



Wako Factory is an independent game studio based in Nantes. They are board member of Atlangames, an association working to foster co-operation between different studios in the area. It was co-founded by Charlotte and Kevin Buchet in 2015. We talk to both of them to learn more about their expectations on a co-producer and the project they will present in Strasbourg, but they kept it rather mysterious... Why do we say that? Charlotte and Kevin explained to us that since the project is a work in progress, it falls by now under non-disclosure and you will have to wait for the 2nd Co-production Meeting to discover it! We are definitely looking forward to it! Specially since their studio aims to challenge the boundaries between real-life and virtual experience and impact therefore the society.

Concerning their motivation for co-production, they consider this particular idea fits perfectly with it – quoting them “A co-production can be a unique opportunity to have a European vision about this game “. Wako Factory is a team of creative and designers and their matching partner would be a team with a more technical profile. They are eager to find professionals specialised in development and technical art or 3D. Additionally they are also interested on funding opportunities and would appreciate as well support to raise a community for the game.

Up to present day, they have little contact with Germany – besides being big watchers of ARTE and their documentaries! They are developing a project with Deutsche Welle and established a first contact with Massive Miniteam, a German team which will also take part in our Co-production Meeting, at the Nordic Games Conference. Kevin has already been to Germany for work but not Charlotte, we hope they will find a suitable collaborator in Strasbourg so that their contact with Germany keeps growing.