

European GAMES coproduction market

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Invitation - European Games Coproduction Market

We are delighted to invite you in our first European Games Coproduction Market at Arte in Strasbourg on 15 and 16 November 2021.

After 3 Franco-German co production markets with the support of ARTE France, the City and Eurometropolis of Strasbourg and the Franco-German Youth Office (OFAJ-DFJW), SpielFabrique is expanding this year the Market beyond France and Germany to three more European countries: Belgium, Croatia and Spain, thanks to the supports of the [Croatian Audiovisual Center \(HAVC\)](#), the [Flanders Audiovisual Fund \(VAF\)](#), [Walga \(The Wallonia Game Association\)](#) and [the Spanish Ministry of Culture and Sport](#).

The teams selected in the Market have followed a journey of several meetings and events. The first meeting was an online match-making days on the 29th and 30th of June 2021. The goal was to identify their potential future co producers. Every project that found a co producer in June are now mentored by SpielFabrique to prepare the coproduction Market, that will take place on the 15th and 16th of November at the office of ARTE in Strasbourg.

During this final event, every coproduction project will be pitched in front of a panel of European financiers, publishers and experts. See Agenda of the event below:

Agenda European Games Coproduction Market

15. – 16. November 2021

Day 1 – 15. November 2021

- **Official opening and announcements – 14:30 – 15:00**
 - Odile Limpach, Co-Founder at SpielFabrique (Germany)
 - Philippe Portelli – Head of Innovation at Eurométropole Strasbourg (France)

- Gilles Freissinier – Head of Digital Development at Arte (France)
- Lucia Recalde – Head of Creative Europe (Europe) – *European Game Funding Guide Launch*

- **Panel: Coproduction: A third path to make ambitious Indie Games – 15:00 – 15:20**

- Aymeric Castaing – Co-Founder at Umanimation (France)
- Félix Dreyfus – Founder at Gamexpro (Germany)
- Stéphane Natkin – Founder at Compagnie des Martingales (France)

- **Panel: Make a coproduction real! – 15:20 – 16:00**

Moderated by: Till Hardy – Digital Content, Film und Medienstiftung NRW (Germany)

Panelists:

- Olivier Fontenay, Head of Digital Creation at CNC (France)
- Adrien Larouzée, Producer and Publisher at Arte (France)
- Guillaume Lautour, Managing Partner at Level-Up (France)
- Stephan Zass, Head of Game Department at BMVI (Germany)

Subject: Panel about the realities of coproducing: project management, funding, etc.

- **Presentation: Legal Aspect: Draw up a coproduction contract – 16:00 – 16:20**

Speakers:

- Renate Schmidt, Lawyer at Wilde Beuger Solmecke (WBS) (Germany)

Subject: Tips & important parameters to consider when elaborating the 2-side contract. How to share intellectual property?

- **Green Gaming, how to develop video games and be eco-responsible? – 16:20 – 16:40**

Speaker:

- Sonia Fizek – Professor, Media and Games Studies at *Cologne Game Lab*

Subject: Inspiring topic about making better games, considering the sustainable development

- **Break – 16:40 – 17:00**

- **Pitching session – 17:00 – 18:00**
 - 4 min pitch + 5 min questions for each coproduction team

Day 2 – 16. November 2021

- **One to one meeting with experts – 10:00 – 17:00**
 - 10:00 – 13:00: Physical meetings with experts, publishers and financiers present at the Market
 - 13:00 – 14:00: Lunch Break
 - 14:00 – 17:00: Online meetings with public funds

 - Coproduction teams will have the opportunity to meet different experts to discuss their potential issues and the planification of their coproduction.

 - 4 types of experts:
 - Public Funds representatives
 - Private Investment representatives
 - Publishers
 - Production Experts (legal, game development...)

 - 30 min/meeting