



We talked to Gordon from Upside Drown, a young German team participating in our 2nd Franco-German Co-production Meeting for Videogames next September in Strasbourg. He will be presenting Upside Drown, a story-driven 3D adventure game with strong focus on emotional experiences.

Currently they are founding a company which will be based in Cologne. In parallel, they find themselves in pre-production phase which they plan to complete by the end of the year. As from January 2020 on, they will start working on the project full-time and concentrate on production. If you are curious about Upside Drown, good news! You can check it out at the Gamescom since the team will be presenting it on the gamesAHEAD Booth. This booth is organised by gamesAHEAD e.V. i.G. (@games Ahead), an organisation based in Trier and co-founded by Upside Drown.

For Upside Drown's team co-production represents a great chance to have more people involved in a project without outsourcing or resorting to subcontracting. They would be glad to work hand in hand with other animators, programmers, 3D artists, etc... In terms of additional manpower and creativity but also to find more funding and then share the income. They are keen on opening up to the neighbouring country's market and would love to see their game adapted to French players. A co-production would allow all this to become true.

Up to now, their relationship to France is more on a personal as on a professional level though they established contact to Capital Games in Paris during the Nordic Games Conference through Gordon who is board member of gamesAHEAD.

Natalia Lalinde Diez