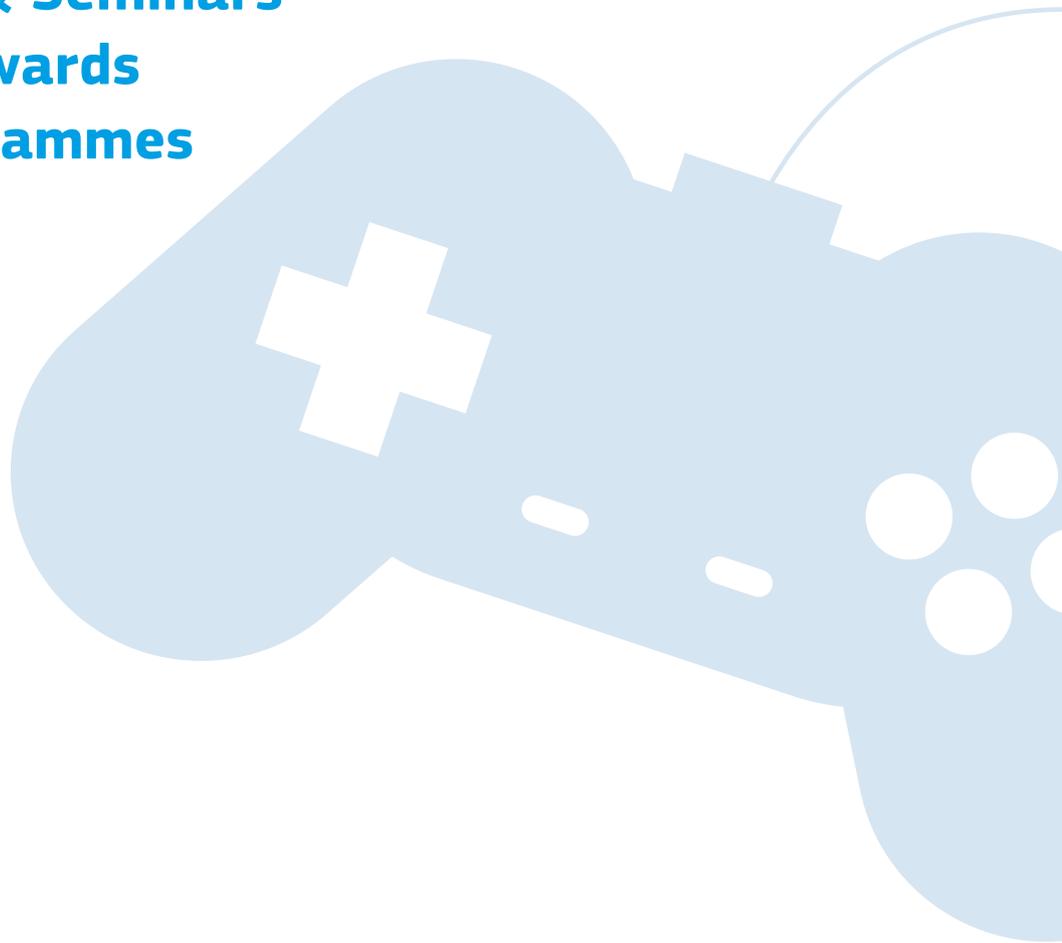# Creative Europe
MEDIA

CROSS MEDIA / GAME GUIDE
2015/2016

Conferences & Seminars
Festivals & Awards
Training Programmes

Elaborated by
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TABLE OF CONTENT

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 sec-
tor, looking for training, events and companies related to their field of
expertise, as well as to know what is going 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.

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.

4th – 7th 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...

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.

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...

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 competiveness 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

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:
30ˢᵗ 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-platforms 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 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.

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.

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 / 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

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.

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:
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/

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.

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
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: 19th – 24th 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: 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-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: 28th – 30th 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.

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.montpellieringame.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

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.

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

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.

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/

HUNGARY

VIDEO GAMES

Play It

28th – 29th of November 2015, Budapest

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

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/

IRELAND

The State of Play

First Independant 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/

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

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.

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

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

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.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

29th of September – 1st 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.

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

http://www.filmteractivefestival.eu/filmteractive-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: 21st – 23rd 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.

16th – 17th 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.

3rd – 5th 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...

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.

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/gamedev-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/u32vljrfzn4dya/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://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-spatial 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

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.

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 resp0nse 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 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://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.

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
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 Filmgeseææschaft 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
Consejeria 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-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.