

# Virtual Acceleration Workshop



October 8th 2020



organized by SpielFabrique & Compagnie des Martingales

[www.spielfabrique.eu](http://www.spielfabrique.eu) - @SpielFabrique



## 8<sup>th</sup> October 2020:

9:45 – 10:00:

**Welcoming words**

10:00 – 10:20:

**“Pitching & You”** - Kirstin Bosc, Founder, [1up coach&consult](http://1upcoachandconsult.com)

10:40 – 12:15:

**One-to-one meetings** (30 minutes per meetings & 10 minutes break between each meeting) x3

### Experts:

- [Kirstin Bosc](#), Founder, 1up coach&consult
- [Lars Janssen](#), Director Studio Relations, Koch media
- [Stephan Froment](#), Producer on Flight Sim
- [John Tyrell](#), Creative Director, Cosmocover, European Games Marketing and PR
- [Anne Devouassoux](#), Executive Producer at Kylotonn and VP of the French Federation of Developers (SNJV).

### Pitches of the teams:

<https://www.youtube.com/playlist?list=PLOVM-kEd6R-aXvBm0nepZMcyGtSOlBw8w>

13:30 – 13:50:

**“Scrum approach and video game project management in a AA studio configuration: true love or arranged marriage?”**

– Stephan Froment, Producer on Flight Sim

14:10 – 17:00:

**One-to-one meetings** (30 minutes per meetings & 10 minutes break between each meeting) x4

17:00 – 17:15

**Conclusion of the workshop** + Free **online networking session** in [Wonder](#)

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