



Tritrie games will be taking part on the 2<sup>nd</sup> Franco-German Co-production Meeting for Videogames next September in Strasbourg. We just talked to Pierre about the changes in the project they will be presenting, about French creativity and of course about co-production. Keep reading to learn more about this very particular threesome!

Tritrie intended to present a 2D platform but in the meanwhile (applications closed in April) their project has evolved and changed of format – yes, this is also possible! They plan now on pitching a 3D thriller where the player takes the role of a child who lives in an abusive household. They have always proved a big interest on controversial topics (see [www.tritriegames.de](http://www.tritriegames.de) to discover Jessika) and co-productions (it is their second time on our co-production market). Specially because of the complexity of the project, they are eager on finding a suitable partner. We exchanged with them about what they are looking for, let's start from the beginning: since they are a tiny team, they are looking for expertise on 3D production and bigger projects but that's not the only thing. They are interested on creative exchange in general and, more particularly, with people working on this kind of topics – they are conscious that is a “pretty serious” and challenging topic but still want to create a good player experience. Pierre talks to us as well about how co-production represents a great learning opportunity and how more people imply less risk.

Their experience on Franco-German context is mainly at a professional level, they count among SpielFabrique's alumni and, as we already mentioned, were present at the very First Franco-German Co-production Meeting past year. Moreover, they are discussing with a VR/AR French studio (whose name hasn't been revealed) for another project they are developing. The team has seen great completed French projects and considers the results could be even better thanks to collaboration and learning from each other's experiences.

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