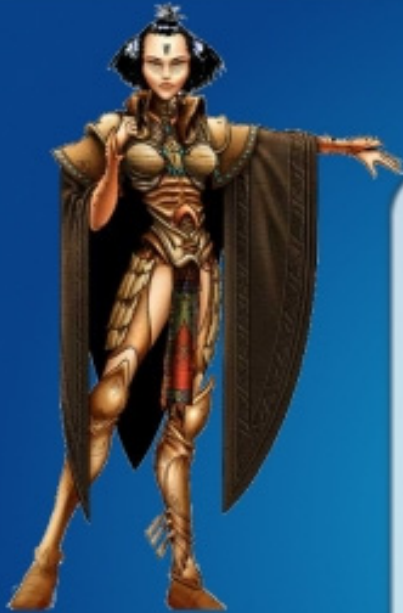


DIGIFRANCE 2006

EUROPEAN VIDEO GAMES FORUM IN HELSINKI



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 PIRTIAHO & Suvi LATVA, Project Managers for ELVI, Finland.
- 12.10 Lunch break
- 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.

RESEARCH & TECHNOLOGY

- 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
- 15.20 The OLGA project : How standards enable on-line gaming over heterogeneous networks
Michel SIMATIC, Sylvie CRAIPEAU & Françoise PRETEUX, 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)

HTC Helsinki

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