



SpielFabrique

Virtual Acceleration Workshop

3-4 November 2020

organized by SpielFabrique
www.spielfabrique.eu - @SpielFabrique

arte

UBISOFT
BLUE BYTE

Film und Medien
Stiftung NRW

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IMAGES EN HAUTS-DE-FRANCE



OFAJ
DFJW

3rd November 2020:

9:30 – 9:45:

[Kick off meeting - Welcoming words](#)

9:45 – 10:15:

"Loading the Comms Dice - How to stack the odds in your favour"
- [John Tyrrell](#), Creative Director, Cosmocover, European
Games Marketing and PR (15 minutes presentation and 15 minutes Q/A)

10:30 – 12:20:

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

Experts:

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

14:00 – 14:30:

["SCRUM approach and video game project management in a AA studio configuration: ingredients of a successful love drama."](#)

– Stephan Froment, Producer on Flight Sim

15:00 – 16:10:

One-to-one meetings (30 minutes per meetings & 10 minutes break between each meeting) x2

16:15 – 16:45

Online networking session in [Wonder](#) (Password: Lille2020)

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4th November 2020:

- 9:30 – 10:00: [*Keynote* - Anne Devouassoux, Executive Producer at Kylotonn and VP of the French Federation of Developers \(SNJV\).](#)
- 10:15 – 12:05: **One-to-one meetings** (30 minutes per meetings & 10 minutes break between each meeting) x3
- 12:20 – 12:50: [*“Do’s and Don’ts When Working with a Publisher”*](#)
– [Lars Janssen](#), Director Studio Relations, Koch media
- 12:50 – 13:10: **Wrap up**