



SpielFabrique

Workshop for teams and alumni

26-27 March 2019 at

Ubisoft Blue Byte

Eventraum

Adlerstraße 74, 40211 -Düsseldorf

26th March 2019

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|---------------|---|
| 12h00 – 13h00 | Registration and lunch buffet |
| 13h00-13h15 | Welcome by Benedikt Grindel – Ubisoft Blue Byte |
| 13h15-13h30 | Introduction to acceleration programme: by Odile Limpach & Thierry Baujard - SpielFabrique |
| 13h30 – 14h30 | Pitch o'clock – each team presents their project (5' pitch) <ul style="list-style-type: none">- Souris Lab- Golden Orb- Massive Miniteam- YS Interactive- Ludogram- Pile Up- Studio Black |
| 14h30 -14h45 | Game design by Stéphane Natkin |
| 14h45 – 15h00 | UX by Ivana Randelshofer |
| 15h00 – 15h15 | Financing strategy for indie games by Thierry Baujard |
| 15h15- 15h30 | Coffee Break |
| 15h30 – 15h45 | Publishing strategy by Soren Lass |
| 15h45 -16h00 | Communication strategy & influencers by Tino Hahn |
| 16h15 - 16h45 | Ask your questions |
| 16h45 – 17h00 | One to one meetings presentation and organization |

17h00 – 18h30

One to one Meetings

With Odile and Thierry

With the experts: Ivana Randelshofer (Ubisoft Blue Byte), Soren Lass (Interactive Denmark), Kévin Scatton (Plug In Digital), Stéphane Natkin (La compagnie des martingales), Tino Hahn (2nd Wave)

19h00 - 21h00

Networking Dinner Restaurant sumi, Schinkelstr. 28, Düsseldorf

27th March 2019

09h30 – 13h00

One to One Meetings

With Odile & Thierry

With the experts: Ivana Randelshofer (Ubisoft Blue Byte), Soren Lass (Interactive Denmark), Kévin Scatton (Plug In Digital), Stéphane Natkin (La compagnie des martingales), Tino Hahn (2nd Wave), Till Hardy (Film & Medien Stiftung NRW)

13h00 – 14h00

Finger Food Buffet

UBISOFT
BLUE  BYTE

**Film und Medien
Stiftung NRW**



OFAJ
DFJW