PROGRAMME – 2 JUNE AT HTC Helsinki

GAMES, SOCIETY & MEDIA CONVERGENCE

- 09.00 Introduction – CREATIVITY – Think different, Think BIG
  Marita LIULIA, Artist and founder of Medeia & Prix Mobius Nordica, Finland.
- 09.25 Video games and the evolution of Media in the XXI century
  Stéphane NATKIN, Director of ENJMIN, France.
- 09.45 Contributions and interdisciplinary stakes of an emergent French research on video games
  Etienne AMATO & Fanny GEORGES, President & Communication Chief Officer of OMNSH, France.
- 10.05 The rise of the Craftware
  Frank BEAU, Freelance Consultant & representative of FING, France.
- 10.25 Relations between art and video games : cultural stakes of digital creation in the French video games world
  Isabelle ARVERS, Freelance Art Exhibition Organiser, France & Switzerland.

GAME DEVELOPMENT & BUSINESS

- 11.00 Presentation of the Profusion, development by the French studio Panoplie
  Isabelle ARVERS, Freelance Art Exhibition Organiser, France & Switzerland.
- 11.15 Developing video games on mobiles
  Fernando HERRERA, CEO of Rovio Mobiles, Finland.
- 11.35 Presentation of the Graduate School of Games and Interactive Media (ENJMIN) and students projects
  Stéphane NATKIN, Director of the ENJMIN, France.
- 11.50 Creating a regional collaboration model for game industry : ELVI-project
  Pasi PIRTTIAHO & Suvi LATVA, Project Managers for ELVI, Finland.
- 12.10 Lunch break

RESEARCH & TECHNOLOGY

- 13.00 Multiplayer Level Design Based on experience as Lead Level Designer on the “versus” multiplayer modes of Splinter Cell – Pandora Tomorrow and Chaos Theory
  Pascal LUBAN, Founder of the Game Design Studio, France.
- 14.00 Value chain in production and multi-platform technology strategy
  Olivier FONTENAY, Associate in WhiteBirds Productions Studio, France.
- 14.20 The JEMTU project : Contribution to platforms for games on mobile phones
  15.00 The ways mobile telephone games are used : marking out sociability spaces and “taking back control” of time
  Michel SIMATIC, Sylvie CRAIPEAU & Françoise PREDITUX, Researchers at INT, France.
- 15.20 The OLGA project : How standards enable on-line gaming over heterogeneous networks
  Michel SIMATIC, Sylvie CRAIPEAU & Françoise PREDITUX, Researchers at INT, France.
- 15.40 Presentation of a toolbox of Motion Capture application and Mass population movements simulation
  Stéphane DONIKIAN, Researcher at CNRS & IRISA, France.
- 16.00 Cocktail at the French cultural centre (Kaapelitehdas)