies...

**13<sup>th</sup> - 15<sup>th</sup> of September 2015, Barcelona**  
**2016 edition TBA**

<http://www.diceeurope.org/>

### Cross Video Days: the leading European digital content market

The Cross Video Days consist of conferences, workshops and labs focusing on the question of trans-media, innovation and audience engagement in the digital context.

**Next edition: June 2016, Paris**

<http://www.crossvideodays.com/en>

### GDC Game Developers Conference

Largest professionals-only game industry event in Europe. Tracks on Business, Marketing and Management, Design, Production, Programming

**15<sup>th</sup> - 16<sup>th</sup> of August 2016, Cologne, Germany**

*See also GDC Independent Games Summit, 14<sup>th</sup> and 15<sup>th</sup> of March 2016*

<http://www.gdceurope.com/>

### Game Connection Europe

*European Game Booster-financing in the game sector.*

The event's purpose is to bring the game industry and business agents together via pitch sessions, meeting between investors, audience and game developers. Game Connection offers networking opportunities with many actors from the different parts of the game industry (development, publishing funding production, middleware, marketing, distribution).

**28<sup>th</sup> - 30<sup>th</sup> of October 2015, Paris**

<http://www.game-connection.com/>

### EUROMAT

The association presents itself as the voice of the land-based gaming entertainment sector. EUROMAT's goal is to increase the gaming sector's competitiveness and represent its members' views and interests to the European institutions through affiliated national associations. EUROMAT consists of 17 national members association from 12 European countries.

**EUROMAT Gaming Summit:**  
**26<sup>th</sup> of May 2016, Barcelona**

<http://www.euromat.org/>

### EvoStar

European Conference on the Applications of Evolutionary and bio-inspired Computation. Conferences/workshops established by EvoNet (Network of Excellence in Evolutionary Computing). The EvoApplications conference includes a track, EvoGames, on bio-inspired Algorithms in Games.

**Next edition:**  
**30<sup>st</sup> of March - 1<sup>st</sup> of April 2016, Porto, Portugal**

[http://www.evostar.org/2016/about\\_evostar.php](http://www.evostar.org/2016/about_evostar.php)

# AUSTRIA

## TRANS/CROSS MEDIA

### Cross Media Award

The Goldbach Group Cross Media Awards is an award meant to recognize the success of innovative multi-platforms campaigns in Germany, Switzerland and Austria.

**The Call for 2015 is closed. Next event TBA.**

Contact: [crossmediaaward@goldbachgroup.com](mailto:crossmediaaward@goldbachgroup.com)

<https://crossmediaaward.ch>

## VIDEO GAMES

### 2nd Central European Games Conference

The Central European Games Conference is organized by **Games Austria, the Association for the Advancement of Game Development in Austria** and its Central Europe partners.

**17<sup>th</sup> - 21<sup>st</sup> of February 2016, Vienna.**

<http://www.cegconf.com/>

# BELGIUM

## TRANS/CROSS MEDIA

### Boost-Up CrossMedia (a Wallimage Cross Media initiative)

Boost-Up Cross Media is a grant meant for innovative multi-platform projects aiming at gathering a large audience around a film production:

It consists of three type of support: digital promotion and cross media approaches for distribution and promotion / Digital extension - alternative frameworks for distribution / Digital exploration for projects related to the film sector.

**Projects supported:** *Dead Man Talking, Torpedo, Bye Bye Blondie, The Congress, La Vallée des Fourmis...*

<http://www.creativewallonia.be/projets/creative-production/boost-up-90/boost-up-crossmedia.htm?lng=en>

## Cartoon 360

Cartoon 360 is a pitching event meant to help producers develop and turn their project into an animation cross-media brand.

The event is for animation sector professionals (producers, distributors, creative personnel, studio directors, content developers, funders) wanting to pitch a cross-media animation project. The topics addressed during the program are the followings: How to market cross-media projects, improve pitching skills, network with key cross-media players, and focus on the latest trends.

<http://www.creative-europe-media.eu/trainings/courses/item/289-cartoon-360>

<http://www.cartoon-media.eu/cartoon-360.htm>

## !F Lab Interactive Factual Lab

The Lab is designed to help creative in producing and developing their online factual stories. It concerns projects using digital interactive media to portray factual issues ranging from online journalism and i-docs to serious games, historical graphic novels for the iPad, media-rich NGO websites, museum installations or location-based and educational apps.

<http://www.creative-europe-media.eu/trainings/courses/item/324-if-lab>

<http://www.iflab.net/>

## Workshop: Audiovisual Content Distribution

The workshop consists of 3 sessions focusing respectively on Cinema, TV and new platforms and on the challenge of distributing in a multi-platform environment.

**29<sup>th</sup> of October 2015 - 4<sup>th</sup> of November - 1<sup>st</sup> of December 2015, Brussels**

<http://www.mediarte.be/fr/nouvelles/workshops-audiovisual-content-distribution>

## VIDEO GAMES

### Screen Shake

Belgian developer showcase, workshops, exhibition and talks

**6<sup>th</sup> - 8<sup>th</sup> of February 2015, Antwerp  
2016 edition TBA**

<http://screenshake.be/>

# CROATIA

## TRANS/CROSS MEDIA

### **Croatia goes Cross Media 2013:**

Three day intensive programme for EAVE producers: focus on the challenges cross media raises for producers and authors. The event took place during the 4th Avventura on summer film festival in Zadar.

<http://www.cineuropa.org/nw.aspx?t=newsdetail&l=en&did=242912>

*Even though this program is closed now, it shows that initiatives are happening in Croatia and one should look for future events. Beside, talks are being held to implement a collaborative structure and an institutionalized support for VIDEO GAMES developers and filmmakers, which could allow for the future more projects related to the cross media field.*

For more details, see Martina Petrovic, Head of Office-Media Office Croatia - Creative Europe Desk: [martina.petrovic@mediadesk.hr](mailto:martina.petrovic@mediadesk.hr) / [www.mediadesk.hr](http://www.mediadesk.hr)

## VIDEO GAMES

### **IFCC Croatia - Independent Festival of Creative Communication**

Concept art for Films & Games, Graphic Design, Animation, 3D, VFX, Illustration, Advertising, Challenges & Awards.

**23<sup>rd</sup>-28<sup>th</sup> of May 2016, Zagreb**

<http://ifcc-croatia.com/>

### **InfoGamer Reboot**

Game Show, exhibition hall: presentation of video game latest titles, gaming hardware and VR devices, hall for independent game developers, indie game award...

**11<sup>th</sup> - 15<sup>th</sup> of November 2015, Zagreb**

<http://www.rebootinfogamer.hr/en/>

# CZECH REPUBLIC

## TRANS/CROSS MEDIA

### **EAST Doc Platform, Institute of Documentary Film**

5th edition of the largest Central and East European documentary event.

In 2016, the trans-media dimension will be the focus of the Doc tank, 3rd edition – a three days workshop for documentary projects with a cross-media dimension and a trans-media potential, coming from Central and Eastern Europe (preferably) and with a social aspect. It will consist of a development lab for cross media documentary projects with guidance for storytelling techniques and campaign design strategy.

The Doc tank will also offer meeting possibilities with editors, distributors and festival programmers, and a public panel on new trends in storytelling, crowd funding and marketing.

2015 cross media projects developed: Plastic, interactive website (Georgia); Let's Do It!, multi-platform campaign (Estonia, Croatia).

See more projects on the IDF website.

**Next edition: 9<sup>th</sup> - 11<sup>th</sup> of March 2016, Prague**

<http://www.dokweb.net/en/east-doc-platform/doc-tank-doc-tank-1027/?aYear=2015&sac=104>

## VIDEO GAMES

### **Game Developers session**

Conference, workshops, networking sessions with the industry professionals.

**27<sup>th</sup> - 28<sup>th</sup> of November 2015, Prague**

<http://www.gdsession.com/>

# DENMARK

## TRANS/CROSS MEDIA

### SharePlay

Share Play is an Inter-regional cross media and cross platform network of professionals from the film, TV, mobile, advertising, sound postproduction, games, music and design sectors. The network proposes various lectures, workshops and seminars to its members.

Upcoming events:

Growing Games - How to make money on your product, **21st of October 2015** – Transmedia workshop 1: Management & Financing / Trans-media workshop 2: Development and distribution **28th of November 2015** – Games Business **7th of December 2015**.

<http://shareplay.dk/>

### Animation sans frontières

Animation sans frontières is a two weeks program where four schools respectively host four distinct programs to provide an overview of the entire animation film production process from concept development and financing to production management. The program welcomes 15 junior European animation film and production professionals. The topics tackled during the program are the following: television and feature films, games and interactive media, traditional and cross-platform production processes.

<http://www.creative-europe-media.eu/trainings/courses/item/282-animation-sans-frontieres>

[http://www.animwork.dk/en/degrees\\_and\\_courses/asf---animation-sans-frontis/](http://www.animwork.dk/en/degrees_and_courses/asf---animation-sans-frontis/)

### 8th International Conference on Interactive Digital Storytelling – ICIDS 8

Workshop on interactive narrative, participatory storytelling, digital media and social media fiction, storytelling design: **1st of December 2015**.

**Conference: 2nd - 4th of December 2015, Copenhagen**

<http://icids2015.aau.dk/>

## VIDEO GAMES

### Games Business 2015

Nordic conference on game development business, organized by NordicGameBits and Shareplay.

**7th of December 2015, Aalborg**

<http://www.gamesbusiness.dk/>

### Counter Play 16

Video Game Festival.

**14th - 16th of April 2016, DOKK1, Aarhus**

<http://www.counterplay.org/>

### 5th EAI International Conference: ArtsIT, Interactivity and Game Creativity

**2nd - 4th of May 2016, Esbjerg**

<http://artsit.org/2016/show/home>

## INTERACTIVE DENMARK

Interactive Denmark helps Danish Companies by providing a network of foreign companies to facilitate investment in Danish game and interactive companies and ideas.

<http://interactivedenmark.dk/?language=en>

see on *Interactive Denmark*:

-Growing Games pitch competition (**10th of December 2015**) and workshops on business development for game companies (development, digital media, web and interactive design):

<http://interactivedenmark.dk/business-development-through-network>

-Game Business Aalborg: Conference focusing on the business aspect of Game development in the Nordic countries (**7th of December 2015**):

<http://interactivedenmark.dk/article/games-business>

# ESTONIA

## VIDEO GAMES

### GameDev Days 2015

Creative Mobile Games initiative Conference/ Game Village for showcasing of projects.

**8th - 9th of April 2015, Tallin**

**next edition TBA**

<http://gamedev.ee/>

# FINLAND

## TRANS/CROSS MEDIA

### Media City

Part of the Åbo Akademi University, in Vaasa, Finland and is a member of the DigiBusiness digital competence cluster.

Media City focuses on multiplatform storytelling as well as content development: games, quiz and shows for TV are being developed with interactive, cross media and trans-media solutions in mind.

<http://www.mediacity.fi/>

## VIDEO GAMES

### Slush 2015

Slush is a leading start-up, technology and investor event in Europe. The event, organized by NGI/NeoGame City for Nordic Game developers is for Game developers looking for an investor or willing to strengthen his/her network.

**11<sup>th</sup> - 12<sup>th</sup> of November 2015, Helsinki**

<http://www.slush.org/>

Upcoming events organized by NeoGame city:  
[www.neogames.fi](http://www.neogames.fi)

### Northern Game Summit

2-day conference for networking in the game development sector. During the 2015 edition, talks were held on Windows 10 and game development, level design, market strategies, independent games and business, games for mobile...

**1<sup>st</sup>-2<sup>nd</sup> of October 2015, Helsinki**  
**2016 edition TBA**

<http://northerngamesummit.org/index.html>

# FRANCE

## TRANS/CROSS MEDIA

### Futur en Seine, Cap Digital, le festival du numérique.

Futur en Seine is an international festival showcasing digital innovation from France and from all over the world to professionals and to the public.

The festival proposes conferences, digital creation nights, networking sessions, workshops for amateurs as well as various events from its partners.

**Next edition: June 2016, Paris**

<http://www.futur-en-seine.paris/>

### FIPA Festival International de Programmes Audiovisuels

FIPA is an international showcase of trans-media and lab of creative and technological trends. It awards a successful program with the Gold FIPA.

**Next edition: 19<sup>th</sup> - 24<sup>th</sup> of January 2016**  
**(registration open: July 2015), Paris**

<http://www.fipa.tv/en/smart-fipa-en/>

### GLOBAL MEDIA CONNECT

Organized by Imaginove, the Content Cluster in Rhône-Alpes, GMC consists of pitch sessions for the development of hybrid projects, with a focus on creative innovation and the relation between content (picture, sound, text and data) media (smartphone, TV, tablets, Internet...) and narration (apps, video game, series, animation).

-**GMC I Love TransMedia** is an Imaginove initiative, in partnership with the association Transmedia Immersive University that takes place every year in October, and in Paris.

Call for projects GMC I Love TransMedia 2015: april 2015.

**I Love TransMedia Week: 1<sup>st</sup> - 4<sup>th</sup> of October 2015, Paris**

-**GMC Games Day:**

Pitching and award for projects with a hybrid dimension, using innovative interfaces, innovative marketing approach, innovative business model and innovative technology.



-**GMC SidO**: Connected Objects and New Medias SidO consists of pitch sessions for VIDEO GAMES, media, design and interactive sector professional as well as connected object experts. It focuses on how connected objects have become a new device for content development that echoes the trend in carrying narrative universes across different platforms.

<http://www.global-media-connect.com/>

### Talent Day

Talent Day consists of a set of conferences, pitch sessions and round tables on innovation in digital contents, as well as professional networking. Talent Days also hosts a lab for 15 innovative prototypes projects. Focus 2015: Virtual and Enhanced Reality, "la Data dans tous ses états".

**Next event: 2<sup>nd</sup> - 3<sup>rd</sup> of December 2015, Lyon**

<http://www.talentday.fr/>

### Forum Blanc PRIMI, Pôle TransMedia Méditerranée

Forum Blanc is a seminar on new contents and new uses in the multi-platform/trans-media/audiovisual sector. It is open to studio directors, producers, heads of project, authors, developers, editorial managers, commercials and marketers, legal representatives of the animation, game, broadcast, interactive and mobile sectors.

**13<sup>th</sup> - 15<sup>th</sup> of January 2016, Marseille**

<http://www.primi.pro/transmedia/primi-accompagne-les-projets-trans-media-reperes-en-region>

<http://www.forumblanc.org/>

### Paris Image Digital Summit

Paris Image Digital Summit is an event dedicated to digital creation with professional conferences, the Digital Creation GENIE Awards and « La Journée très spéciale » (workshops and events on digital creation) The 2015 program included study cases ranging from Exodus: Gods and Kings (Ridley Scott) to Bird People (Pascale Ferran) and Assassin's Creed (Ubisoft, Gameloft, Akella). The topics of VFX – CGI – 3D – VR were also at the center of the program.

**Next edition: 28<sup>th</sup> - 30<sup>th</sup> of January 2016, Paris**

<http://www.idf-film.com/nos-operations/paris-images-digital-summit.html>

<http://www.parisimages-digitalsummit.com/>

*See also: Culture Cross Media, blog by MOONDA on cross media campaigns and events. (In French)*

<http://www.culturecrossmedia.com/>

### Trans-Media University

Trans-Media University is an association created in 2011 by audiovisual producers in order to promote trans-media story-telling. The association's goal is to structure the trans-media industry in France and in Europe, and to facilitate the access for all publics to such projects.

TIU offers coaching activities, labs, professional expertise for companies and organisations, mentoring for student projects. TIU professionals often participate to seminars, conferences and events such asPRIMI, Multi Ecrans Pôle Media Grand Paris, MIFA, Series Mania...

<http://www.transmediaimmersiveuniversity.com/public/tiu/html/index.html>

## VIDEO GAMES

### Game Summit DIGIWORLD

Since 2001, the Game Summit is the Video Game dedicated event of the DigiWorld Summit. It gathers key players from the industry and offers an industrial, technological and artistic perspective on the sector and its future.

**16<sup>th</sup> - 21<sup>st</sup> of November 2015, Montpellier, France**

<http://gamesummit.pro/>

## MIG, Montpellier in Games

At the occasion of the Game Summit in Montpellier, Montpellier in Game will organize round tables, game challenges, professional meetings between marketers and game developers, workshops and master classes for professionals and amateurs.

<http://www.montpelliergame.com/2015/>

## StunFest

Conferences for game designers, developers, artistic directors, composers, professional and amateur gamers to discuss the politic, ethical, aesthetic and economic challenges of the game sector.

**11<sup>th</sup> edition: 20<sup>th</sup> - 22<sup>nd</sup> of May 2016, Rennes**

<http://www.stunfest.fr/>

## Videogame Economics Forum

Forum on production and financing, networking events, seminars and workshops: free events for the professionals of the industry.

**11<sup>th</sup>-12<sup>th</sup> of May 2016, Angoulême**

<http://www.videogame-economics-forum.com/>

## Indie Games Play

Showcase of independent VIDEO GAMES. Indie Games Plays is a bi-annual event gathering journalists, independent video game developers and amateurs.

**2016 edition TBA, Paris**

<http://eventsforgames.com/indie-games-play-event/>

## Cartoon Games

One-to-one meeting between animation producers and gaming professionals.

**2<sup>nd</sup> of March 2016, Lyon**

<http://www.cartoon-media.eu/cartoon-movie-event/cartoon-movie-2016/cartoon-games.htm>

# GERMANY

## TRANS/CROSS MEDIA

### FMX

FMX is a conference dedicated to digital entertainment: Animation, Effects, Games and Trans-media. Held annually it gathers key players of the digital entertainment industry, ranging from artists, specialists, scientists and producers to address the challenges of financing and distributing exciting technologies internationally. FMX consists of networking sessions, workshops, and seminars for professionals of the audiovisual industry as well as a market place and a recruiting hub.

**26<sup>th</sup> - 29<sup>th</sup> of April 2016, Stuttgart**

<http://www.fmx.de/>

### Documentary Campus Masterschool

The Documentary Campus is the place for the development of ideas for factual series, one-off documentaries or cross-platform project for the international market. The program is meant for producers and directors.

<http://www.creative-europe-media.eu/trainings/courses/item/301-documentary-campus-masterschool>

<http://www.documentary-campus.com/>

## VIDEO GAMES

### Quo Vadis

European games industry convention

**18<sup>th</sup>-20<sup>th</sup> of April 2016, Berlin**

<http://qvconf.com/about/quo-vadis>

### CeBIT, Global Event for Digital Business

Exhibition, conferences. Organized by Deutsche Messe.

**14<sup>th</sup> - 18<sup>th</sup> of March 2016**

### International Game Week Berlin

Connecting Game Business, Technology and Culture.

**18<sup>th</sup> - 24<sup>th</sup> of April 2016, Berlin**

<http://www.gamesweekberlin.com/>

<http://www.amaze-berlin.de/>

## Appsworld

Conference on HTML5, mobile web, gaming world, smart homes, droid world, developer world, mobile payment and retail, mobile strategy and marketing.

**20<sup>th</sup>-21<sup>st</sup> of April 2016, Berlin**

<http://germany.apps-world.net/>

## German Computer Games Award

The main award for games in Germany was established by the federal government in collaboration with the game industry associations. The main purpose of this award is the promotion of innovative computer games, which are of cultural and pedagogical value. The prize is of € 385,000, and is equally financed by the Federal Government Commissioner for Culture and Media and the games associations BIU and GAME.

**Contact:**

Benjamin Rostalski, [kontakt@computerspielpreis.de](mailto:kontakt@computerspielpreis.de)

<http://www.deutscher-computerspielpreis.de/>

## LARA - Der Deutsche Games Award

LARA - Der Deutsche Games Award is a prize initiated by the specialist magazine GamesMarkt in 2011 to award a national or international personality of the gaming industry in the following categories: Best International Computer Game, Best International Console Game and Best International Mobile Game.

**Contact:**

Harald Hesse, Chefredakteur GamesMarkt/KidShop, [h.hesse@e-media.de](mailto:h.hesse@e-media.de)

<http://www.lara-award.de/contact>

## AMAZE

Game Award.

**20<sup>th</sup> - 23<sup>rd</sup> of April 2016, Berlin**

<http://www.amaze-berlin.de/>

## Initiative Creative Gaming

Workshops, courses and lectures about creative gaming. Example: PLAY 15 8th Creative Video Gaming Festival, Hamburg: exhibition, workshops, labs, conferences.

<http://hamburg.playfestival.de/play15/>

**Contact:**

[info@creative-gaming.eu](mailto:info@creative-gaming.eu)

<http://creative-gaming.eu/kontakt/>

## GamesCom

Games Com is the world's largest trade fair for computer and VIDEO GAMES and offers panels and lectures on the influence of digital games on the economy, society, education and culture.

The 2015 edition welcomed 345000 visitors from 96 countries 33200 trade visitors, 806 companies from 45 countries.

-Congress, campus, city festival, award, events for professionals and for the public.

**Next edition: 17<sup>th</sup> - 21<sup>st</sup> of August 2016, Cologne**

<http://www.gamescom-cologne.com/gamescom/index-9.php>

## Cologne Game Lab, Institute for Game Development and Research

-Clash of Realities is an artistic-scientific research conference gathering experts from the humanities, science, economics and politics fields to share their views on how digital games are being perceived by society, and how they have developed from an artistic and technological angle. Lectures, panel discussion and workshops will take place during two days, and 4 summits will be held.

**6<sup>th</sup> edition: 2<sup>nd</sup> - 4<sup>th</sup> of November 2015, Cologne**

<http://www.clashofrealities.com/>

## NotGames Fest

NotGames Fest is a biannual event, and a collaboration between Tale of Tales and the Cologne Game Lab.

It's an exhibition of a series of experimental games, with free access for both professionals from the industry and the public.

<http://notgames.colognegamelab.com/>

## RESPAWN

Forum for game developers

**2016 edition TBA, Cologne**

<http://www.respawngathering.com/>

## Hamburg Game Conference 2016

**Next edition TBA**

See also Game CityLab Hamburg and Games Lecture Series organized by Game City Hamburg.

<http://www.gamecity-hamburg.de/>

## GREECE

### TRANS/CROSS MEDIA

#### Anemon Production

Funded in Athens in 2003, Anemon is a non profit involved in the production of documentaries, educational programmes and cross-media projects. Importance is given to projects promoting inter-cultural and historical understanding across the Balkans.

Cross Media Projects: Twice a Stranger, A Balkan Tale, Metsovo 1900 (cross media project- Metsovo's Folk Art Museum), War and Peace in The Balkans...

*Anemon is part of the Documentary Campus in Berlin and Munich (see Germany)*

<http://www.anemon.gr/>

## HUNGARY

### VIDEO GAMES

#### Play It

**28<sup>th</sup> - 29<sup>th</sup> of November 2015, Budapest**

<http://playit.hu/en/budapest-2/>

#### PC Guru Show

**17<sup>th</sup> of October 2015**

<http://www.show.pcguru.hu/>

## ICELAND

### VIDEO GAMES

#### EVE FANFEST

Players and developers: 3-day gathering – presentations, tournaments and developer roundtables.

**21<sup>st</sup> - 23<sup>rd</sup> of April 2016, Reykjavik**

<http://fanfest.eveonline.com/>

## IRELAND

#### The State of Play

First Independant Game Developer Event hosted by the Dublin Institute of Technology

**20<sup>th</sup> of May 2015, Dublin**

<http://www.stateofplay.ie/>

## ITALY

### TRANS/CROSS MEDIA

#### Maia Workshops

Maia Workshops are advanced training and coaching programme for producers to carry their fiction, documentary or cross media project through all the stages of the creative process (development, production and distribution).

Maia is constituted of three independent workshops spread across the year: Creative Aspects, Legal and Financial Issues, Marketing and Distribution.

Among other things, Maia focuses on alternative models for financing strategies on cross and trans-media projects, opportunities for financing and distributing projects with a cross and trans-media potential.

<http://www.creative-europe-media.eu/trainings/courses/item/329-maia-workshops>

<http://www.maiaworkshops.org/>

#### ESoDoc- European Social Documentary

EsoDoc is for documentary and cross-media projects: it focuses on the development of new storytelling skills across platforms, the discovery of new forms of team building, producing, financing and distributing.

Importance is given to the exploration of new funding and distribution strategies, from traditional to new media channels.

Lectures, case studies, group work sessions, one-to-one on-site and online tuition and practical master classes are offered to professionals (producers, director, content developers) with or without their own project.

<http://www.creative-europe-media.eu/trainings/courses/item/310-esodoc-european-social-documentary>

<http://www.esodoc.eu/>

## **Bellaria Film Festival (Independent Cinema)**

In 2010 a workshop dedicated to international cross-media was held and led by Sergio Basso, author of Giallo a Milano, an original multiplatform work. The workshop tackled the various aspects of design and technical developments necessary to build a successful web documentary: writing, editing, post production, graphics and final engineering material.

**2015 edition: 24<sup>th</sup> - 26<sup>th</sup> of July 2015, Bellaria**

<http://www.bellariafilmfestival.org/>

## **Cartoons on the Bay, Pulcinella Awards 2016**

International Television and Cross-Media Animation Festival

**7<sup>th</sup> - 9<sup>th</sup> of April 2016, Venice**

<http://www.cartoonsbay.com/en/>

## **Cross-Media.it**

Cross-Media consists of a team of directors, producers, screen players, interaction-web-interface-experience designers, and social network experts who create interactive stories for different media platforms, taking interest in participative journalism, gaming, advertising, TV formats and films, contents for mobile, as well as augmented reality devices.

Every year, Cross Media hosts a professional conference and a thematic workshop on cross media international products and experiences.

They have been involved in projects such as Looking for Walter, a trans-media experiential learning project, or the launching of a national trans-media campaign for the release of the movie Sin City 3.

<http://www.cross-media.it/>

## **VIDEO GAMES**

### **Internet Festival Forme di Futuro**

Digital garage, Talks, exhibitions, shows and installations. 2015 edition topic: Space in Game.

**8<sup>th</sup>-11<sup>th</sup> of October 2015, Pisa**

<http://www.internetfestival.it/en/>

### **5th EAI International Conference on Serious Games, Interaction and Simulation**

Workshops and lectures on Serious Games

**16<sup>th</sup> - 18<sup>th</sup> of September 2015, Novedrate.**

<http://sgamesconf.org/2015/show/program-final>

## **LITHUANIA**

## **VIDEO GAMES**

### **Cross Media Zen**

Cross Media Zen is a conference of cross media and creative workshops - a tribute to a viable phenomenon and new forms of creativity - organized in Vilnius since 2010 by Creative Europe MEDIA office. The event is aimed at film, advertising, communication, computer game, animation, IT and literature specialists; the developers of mobile applications as well as the distributors of audio-visual content and television representatives.

**Next edition: late spring 2016**

<https://www.facebook.com/crossmediazen>

### **Game Industry Law Summit**

6 panels: BizDev to lawyer relationship, games and industry M&A, EULA (global/local), Esports, Conflict resolution in Games industry, Regional updates: what's affecting games industry in specific jurisdictions?

**28<sup>th</sup> - 29<sup>th</sup> of April 2016, Vilnius.**

<http://gameslawsummit.org/>

### **GAME ON**

Gaming Culture events, game industry speakers and game developers presentation (exhibition and talks)

**31<sup>st</sup> of October 2015, Vilnius**

<http://www.gameon.lt/en/programme/>

## **LUXEMBOURG**

## **TRANS/CROSS MEDIA**

### **Cartoon Masters**

Cartoon Digital is a seminar about developments and trends in digital animation and entertainment for connected screens. The seminar welcomes speakers from different countries (2015 edition: USA, UK, France, Japan and Canada) to talk about connected toys, apps, HTML5, digital broadcasting, VOD...

**2<sup>nd</sup> - 4<sup>th</sup> of December 2015, Luxembourg**

<http://cartoon-media.com/cartoon-masters/cartoon-digital/host-town-luxembourg.htm>

# THE NETHERLANDS

## TRANS/CROSS MEDIA

### IDFA Cross Media Project Forum 2015

IDFA is showcasing ten cross-media projects with an emphasis on interactivity as part of the Round Table pitches.

<https://www.idfa.nl/industry/forum/idfa-forum-cross-media-pitches-2015.aspxb>

### Cross Media Café

Cross Media Café are professional meetings for members of the IMMovator Cross Media Network with discussion on the current and future trends in the cross-media field. Each Cross Media Café deals with one specific topic:

<http://www.immovator.nl/cross-media-cafe>

<http://www.immovator.nl/>

### Casual Connect Amsterdam

**16<sup>th</sup> - 18<sup>th</sup> of February 2016, Amsterdam**

<http://europe.casualconnect.org/>

### Sources 2 Script Development Workshops

Sources 2 Script Development is a training programme for collaborative screenwriting and professional script development.

Focus on screenwriting, storytelling, script analysis, genres and styles, development of structure, characters, and re-writing skills. Cross-platform possibilities are among the topics tackled down.

<http://www.creative-europe-media.eu/trainings/courses/item/344-sources-2-script-development-workshops>

<http://www.sources2.de/>

### Playful Art Festival

<http://playfulartsfestival.com/>

## VIDEO GAMES

### GAMEON'2015

Conference on game programming, simulation, AI and computer game design.

**2<sup>nd</sup>-4<sup>th</sup> of December 2015, Amsterdam**

<http://www.eurosis.org/cms/?q=taxonomy/term/369>

### Indie Development

Conferences and Award for independent game developers.

**Next edition TBA ,Utrecht**

<http://www.indievelopment.nl/>

### Control Conference

3-day game development event

**29<sup>th</sup> of September - 1<sup>st</sup> of October 2015 - 2016 edition TBA, Utrecht.**

<http://controlconference.com/about/>

# NORWAY

## TRANS/CROSS MEDIA

### Nordic Media Festival/Nordiske Mediedager

The largest media conference in the Nordic region, offers a various range of networking events and seminars, as well as the Gullruten Award.

**11<sup>th</sup> - 13<sup>th</sup> of May 2016, Bergen**

<http://www.nordiskemediedager.no/program/>

## VIDEO GAMES

### LYST Summit

Summit on the representation and narration of romance, love and sex in VIDEO GAMES.

**24<sup>th</sup>-26<sup>th</sup> of June 2016**

<http://lyst-summit.dk/>

### ICEC 2015

International conference on entertainment computing: workshops, keynotes and tutorials.

2015 programme: Game Concepts, SOA, Joyful learning, AI and creativity, VR.

**30<sup>th</sup> of September - 2<sup>nd</sup> of October 2015, Trondheim.**

<http://icec2015.idi.ntnu.no/>

# POLAND

## TRANS/CROSS MEDIA

### FilmInteractive

Film Interactive is a two-day international event for innovative audiovisual content, ranging from web video to digital content, interactive film and cross-media/trans-media. It's a place where filmmakers, interactive directors, investors, marketers and artists can meet and extend their network. The goal of FilmInteractive is to showcase the newest trends in terms of content, innovation and cross media story-telling.

The two days consist on Business Conferences and a Content Market.

**23<sup>rd</sup> - 24<sup>th</sup> of September 2015, Łódź**

<http://www.filminteractivefestival.eu/filminteractive-about-us/en>

## VIDEO GAMES

### Poznan Game Arena (PGA)

Exhibition of Games, Entertainment and Multimedia Fair. The PGA is the oldest B2C industry event in Poland.

**Upcoming edition: 21<sup>st</sup> - 23<sup>rd</sup> of October 2016, Poznan**

<http://www.gamearena.pl/en/>

### Warsaw Games Week (WGW) and VIDEO GAMES Fair

Presentation of a great variety of new product presentations, specially designed zones prepared for the visitors where they could playing the newest games, testing the best equipment and meeting with the most popular players and youtubers. The first edition took place this year, but the event met with great success and following editions will appear in the coming years in Warsaw (Poland).

<http://warsawgamesweek.pl/en/>

### Digital Dragons

5th edition of the East Central Europe digital entertainment sector biggest event: Digital Dragons promotes the games sector, one of the fastest growing sectors in the digital entertainment industry. During the event you can meet the most important players of Polish and global game development - Digital Dragons provides a perfect opportunity for business contacts, staff recruitment, and product promotion launches.

**16<sup>th</sup> - 17<sup>th</sup> of May 2016, Kraków**

<http://digitaldragons.pl/en/>

### Pixel Heaven Retro and Indie gaming fest

The largest event for the independent gamedev sector. Every year the event is visited by approx. 3 000 people: gamers, gamedev representatives from Poland and abroad.

Pixel Award for best game, Pixel Expo exhibition, Dev. Connect conference.

**3<sup>rd</sup> - 5<sup>th</sup> of June 2016, Warsaw**

<http://www.pixelheavenfest.com/en/>

### Game Industry Conference, GIC

Held during the Poznan Game Arena, GIC is one of the biggest game expo in Europe with over 59 000 visitors coming to see games and try the gaming hardware of more than 100 expositors. Presentations of latest games and best hardware, gaming tournaments for professional gamers and amateurs, retro Games zone, pitching events, talks...

**16<sup>th</sup> - 18<sup>th</sup> of October 2015, 2016 edition TBA, Poznań**

<http://gic.gd/en/>

### **Mastering the Game. Business and Legal Issues for Video Game Developers. Baltic Sea Region Perspective**

Conference designed for video game developers and those interested in video developing matters from the Baltic Sea Region. The conference took place in Cracow, in November 2015 as one of the events of the Polish Presidency in Council of the Baltic Sea States (CBSS) within the framework of the "Creativity" priority. The main objective of this seminar is to introduce the game developers in the legal and commercial issues related to gaming industry needed to participate in what is now a well-structured global market for these.

The event met with great success and it is quite possible that following editions of the conference will appear in the coming years in Cracow.

<http://www.baltyk.mkidn.gov.pl/pages/strona-glowna/wydarzenia/mastering-the-game/information-about-the-conference.php>

### **Game Dev Evening**

Non-commercial, invite-only, game developers gathering, organized by developers themselves. The event focuses on integrating the game makers' community by providing the chance to freely discuss the hottest topics of our industry, conveniently exchange the knowledge or have a drink in a homely, familiar atmosphere.

<https://gamedevevening.yapsody.com/event/index/12833/game-dev-evening-2015>

The following workshops and trainings are designed for Polish game creators, developers and programist (spoken language: Polish):

### **The School of Game Creators (managed by Polish branch of Microsoft)**

<http://heyevent.com/event/u32v1jrfzn4dya/szkoa-tworcow-gier>

### **The Game Dev School**

<http://www.gamedevschool.pl/>

### **The Ganymede Academy**

<http://ganymedeacademy.eu/>

### **The Free2Play Academy (managed by Ten Square Games)**

<https://akademief2p.pl/>

### **Summer Game Academy (LAG – Letnia Akademia Gier)**

<http://czerwiecprojektowy.pl/category/aktualnosci/>

## **SLOVENIA**

### **VIDEO GAMES**

#### **Slovenian Games Conference**

First Slovenian game developers' conference. The event is an effort to develop and improve the Slovenian game industry. Talks were led on various topics, ranging from game development ecosystems to PR coverage and editorial outreach, independent games, support for European VIDEO GAMES (Creative Europe)

**26<sup>th</sup> of September 2015, Ljubljana.**

<http://gameslovenia.si/slovenian-games-conference-schedule/>



# SPAIN

## TRANS/CROSS MEDIA MEGA PLUS European Master in Audiovisual Management

Mega Plus is a ten-month programme for young European professionals with a 12-week residential course, internships, and a final evaluation.

During the program, topics in relation with the cross media sector are tackled down: project development (creative, trans-media, collaboration, and target audience identification), distribution (cross-platform), marketing (traditional and digital), cross-media financing...

<http://www.creative-europe-media.eu/trainings/courses/item/331-mega-plus-european-master-in-audiovisual-management>

<http://mediaschool.org/>

## VIDEO GAMES

### Fun and Serious Game Festival – 5<sup>th</sup> edition

Established in 2011, the festival showcases the work of artists, developers, directors, producers and all the professionals from the video game industry. This year, the festival will take place in Bilbao, from the 26<sup>th</sup> of November to the 1<sup>st</sup> of December.

*Awards will be given to the best VIDEO GAMES in entertainment and other industries, including Serious Games, that use video game technologies for educational, cultural, aero-spatial or health related purposes.*

<http://www.funandseriousgamefestival.com/>

### Mobile World Congress

Video game congress,

**22<sup>nd</sup> - 25<sup>th</sup> of February 2016, Barcelona.**

<http://www.mobileworldcongress.com/>

### GameLab

Market accelerator for game and interactive entertainment companies and projects.

Games and Digital entertainment conference.

**GameLab Academy 1<sup>st</sup>-4<sup>th</sup> of October 2015 -  
GameLab Barcelona 24<sup>th</sup> -26<sup>th</sup> of June 2015 -  
GameLab Mobile 5<sup>th</sup> of March 2015.**

<http://www.gamelab.es/welcome/>

### AzPlay

6<sup>th</sup> edition of the International Contest of Independent Video Games

**26<sup>th</sup> of November 2015 - 1<sup>st</sup> of December 2015,  
Bilbao**

[http://www.azkunazentroa.com/az/cast/agenda-4/azplay-2015-vi-certamen-internacional-de-videojuegos-independientes/al\\_evento\\_fa](http://www.azkunazentroa.com/az/cast/agenda-4/azplay-2015-vi-certamen-internacional-de-videojuegos-independientes/al_evento_fa)

### 3D Wire

3D Wire Market is a project created to exchange views, discover new talents and get to know the latest animation and videogames productions from all over the world.

**5<sup>th</sup> - 9<sup>th</sup> of October 2016, Segovia**

<http://www.mercado3dwire.es/>

# SWITZERLAND

## VIDEO GAMES

### Zürich Game Festival

Conference, workshops, competition and award, call for project.

**21<sup>st</sup> - 24<sup>th</sup> of January 2016, Zürich**

<http://www.ludicious.ch/>

# SWEDEN

## TRANS/CROSS MEDIA

### The Financing Forum for Kids Content

Film i Skåne

The Financing Forum for Kids Content is a pitching event: documentary, live action, animation and multi-platform projects.

**15<sup>th</sup>-17<sup>th</sup> March 2016, Malmö.**

<http://thefinancingforum.com/>

## VIDEO GAMES

### Nordic Game Conference, Malmö

The Nordic Game Conference features exhibitions, conferences, networking and pitching events, as well as the Nordic Game Awards.

**2016: TBA**

<http://conf.nordicgame.com/>

# UNITED KINGDOM

## TRANS/CROSS MEDIA

### Power to the Pixel:

#### The Cross Media Forum and the Pixel Lab (development course)

Power to the Pixel supports the film and media industries in their transition to a digital age. It helps content creators and businesses to create, finance and distribute their projects, and engage with the audiences across various platforms.

Cross Media Forum: showcase of practices, projects and ideas to create, finance, and distribute projects on multi-platforms. CMF consists of seminars, markets and networking events.

Pixel Lab: development course on media tools and the benefits they have to offer to film, TV and new media projects. The focus of the course is on how to create, finance and distribute projects, as well as on how to engage the audiences.

**Power to the Pixel: 13<sup>th</sup> - 16<sup>th</sup> of October 2015, London**

<http://www.powertothepixel.com/>

### Sheffield Doc/Fest

The 2015 program of Sheffield Doc/Fest featured a presentation of a Virtual Reality Arcade in collaboration with Site Gallery, a Crossover Summit on the use of VR, the access to digital media in Africa and a multi platform response to the rape crisis happening in India. It also showcased interactive documentaries at the Interactive Exhibition, a Cross-over Market and an Interactive Filmmaking report.

**2016 edition TBA, Sheffield**

<https://sheffdocfest.com/interactive/overview>

### Innovative UK Network

Innovative UK Network organizes a funding competition for cross-platform production in digital media: investment in collaborative R&D projects that stimulate innovation in the UK's creative industries, by addressing convergence in digital media technologies, ranging from film and TV to online video, animation and video-games. The Support is for production, post-production and especially for visual effects technologies.

Award of up to 4Mo£

**Registration 09<sup>th</sup> of November 2015 12:00 until the 23<sup>rd</sup> of December 2015 12:00**

Projects must be collaborative, led by a business. 50 to 70% of the eligible project costs may be granted depending on the size of the businesses.

[https://interact.innovateuk.org/competition-display-page/-/asset\\_publisher/RqEt2AKmEBhi/content/cross-platform-production-in-digital-media](https://interact.innovateuk.org/competition-display-page/-/asset_publisher/RqEt2AKmEBhi/content/cross-platform-production-in-digital-media)

### Cross Creative

TRC media is a training provider for the television and digital sectors, with a close partnership with Channel 4 and the BBC. It is a not for profit organization.

Cross Creative is a transformative training and development program for senior tech/creative professionals in the Scottish digital media sector.

**2015-2016 program closed for applications, Glasgow**

<http://trcmedia.org/>

### The Story

One day conference on storytelling (relevant for both cross media and Video Games)

**19<sup>th</sup> of February 2016, London**

<http://thestory.org.uk/>

## VIDEO GAMES

### Animex 2016

International Festival of Animation and Computer Games

**8<sup>th</sup> - 12<sup>th</sup> of February 2016, Middlesbrough**

[http://animex.tees.ac.uk/default\\_home.cfm](http://animex.tees.ac.uk/default_home.cfm)

### EGX

The event includes game developers' projects presentations, a career fair, discussion panels and Q&A sessions. For the public and for professionals.

BAFTA Video Game awards on the 7th of April.

**7<sup>th</sup> - 9<sup>th</sup> of April 2016, Birmingham**

**7<sup>th</sup> - 9<sup>th</sup> of April 2016, Birmingham**

<https://www.egx.net/egx>

### Future Fest, NESTA

Festival organized by Nesta, UK's innovation foundation.

**17<sup>th</sup> - 18<sup>th</sup> of September 2016, London.**

<http://www.futurefest.org/2015.html>

### European Women in Games Conference

Keynotes, panels, workshops and exhibition.

**2<sup>nd</sup> of September 2015, Westminster -**

**2016 edition TBA.**

<http://www.ewigconf.com/>

<http://www.bafta.org/wales>

### Wales Games - Development Show

Programme: Exhibition, workshop, master classes, discussion with guest speakers.

Supported by Creative Europe Desk UK Wales.

**2016 edition TBA, Cardiff**

<http://www.walesgamesdevshow.org/about/>

### MGF London- Mobile Game Event

Mobile forum for games industry professionals.

Mobile Game Week for tech professionals.

**20<sup>th</sup> - 21<sup>st</sup> of January 2016, London**

<http://www.londonmobilegamesweek.com/>

### Virtual Reality Expo and Conference

Annual conference on VR for entertainment and serious applications

**12<sup>th</sup> of November 2015, Newcastle**

<http://vrtgo.co.uk/>

### BAFTA Cymru Awards

Award for Welsh talents in the Film, TV and Video

Game industry

Game and Interactive Experience Award

**2016 edition TBA**

### MCV Awards 2016

Computer and Video Games awards for game publishing, distribution, marketing, PR, events and Media.

**3<sup>rd</sup> of March 2016**

<http://www.mcvawards.com/>

# FUNDING POSSIBILITIES FOR CROSS MEDIA PLATFORMS

(for game support, see European Game Support System)

## **Austria:**

NO

## **Belgium:**

Wallimage Cross Media Fund

## **Denmark:**

Danish Film Institute

West Danish Film Fund

Film Fyn

## **Estonia:**

Estonian Film Institute: Cross Media support

Call: 13th of October - 23rd of November 2015 -  
24th of May - 4th of July 2016.

## **Finland:**

Business Oulu

## **France:**

PACA Provence Alpes Côte d'Azur

Pictanovo

Fonds d'aide à la création et à la production  
cinématographique et audiovisuelle Aquitaine

## **Germany:**

Mitteldeutsche Medienförderung GmbH

Hessian Film Fund

MFG Medien- und Filmgesellschaft Baden-  
Württemberg mbH

## **Italy:**

BLS Film Fund & Commission

Sardegna Film Fund

Latvia: NO

## **Luxembourg:**

Officially NO, but trans-media and VR content producers  
can apply for funding if the project is high quality and  
has a strong cinematic narrative or film component.

Accordingly, the Luxembourg Film Fund recently sup-  
ported the trans-media project Soundhunters:

<http://soundhunters.arte.tv/>

## **The Netherlands**

Film Institute Netherlands Eye Film:

Trans-media scheme

Dutch Cultural Media Fond: trans-media fond for  
non-fiction production. Joint effort between  
Media Fund, the Fund for Creative Industries and  
Dutch Film Fund.

## **Norway:**

Film Camp

NordNorsk Filmsenter

Film Fuzz

Poland: NO

## **Spain**

ICEC Catalan Institute for Cultural Companies  
Consejería de Cultura Andalucía (in discussion)

## **Sweden:**

Filmregion Stockholm Mälardalen

Film i Skåne

## **Switzerland:**

Zürcher Filmstiftung

## **UK:**

British Film Institute Digital Cross Media Projects

Screen South

Ffilm Cymru Wales

## **Bulgaria**

Love and Engineering is a Bulgarian film and a co-pro-  
duction between Finland, Germany and Bulgaria. It is  
part of a cross media project and was the winner of the  
Arte Pixel Pitch Award at Cross Media Forum, Power to  
the Pixel 2011, and of the Best Pitch at Documentary  
Campus, DokLeipzig 2011. It was co-produced by the  
Bulgarian National Television.