



César, from Ludogram, takes time for a chat with us to explain what is Ludogram's project about and how they plan to expand it through co-production. Ludogram is a young video game studio based in Tourcoing, Hauts de France, and specially interested on narrative design and interactivity. The project they will be presenting in Strasbourg is called "Belle Époque" and it's their first game. It is based on

rebuilding the city of Roubaix at the time of the Belle époque, beginning of the 1910s. Their game might seem similar to Lego, since you build the city again but through this rebuilding, you bring more characters to life and recreate the atmosphere in Roubaix as it was at that time – definitely something for culture lovers!

The reason for a co-production is that Roubaix is not the only city who lived a belle époque and which can be brought back to life. César and Édouard see Roubaix as the first city of a long series – their plan is to open it to other cities in the world. They see in co-production a splendid opportunity to extend their project to other cities in Europe, to start with... maybe Germany? Ludogram confesses to us that they are already discussing with a studio -whose name hasn't been revealed- based in Cologne (Germany) about the possibilities to add this city to "Belle Époque"'s repertory. According to César, the idea is to show the diversity of cities and all the different cultures we have in Europe or even in the entire world and that we don't really know. He mentions as well that there are cities which are not all represented on video games, like for example Roubaix, and it is worth taking a look to discover these hidden gems.

This contact in Cologne is not their only contact with Germany, this French studio has recently successfully completed SpielFabrique's acceleration program. Thanks to this experience, they got to meet a lot of German and Franco-German actors and their interest for the neighbouring country just keeps growing since they are eager on finding a suitable partner to develop their project.