CROSS MEDIA/GAME GUIDE
2015/2016

Conferences & Seminars
Festivals & Awards
Training Programmes

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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
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.
26th of October - 01st 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.
17th – 20th October 2016, Cannes.

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.
4th - 7th April 2016, Cannes

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...
16th – 18th of September 2015, Skövde, Sweden
2016 edition 7th – 9th 2016, Barcelona, Spain
http://vsgames2016.com/

Pocket Gamer Connects, the International Conference on Mobile Games
7th - 8th of September 2015, Helsinki
18th - 19th 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.


**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...

**13th - 15th 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

**15th - 16th of August 2016, Cologne, Germany**

See also **GDC Independent Games Summit, 14th and 15th 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).

**28th - 30th 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:**
**26th of May 2016, Barcelona**

http://www.euromat.org/

**EvoStar**
The EvoApplications conference includes a track, EvoGames, on bio-inspired Algorithms in Games.

**Next edition:**
**30th of March – 1st of April 2016, Porto, Portugal**

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-platform campaigns in Germany, Switzerland and Austria.

The Call for 2015 is closed. Next event TBA.
Contact: 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.

17th – 21st of February 2016, Vienna.
http://www.cegconf.com/

BELGIUM

TRANS/CROSS MEDIA
Boost-Up CrossMedia
(a Wallimage Cross Media initiative)
Boost-Up CrossMedia 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…

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.
29th of October 2015 – 4th of November – 1st 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
6th – 8th 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 Avvantura on summer film festival in Zadar.


*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 / 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.

**23rd-28th 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...

**11th – 15th 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: 9th – 11th of March 2016, Prague**


VIDEO GAMES

**Game Developers session**
Conference, workshops, networking sessions with the industry professionals.

**27th – 28th 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:
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/

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://interactive-denmark.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://interactive-denmark.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://interactive-denmark.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, Tallinn
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.
11th - 12th of November 2015, Helsinki
http://www.slush.org/
Upcoming events organized by NeoGame city:
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...
1st-2nd of October 2015, Helsinki
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.

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: 1st - 4th 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:** 2nd - 3rd 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.
**13th - 15th of January 2016, Marseille**
http://www.primi.pro/transmedia/primi-accompagne-les-projets-transmedia-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:** 28th - 30th of January 2016, Paris
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...

**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.
**16th – 21st 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.
**11th edition: 20th – 22nd 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.
**11th-12th 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.
**2nd of March 2016, Lyon**

**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.
**26th – 29th 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
**18th–20th of April 2016, Berlin**
http://qvconf.com/about/quo-vadis

**CeBIT, Global Event for Digital Business**
Exhibition, conferences. Organized by Deutsche Messe.
**14th – 18th of March 2016**

**International Game Week Berlin**
Connecting Game Business, Technology and Culture.
**18th – 24th 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.
20th-21st 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
http://www.deutscher-computerspielpreis.de/

LARA - Der Deutsche Games Award
LARA - Der Deutsche Games Award is a prize initiated by the specialist magazine GamesMarktin 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
http://www.lara-award.de/contact

AMAZE
Game Award.
20th - 23rd 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
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: 17th - 21st of August 2016, Cologne

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.
6th edition: 2nd - 4th 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/

IRELAND

The State of Play
First Independent Game Developer Event hosted by the Dublin Institute of Technology

20th 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/

HUNGARY

VIDEO GAMES

Play It
28th – 29th of November 2015, Budapest


PC Guru Show
17th of October 2015

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

ICELAND

VIDEO GAMES

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

21st – 23rd of April 2016, Reykjavik

http://fanfest.eveonline.com/
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: 24th - 26th of July 2015, Bellaria
http://www.bellariafilmfestival.org/

Cartoons on the Bay, Pulcinella Awards 2016
International Television and Cross-Media Animation Festival
7th - 9th of April 2016, Venice

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.
8th-11th 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
16th – 18th 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?
28th – 29th of April 2016, Vilnius.
http://gameslawsummit.org/

GAME ON
Gaming Culture events, game industry speakers and game developers presentation (exhibition and talks)
31st 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...
2nd – 4th of December 2015, Luxembourg
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.

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
16th – 18th 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.
2nd-4th of December 2015, Amsterdam
http://www.eurossis.org/cms/faq-taxonomy/term/369

Indie Development
Conferences and Award for independent game developers.
Next edition TBA ,Utrecht
http://www.indiedevelopment.nl/

Control Conference
3-day game development event
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.
11th - 13th 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.
24th–26th 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.
30th of September - 2nd 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 extent 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.
23rd - 24th of September 2015, Łódź

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.
16th - 17th of May 2016, Kraków
http://digitaldragons.pl/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: 21st - 23rd of October 2016, Poznan

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/

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, game dev representatives from Poland and abroad.
Pixel Award for best game, Pixel Expo exhibition, Dev. Connect conference.
3rd - 5th of June 2016, Warsaw

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...
16th - 18th of October 2015, 2016 edition TBA, Poznán
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.

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.

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

The School of Game Creators
(managed by Polish branch of Microsoft)
http://heyevent.com/event/i32vijr2mAdyj/sko2a-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://akademiaf2p.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)
26th of September 2015, Ljubljana.
http://gamesslovenia.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 – 5th 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 26th of November to the 1st 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-space or health related purposes.
http://www.funandseriousgamefestival.com/

Mobile World Congress
Video game congress,
22nd - 25th 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 1st-4th of October 2015 - GameLab Barcelona 24th-26th of June 2015 - GameLab Mobile 5th of March 2015.
http://www.gamelab.es/welcome/

AzPlay
6th edition of the International Contest of Independent Video Games
26th of November 2015 - 1st of December 2015, Bilbao

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.
5th - 9th of October 2016, Segovia
http://www.mercado3dwire.es/

SWITZERLAND

VIDEO GAMES

Zürich Game Festival
Conference, workshops, competition and award, call for project.
21st – 24th 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.
15th-17th 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: 13th – 16th 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 4MoE

Registration 09th of November 2015 12:00 until the 23rd 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

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)

19th of February 2016, London
http://thestory.org.uk/
VIDEO GAMES

Animex 2016
International Festival of Animation and Computer Games
8th - 12th of February 2016, Middlesbrough
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.
7th - 9th of April 2016, Birmingham
https://www.egx.net/egx

Future Fest, NESTA
Festival organized by Nesta, UK’s innovation foundation.
17th - 18th of September 2016, London.
http://www.futurefest.org/2015.html

European Women in Games Conference
Keynotes, panels, workshops and exhibition.
2nd 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.
20th - 21st of January 2016, London
http://www.londonmobilegamesweek.com/

Virtual Reality Expo and Conference
Annual conference on VR for entertainment and serious applications
12th of November 2015, Newcastle
http://virtgo.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.
3rd 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
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 supported 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 Andalucia (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-production 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.