

ONLINE PITCHING SESSION

23 March 2020



Programme & Projects

14:00 Introduction – Vincent Soccodato (CED France)

14:10 DeepStory (BE)

14:20 The Art Of Play (DK)

14:30 INSTADOC (FI)

14:40 bARtic (LT)

14:50 Lift Room (FR)

15:00 Dresdner Sinfoniker (DE)

15:10 Genetic criticism and digital creation (IT)

15:20 Cine4Health (SE)

DeepStory | BELGIUM (Flanders)



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🌐 www.scriptbook.io

ScriptBook is an artificial intelligence company with a mission to democratize the business of storytelling through the art of AI. We provide artificially intelligent script analysis, box office forecasting and automated story generation to stakeholders in the audiovisual industry. ScriptBook drives powerful decisions, maximizing the potential for commercial & critical success of film/tv projects starting from the script. Just as the companies we serve, we ultimately aim to champion great stories.

Looking for: Large European film studios | European media-tech venture capitalists | European data providers (like Mediametrie, Nielsen) | Screenwriter groups/associations | Partnerships with large production companies, film funds, film festivals/markets

DeepStory | BELGIUM (Flanders)

Computational creativity studies show computers can be used to perform creative tasks, such as music composition, story generation, painting pictures, decision-making, and visual arts. These solutions act as a creative associate and assist humans to boost their creativity and generate new ideas. The global computational creativity market size is projected to grow from USD 204 million in 2018 to USD 685 million by 2023. Major growth factors for the market include automation of creative tasks and the adoption of computational creativity solutions to improve the creative process.

We believe that creative content is king and data is key to a deeper understanding of it. Our first commercialized product -**ScriptBook AI script analysis & automated decision support** - drives powerful decisions, maximizing the potential for commercial & critical success of film and tv projects. Within our defined vision, automated story generation is our next innovation. By transferring key features from our decision support AI to a generative AI, we are able to take important steps towards developing a worthy artificial (co)-writer for generating stories. This involves the creation of **DeepStory**, an AI engine for content engineering. The current stage of development is a working prototype, i.e. interactive software.

Our goals are threefold : to test the quality of generated narratives / to assess the usability of the engine as a co-creator/writer for screenwriters, authors, journalist, songwriters / to assess the commercial viability

THE ART OF PLAY | DENMARK



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The ambition is to make it an international project with partners from different European countries. Some are on board already so we are especially looking for partners from the museum / art exhibition world with interest in using innovative digital solutions to attract more visitors.

Confirmed partners: Gamerce aps, Denmark (technical development) | Guppyworks as, Norway (gameplay design) | Spit Take Studios, North Macedonia (art and design) | Lynx Animation Studio, North Macedonia (animation)

Expectations: Help us describing the artistic vision | Help curating relevant artists and works | Description of what the museum is getting out of the cooperation, preferably with sketching of the commercial potential | Description & budget of your work package | Access to exhibition partners in other countries

THE ART OF PLAY | DENMARK

Our goal with *The Art of Play* is to make classic masterpieces come alive as an immersive interactive experience where you step into the universe of the artist and play with the art. It is a vision of making art appealing and accessible for those who aren't regular museum visitors. As play is an important part of the experience children and families are a key target group. The project will include various artists with European relevance, but in order to make the project understandable, we have initially based the development on the jungle paintings by Hans Scherfig, which are renowned for captivating children and adults alike. We are using new digital technology from the world of games to create a virtual experience out of the paintings. In the Scherfig sample it will be interactive jungle landscapes, where you can get behind the canvas and play with animals and plants. The approach is especially meaningful for artists with repetitive elements in their paintings such as van Gogh, Munch, Miró, Matisse, Monet, Kandinsky, Kvium and Scherfig a.o.

The ambition is twofold:

- To create an immersive interactive exhibition based on select artists, which can travel between museums and engage new visitors in art.
- To create tools, technologies, and workflows, which can be useful to create more living exhibitions

INSTADOC | FINLAND



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Turku University of Applied Sciences is a multidisciplinary educational community of around 9000 students and 800 experts and is located in the Southwest Finland but operates globally in various RDI activities. The Arts Academy at TUAS provides wide range of BA and MA programs in the field of arts and media: Fine Arts, Journalism, Media Arts, Music and Performing Arts. The Arts Academy is highly respected education provider and has a significant role in both Finnish and international art fields. International projects are a growing part of operations at TUAS. RDI projects enable students to familiarise themselves with their future professional field and engage in multidisciplinary collaboration with project partners.

Looking for: Cultural organizations (such as museums, other art or media institutions), cultural heritage sites and/or art universities.

INSTADOC | FINLAND

Objectives:

Exploring how Instagram can be used as a tool for artistic & cultural, media and marketing practices. / Testing Instagram as a media of sharing, curating and promoting. / Learning to use Instagram as a media of distribution, promotion and audience development. / Doing international collaboration and innovation work online in multiprofessional groups of artists, media & museum professionals and students. / Exploring project implementation in a sustainable ways, focusing on online activities. / Involving different audience segments from all partner countries in experiencing, commenting and collaboration.

Innovation:

INSTADOC explores and pilots through international young professionals' workshops and bootcamps how Instagram can be used as a tool for various artistic, media and marketing practices: Documentary stories: E.g. autobiographical practices and multimedial artistic processes. / Fictional stories: E.g. various stories & narratives and short term media artwork. / Promotional stories: E.g. creating stories for other institutions and socially engaged processes.

Targeted audiences:

Museums, galleries and other cultural organizations who wish to share their accessible material, collections and sites (such as secret gardens, light houses, cultural heritage sites) to wider audiences.

bARtic | LITHUANIA



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NGO "Kulturines ir organizacines idejos" (Cultural and Organizational Ideas, or KOI in short) makes a stir of Asian and Baltic cultures and promotes creativity as universal tool for any problem to solve. Brought to daylight in 2008, KOI now has over 50 macro- and micro-projects under its belt. Few worth mentioning are the largest in the Baltics Japanese cultural festival "nowJapan" (anno 2009, over 10.000 visitors annually), Presentation of Lithuanian creativity in Tokyo "Creative Lithuania" (anno 2007). KOI also runs educational projects as "European Cosplay Academy" and "Design Magic" to enable young people, cultural and social workers to apply creativity in their everyday tasks. Diverse team is passionate about creativity and design as a tool to better the everyday, building cross-cultural bridges.

bARtic | LITHUANIA

Project “bARtic: discovering city culture via augmented reality” aims to create new cultural tourism routes of urban art and cultural heritage by employing augmented reality (AR) technology. AR is applied to enrich already existing art (monumental, street, heritage) and create engaging new tourism routes. AR content animation, 3D graphics, audiovisual media - created by diverse group of artists, animators and programmers via open call and workshops. As such creating a new, interactive and engaging content with new message - cultural, social, educational. Such content would be widely accessible via free smartphone app and desktop. Project targets citizens of outcasted city areas, tourists to engage with their city in a new way.

As the title claims, we aim to regionalize this project along the Baltic Sea coastline: Latvia, Estonia, Lithuania, Poland, Germany, Denmark, Sweden, Finland. Therefore, these countries are our priority. We are also open for partners from other countries.

We are looking for partners with expertise in art, street art, tourism, exhibition curation. We are also open for partners with development expertise in AR field, mobile app creation.

We value partners with training facilitation and project curation skillset.

LIFT ROOM | FRANCE



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🌐 <https://lafabulterie.com/>

La Fabulterie mission's for almost 10 years, stimulate the creative capacity of young generations and open up knowledge of those who are furthest away from it.

To achieve this, we are developing, exhibitions-to-play, practice workshops artistic and support young and professional in the transformation of "places of knowledge" into spaces of experience, drawing on digital resources, creation artistic and social design. The place of the young generations is central to our approach. They are the ones who, tomorrow, will take over from this world that is shaped. And they have ideas today for make it more desirable, sustainable and sustainable.

La Fabulterie is also a cultural and digital third place, in Marseille, housing a cabinet of digital curiosities, a coworking space, and a plentiful program offering for all ages digital, cultural and educational experiences.

LIFT ROOM | FRANCE

Lift Room is designed as an exploration space digital, preliminary to a visit to the museum. It is intended to “plug” into cultural equipment which struggles to mobilize the younger generations who generally leave these institutions between 13 and 25 years old.

Lift Room is Composed of a set of analog and digital devices (VR, AR, interactivity, Mapping). This “responsive” offer promotes the simplified creation of an immersive transmedia experience in order to attract and mobilize new audiences (especially young people) and encourage them to continue the experience in a museum, library, cultural center or targeted event.

It works like an explore game, itself inspired by escape games. The Explore Game is a game made up of challenges and puzzles, which is played by many. The idea is not to escape, but rather to explore, understand, decrypt, investigate, cross-check information, in order to solve a quest in a fun, collective and timed way. **At the end of the experience, access to the collections!**

Confirmed partner: Association LJUDMILA, Slovenska 54 (expertise on VR)

Europasinfonie | GERMANY



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As an orchestra focusing on contemporary music, **the Dresdner Sinfoniker** have staged a number of large-scale multi-media concerts in the past, using the most advanced technology available. We have been experimenting with internet-based technology that allows to play music together for over ten years.

Looking for: VR companies, tech agencies

Europasinfonie | GERMANY

"Premiering in 2025, 'Europasinfonie' will be the first virtual concert in Europe. The concert aims to break down boundaries and borders to represent a unified Europe. Spanning across the continent, members of leading European orchestras will be connected live via the internet to form a Pan-European orchestra. The musicians will perform in differing venues within their respective cities, simultaneously connected by the latest digital technology. An additional venue will be created in the digital world: spectators from all around the world will be able to see the concert live in VR.

We are in the early stages of securing orchestral partners for this project, and have received a very positive response from interested orchestras. We are currently speaking with London Philharmonia Orchestra, Athens State Orchestra, Gothenburg Symphony Orchestra, Spanish Symphony Orchestra and Radio Television Choir, Helsinki Philharmonic Orchestra, Ensemble Intercontemporain and Orquestra Gulbenkian among others. Our aim now is to apply for Creative Europe funding."

Confirmed partners: several orchestras

Genetic criticism and digital creation | ITALY



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The Dept. of Human Sciences, Innovation and Territory (DISUIT) was founded in order to encourage and organize the cooperation between people working in computer science, cultural heritage and social sciences. Digital humanities are a keyword of the department. DISUIT includes traditional humanities, but also a strong component of the so-called hard sciences and mathematics. Thanks to the fruitful meeting of these different areas, interdisciplinary and multidisciplinary activities can be planned, connected to a very interesting territory from a geographical, linguistic and historical point of view. There are three sections identified within the Department: Mediation, Communication, Sciences.

Looking for: Organizations expert in the Digital Humanities sector (Video-Games, 3D modelling, Augmented Reality, Virtual Reality) / Organizations expert in digitation processes in the field of performative arts / European networks on performative arts.

Genetic criticism and digital creation | ITALY

Objectives: To use the genetic criticism to enhance the capacity of the theatrical professionals to interpret a piece of the European classical repertoire, in particular when staging it in linguistic and cultural contexts different from the original one

Innovation: the project will produce a pilot theatrical spectacle the creative process of which will be analytically documented and digitized in order to be uploaded on a specific web platform dedicated to the implementation of the genetic criticism in the sector of theatre. Once staged in a concrete theatre, the performance will be rebuilt on a virtual basis. Thanks to a 3D reconstruction it will be “re-staged” on the platform as a sort of “augmented” reality, the improvement being the addition of the actual object (the spectacle staged) with the process of its creation. The same strategy of virtual reconstruction will be implemented also on the eman platform (CNRS-ENS) dedicated to the staging of Marivaux’s plays abroad

Targeted groups: 1) professionals involved in the creation of a theatrical spectacle; 2) scholars and experts in theatre and performative art; 3) experts in digital archives; 4) new possible cultural young audience; 5) art audience in general

European dimension: sharing the same cultural heritage in different UE countries

Confirmed partners: Avignon Université, FR / Centro Teatrale Bresciano (CTB), IT

Cine4Health | SWEDEN

Nevanti Film Ab



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Nevanti Film Ab is an independent production company in Stockholm, Sweden, founded by Kirsi Nevanti, PhD of Fine Arts, in Film and Media. We strive to pursue future and innovation-oriented projects within practice-based artistic research as well as cutting edge documentaries. The aim is to combine healthcare environments, art and society with the development of new media technologies. Currently Nevanti is also working on a feature-length film about Sweden today.

Looking for: a third European partner with expertise in cross-sectoral collaboration and innovation, as well as in the areas of the production, distribution and promotion as well as in innovative technology/the tech industry. Welcome to join us!

Cine4Health | SWEDEN

This is a project in the interface between film, existential health/stress management, and architecture, involving several universities. The objective is to develop, test and implement a contemplative space with cinematic content for healthcare environments. In this innovative mobile screening room, Cine4Health, participants are spatially immersed in cinematic arts, which will provide an understanding of how immersive cinema – with the film surrounding rather than being in front of the audience – affects the human psyche. A cross-pollination between specialist skills in artistic practice-based research in film, emerging media technologies and architecture, the project aims to innovate new forms of cinema, creating an array of different immersive environments that can offer contemplation and comfort to patients, their families and caregivers. In addition, the project will add to the international knowledge base regarding Arts in Health. The project will be conducted in Sweden and Finland in co-operation with Chalmers University of Technology's Centre for Healthcare Architecture and Aalto University's Film, Television and Scenography department. International in scope, the project will address healthcare environments, art and society as well as the development of new media technologies. Thus it goes beyond the mere production of economic value, which is already heavily emphasized in the technological development of VR and augmented reality solutions.

Confirmed partners: Chalmers University of Technology's Centre for Healthcare Architecture, Sweden. Aalto University's Film, Television and Scenography department, Critical Cinema Lab, Finland.

Participants | BELGIUM

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CULTURE LE HIC - www.culturelehic.eu

Culture le Hic is a consultancy in transnational arts management, combining almost 15 years of experience working across cultural sectors (contemporary arts, creative industries and cultural heritage) and across borders. Through Culture le Hic, I support your organisation with its strategic and conceptual planning:

- Clarify targets and formulate objectives ;
- Conceptual development and strategy setting ;
- Laying out the groundwork for activities and projects (incl. business plans and Theory of Change) ;
- Support with funding opportunities and project applications ;
- Identification of bottlenecks and processes of change management ;
- Evaluation activities and impact assessment ;
- Mapping relevant networks and dissemination activities.

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IGEMO - www.igemo.be

IGEMO is an inter-municipal association working for 11 communities within the area of Mechelen, Belgium. Our field of work includes: sustainable development, climate, welfare, cultural heritage, smart regions,... IGEMO has been building up extensive expertise in the heritage field, with a focus on heritage buildings, and since 2018 also moveable heritage. We have great working experiences with volunteers, heritage caretakers and professionals, in participatory trajects. This engagement level, as well as our ability to make cross-references between e.g. climate change and heritage, is without doubt one of our biggest assets.

Participants | BELGIUM

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Research consortium 'Innovative Future through Design' connected to the School of Arts from HoGent-Howest
- <https://kask.be/en/> and <https://hogent.be/>

The consortium '**Innovative Future through Design**' systematically utilizes design as a creative, investigative, participative and solution-oriented process to initiate and guide the transition to a sustainable future. We create physical and mental space for innovation and focus both on a material change and a change in the behavior & value patterns of society. Our consortium is connected to landscape & garden architecture, interior design, product design and digital design. We are currently drafting a project to reactivate the inherent and historical multifunctional ecosystems of rural estates and connect them to the digital technologies of the future. How can digital communities participate in this redevelopment?

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Zonzo Compagnie NFP | BIG BANG Festival - www.zonzocompagnie.be | www.bigbangfestival.eu

Zonzo Compagnie is an international trendsetter in the field of music and sound art projects for young audiences. The company is the initiator of the [BIG BANG Festival](http://www.bigbangfestival.eu), an **adventurous music festival** that has found a fixed spot in 15 cities in Europe and Canada. On the other hand the company, creates **internationally touring multimedial performances** and interactive sound exhibitions. Together with its Belgian and international partners, Zonzo Compagnie wants to complete its mission by making the arts accessible for children through the media. Therefore it will create attractive but artistically high-quality tv programs and investigate the possibility to launch an arts channel for children.

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European Commission / DG Connect / MEDIA

Participants | BELGIUM

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Landcommanderij Alden Biesen - www.alden-biesen.be

Alden Biesen is a large heritage site, owned by the Flemish government, which serves as a cultural and conference center. For a number of years, Alden Biesen has co-ordinated and participated in projects within the framework of the *Comenius* and *Grundtvig* programmes and *Erasmus+*. Key topics include self-evaluation, networking, project management, validation of non-formal learning, storytelling and, of course, heritage. A number of these projects have resulted in innovative didactic tools for teachers. Topics include competency-oriented education and storytelling in the classroom. Are you a teacher in a Flemish school or educational institution for adults? And are you interested in an international collaboration for your students and yourself? Alden Biesen offers information and support through study days, project monitoring days, a helpdesk, and on top of that, proof-reading of your applications.

Wim FORCEVILLE - wim.forceville@luca-arts.be / +32 476 737 959

Luca School Of Arts - <https://www.luca-arts.be/nl>

LUCA is a multidisciplinary educational and research environment in which creative talent can develop and develop artistically, performatively and technically. LUCA promotes both the practice of art and creative design as well as the development of innovative insights. LUCA offers an integral education in which practice, research and reflection go hand in hand, the space for choices, connections and specialisations is offered and stimulated, and an attitude of lifelong learning is envisioned. Thanks to this training, students can develop their ambitions to engage themselves, each with their own profile, in a creative society. Through strong networks, both with partners from the field of education and with leading cultural organisations and actors from the profit and non-profit sector, students and teachers have the opportunity to disseminate their educational and research activity from a broad perspective on an international platform.

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CHARLEROI DANSE - www.charleroi-danse.be

Charleroi danse is a choreographic center dedicated to creation support in contemporary dance, professional and non-professional training as well as audience education. Both based in Brussels and Charleroi, with a total of 3 performance rooms, 6 rehearsal studios and smaller scale projects spaces, we offer artistic residencies, production support (technical and financial) and diffusion. Our action is primarily devoted to French speaking Belgian artists and then international projects. A higher education program (master degree in choreographic practices) is currently being opened with University partners in Brussels and Charleroi.

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LATITUDE 50 - <https://latitude50.be/>

A village, a town square, a rehearsal hall and calmness... this is the landscape of Latitude 50. As a center of circus and street arts located in Marchin, Latitude 50 hosts, each season, a dozen performances, co-organizes free street art festival *Les Unes Fois d'un Soir* in Huy and provides residency space to fifty companies developing their new creation. About 150 artists come by every season to create their own show. Installed in a rural area and enriched by its numerous partnerships, Latitude 50 articulates the creation and distribution of shows and thereby represents a space of permanent creativity, imagination and exchange.

Participants | BELGIUM

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FOLIOSCOPE – www.animafestival.be

Folioscope asbl is the association that manages the organisation of the Anima Festival. In addition, Folioscope:

- circulates its "Anima on Tour" programmes throughout the country ;
- develops thematic programs of animation cinema for organizations, associations, cultural centers... ;
- provides the public with a documentation centre with a film library and a book library ;
- Some members of the association give courses in aesthetics and/or history of animation cinema in various colleges ;
- collaborate with other festivals (jury, presentation of thematic programmes, exchanges, conferences);
- or write in studies, books, on animation cinema.

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LUNANIME part of the Lumière Group - <http://lunanime.be/>

Lumière is an audiovisual ecosystem with many different branches : from animated content and studio work, to fiction productions and financing, from our own arthouse cinema circuit to 'all rights' distribution, from our own streaming platform to a creditbased loyalty programm. We are interested in the latest innovative (animation) tools. New licensing strategies and crossover ways to manage our IP's and port folio. Also new ways of (multiterritory) distribution and right management is an interesting topic. In general we are open to talk to everybody who have creative, encouraging and sustainable ideas.

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CITY OF LEUVEN | project Repurposing the historical town hall - www.leuven.be

The City of Leuven government invests in, amongst others, large cultural and heritage projects such as repurposing the historical town hall. Situated at the heart of the city, the town hall is one of the most important buildings of Belgium, both in meaning as in architecture. By repurposing this heritage site the city creates an open house where visitors can discover the history of Leuven and the town hall. The city aims to present a comprehensive (for everyone) and meaningful experience. Reaching that goal is the base for this application: *'how to make cultural heritage accessible, both physically and through storytelling.'*

Participants | BELGIUM

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KMSKA - Royal Museum of Fine Arts Antwerp - <https://kmska.be/nl>

Seven centuries of art, from Flemish primitives to expressionists. World famous masters. The most extensive and important collections of James Ensor and Rik Wouters. The Royal Museum of Fine Arts Antwerp in Belgium is so much more than an art collection with an international appeal. The KMSKA is the only Flemish museum with a scientific status. We are responsible for the preservation, management and expansion of the collection. We also conduct scientific research into the works, techniques used, color and visual language... We question certainties. We share our newly acquired interpretations with the public. The KMSKA works according to the statutes of ICOM, the International Council of Museums.

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POOLPIO - www.poolpio.com

Poolpio's motion capture studio uses cutting-edge motion capture technology and gaming engine to provide the fastest and most affordable motion captured assets on the market. We are capable of implementing Mocap contents into real time rendered VR environment for interactive or cinematic vr experience. Combined with photogrammetry imaging we can provide texturized and animated content for immersive experiences.

Participants | CZECH REPUBLIC

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Participants | DENMARK

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Those Eyes ApS - www.thoseeyes.dk

THOSE EYES believe games & films serve a higher purpose than just entertainment. We strive to have a positive impact on our society in relation to our cohesiveness, knowledge, imagination and respect towards each other and our differences. The majority of the brave team joined during the production of the award-winning true-story spy adventure COSMIC TOP SECRET, released in 2018. In 2019 DANSK TEGNEFILM (DK) and TOBO (CAN) joined as co-production partners on MOUSE & CRANE mobile games, Nintendo Switch LABO toys, TV-series & books and now also on the development of EIFFEL BRIDGE a construction game for mobile, XR & TV.

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Participants | DENMARK

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AdventureLAB - www.adventurelabstudio.com

AdventureLAB is an Integrated Storytelling and Experience Design Studio based in Denmark, that works around the world with attractions, destinations, entertainment retail, tourism and others who play a role in the new experience economy. Our focus is on creative strategy, concept design and development based on the convergence of story and experience, as well as providing professional support to the creative industries through training, workshops and facilitation. AdventureLAB has won a number of honours and awards, and is a member of the Themed Entertainment Association (www.teaconnect.org) and the International Association of Amusement Parks and Attractions (www.iaapa.org).

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Participants | FRANCE

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HELIOX FILMS - www.heliox.fr

Heliox films is a film production company created ten years ago by Pierre-François Decouflé. The company is dedicated to musical film and documentaries. We record 20 concerts per year in all Europe. That way we developed partnership in Germany, Italy, Belgium and Spain mainly. We seek to enhance our expertise in the imaging of classical music, serving a new generation of performers and in accordance with new audiovisual uses.

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Perpetual eMotion (VRrOOM) - <https://vrroom.buzz>

[VRrOOM](https://vrroom.buzz) is an influential online media platform focusing on XR entertainment. It has now over 1.5 million monthly readers, half of them in North America. The VRrOOM XR Festivals app, which launched in September 2018, hosts the VR/AR lineups of some of the world's finest festivals (Venice, Annecy, Cannes ...). The [VRrOOM XR Festivals](#) program has more than 50,000 subscribers, and the [VRrOOM channel](#) is the one of the most watched program on the Samsung VR platform (30,000 followers). VRrOOM will launch its new [social XR cultural center](#) in spring 2020, dedicated to the live streaming and [6DoF broadcast](#) of artistic performances and live shows on [VRChat](#) and other social XR platforms.

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Institut français

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Created in 2012, Escalenta produces and directs innovative movies and audiovisual installations. In all its creations, Escalenta converges documentary rigor with an aesthetic research and contemporary graphic design. **Escalenta** already directed more than 100 films in motion designs, immersive installations and devices, some of which for exhibitions at the Cité des Sciences et de l'Industrie, Palais de la découverte, Mons Mundaneum... Since its creations, the company aimed at innovative productions in motion design, immersive installations, real/animated images compositing, sound design, animated datavisualization and documentary, with a strong specialization in the production of short formats, and science and art themed subjects.

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The International Business Machines Corporation (IBM) is an American multinational technology company headquartered in Armonk, New York, with operations in over 170 countries.

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Mammut film is an audiovisual production company established in 2005 in Bologna, specialized in documentaries. Beside producing documentaries and other audiovisual projects for cinema and tv (among our productions: Vivere che rischio, Kemp. My best dance is yet to come; The Orchestra, the last journey of Maestro Abbado), Mammut has participated as partners in several EU projects, such as Erasmus+ and Connect, developing and producing short videos and docs and being in charge of dissemination and implementation of the project web site.

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IVAR Studios specializes in highly immersive and interactive storytelling. We continually create and engineer new solutions and ways to let people experience the world in new, interactive ways. Together with our clients, we create magic. Primarily we work with cultural heritage, documentaries and innovative storytelling clients.

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Velodrom AB (brand name **StoryTourist**) - www.storytourist.com

StoryTourist provides a new way to experience books, movies and documentary stories at the very spots where the action takes place - it's like Pokémon go for stories. With the StoryTourist app we do self-guided tours, showcasing filming locations, heritage sites and any other place where a great story is hidden, using gps, text, audio, images, film and interactive puzzles. We are looking to be a technology partner for projects looking to making stories come alive at geo-specific locations.

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