



We talked to Milan Pingel from the studio Massive Miniteam, based in Cologne. Milan will be the representative of his team on the 2<sup>nd</sup> Franco-German Co-production Meeting for Videogames next September in Strasbourg. We asked him about co-production, Franco-German in general and the project he will (not) be presenting.

Maybe some of the indie devs out there didn't dare to apply because they didn't have a project to present but guess what, you could have also done like Massive Miniteam!! They applied and were selected but they had an interesting idea – they won't be looking for a co-production partner for their projects but instead they are searching for collaboration on other companies' projects.

You would ask yourself WHY?! Easy, they are very interested on co-production and consider there are many opportunities - on the one hand, creatively on the other

hand, at a business level. Co-production implies for Massive Miniteam more creative brains and hands working together but also more possible funds and less risk involved. Currently they are in discussion with Felix Dreyfus (Gameexpro) and friends from Milan who do VR scape games in Barcelona trying to get a co-production going. Stay tuned!

Concerning Franco-German experience, Milan tells us he's been personally quite often to France and has long-lasting contacts over there. From a professional perspective, he's taken part several times on Games for Change Europe in France and knows people working in the industry. Additionally, at the last Nordic Game Conference, Milan established contact with Kevin Buchet (Wako Factory) checking out the situation possible co-productions. Other two open fronts for Massive Miniteam are a spin-off from Ludogram's "Belle Époque" and exchanging ideas and possible joint ventures with "Pile Up's" creators, Seed by Seed.