

# European GAMES coproduction market

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## Agenda - European Games Coproduction Market

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 29<sup>th</sup> and 30<sup>th</sup> 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 15<sup>th</sup> and 16<sup>th</sup> of November at the office of ARTE in Strasbourg. The conferences and panels of the 15 November will be streamed online. Registration link:

<https://www.eventbrite.de/e/european-games-coproduction-market-tickets-189852181987>

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:

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### 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 Uanimation (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