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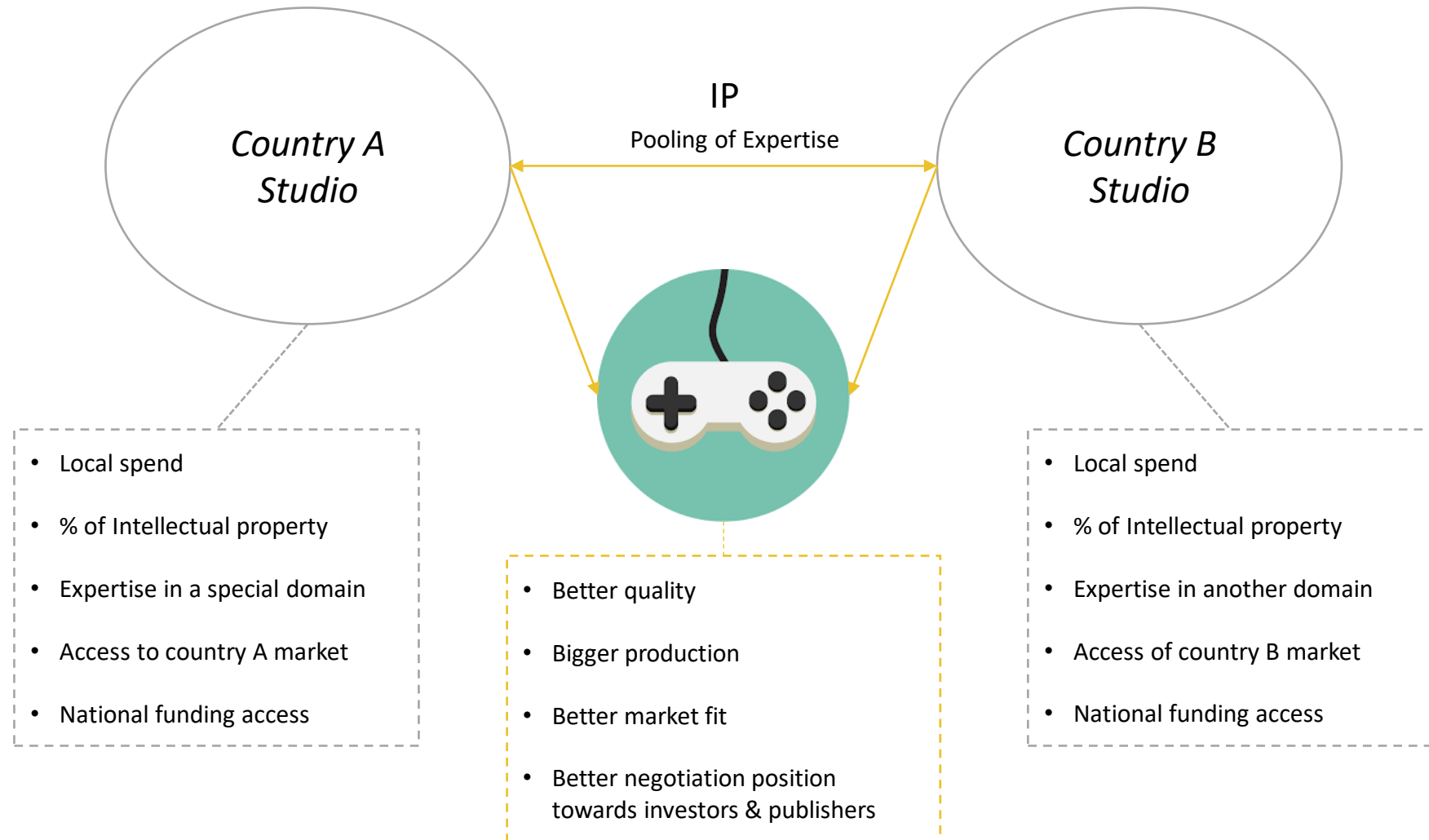
European Games Coproduction Programme

SpielFabrique

March 2022



Coproduction Programme: What is co-production ?





Coproduction Programme: Benefits & Issues

Benefits for studio partners

- Increase access to funding: developers may complement local funding with foreign funding
- Access to strong international expertise
- Better Balance between risks and benefits
- Higher quality games
- Enrich games with another culture & other values
- Access to new markets, publishers & investors

Issues for studios partners

- Production usually takes more time
- Risk of communication problems & misunderstanding the real complementary skills
- Differences in processes & management
- Weight of administrative processes



2022 Coproduction Programme: More than just a market

The coproduction programme objective is to support studios willing to engage into collaboration.

Prepare for collaboration

- Personal mentoring and support for each studio on various topics (financing, marketing, publishing) in co-production situations
- Analysis of best collaboration criteria, define internal skills and needs

Foster dating

- Online Match making event (studio-to-studio meetings)
- Opportunity to learn about coproduction through experts presentations
- Market Meeting with experts for coproduction duos/trios

Support collaboration

- Help teams communication between themselves
- External feedback on the new common project
- Support in identifying relevant financing strategy
- Introduction to partners (legal, communication, project management...)
- Case studies of coproductions



Coproduction Programme: Studios Selection

Based on the feedbacks from the last edition, we are looking for 2 specific types of studio.

Project Carrier

- Small studios looking for a particular expertise/funds for their project.
- Need a project pitch for the market, with at least a prototype to present. The studio has to be already established.

Project Seeker

- Small/Medium Studios looking for a project to co-produce.
- Need an established studio to pitch what are their expertise and what kind of project they can work on, how they can help etc.

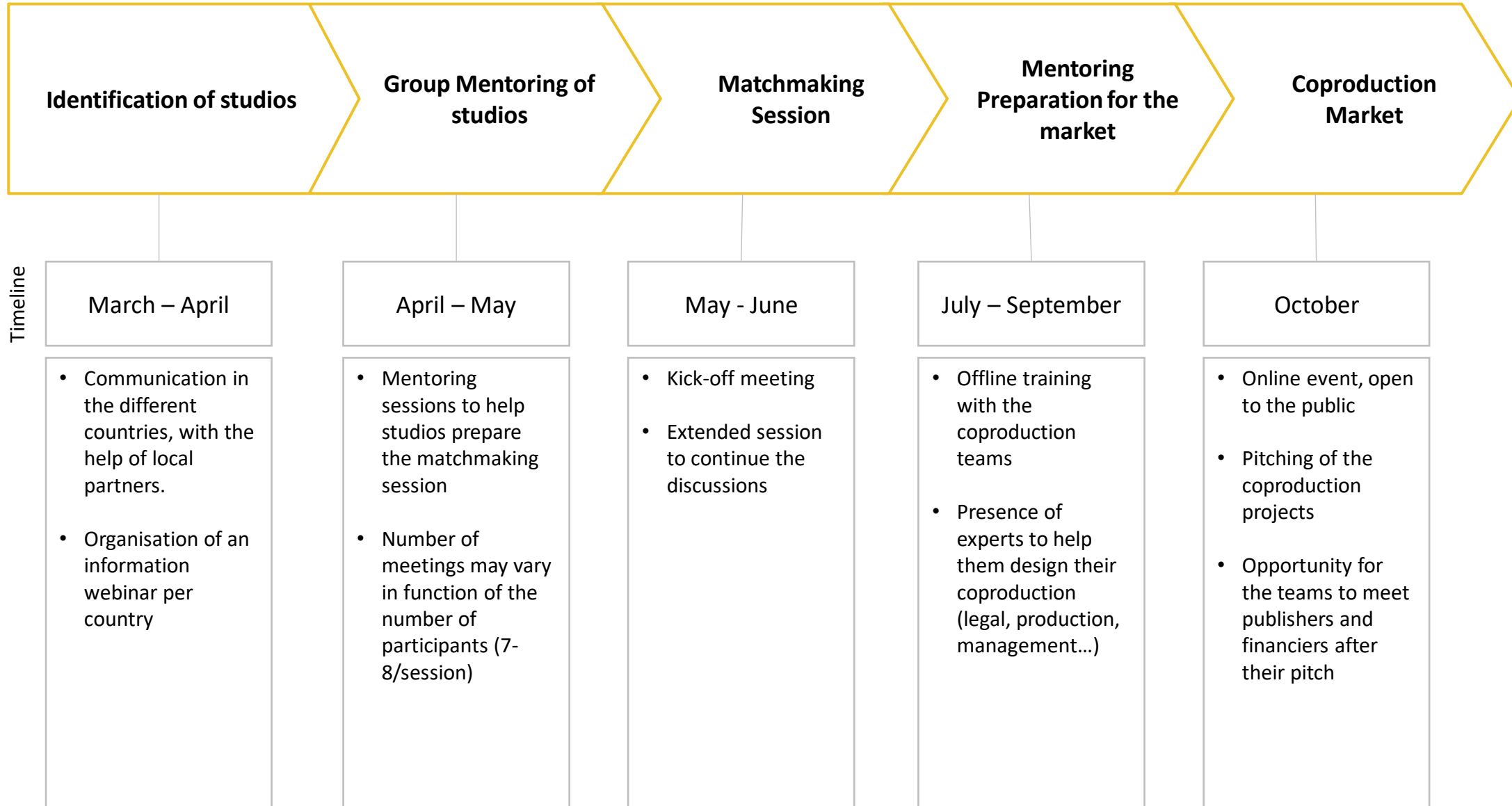
Studios corresponding to both type should be accepted as well. However, we want to avoid as much as possible meetings where both studios are pitching their project, without having any consideration for the other one.

Candidates for the market will be required to fill a questionnaire, determining needs and characteristics.

Studios information will be available for all the participants and they will be free to meet whoever they want.



Coproduction Programme: Planning for 2022





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Coproduction Programme: Join us !

- If you want additional information, don't hesitate to visit our [website](#)
- You can already [register to the programme on F6s](#) until the 4th of April 2022 !
- Feel free to contact Thierry Baujard (thierry@spielfabrique.eu) or Hugo Derivry (hugo@spielfabrique.eu) if you have any question !
- Countries participating and supporting the programme: France, Germany, Spain, Belgium (Flanders & Wallonia), Croatia, Denmark, Ireland, Netherlands, Norway and Tunisia!

Looking forward to welcoming you !



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