Photo Credit: Mike Robbins | Helios Design Labs

DIGITAL STORYTELLING: Games & Interactive

22 August 2019
from 16:30–19:45
followed by Networking Drinks

Venue: KOMED, 3rd Floor, Im Mediapark 7, 50670 Cologne, Germany

The event is organized by **Documentary Campus** in collaboration with the **Film- und Medienstiftung NRW** and **Creative Europe Desk NRW**.

<u>INTRODUCTION:</u>

The production of a video game or an interactive project needs a holistic approach to the narrative, requires the latest technology and new ways of impact campaigning. Experts in this field will meet filmmakers and game professionals from the region as well as international participants of this year's Documentary Campus Masterschool. Keynotes will give an overview of the market situation and outline opportunities to engage with new audiences. Three projects developed in partnership between filmmakers and game designers will be presented. The speakers will share their experiences, the challenges they faced and opportunities. This event offers an ideal framework to learn from each other. We want you to get inspired!

Stay on for the get-together, to exchange ideas and network with like-minded filmmakers, game developers and funders.

Curated and moderated by **Anke Petersen, JYOTI Film**, Hamburg | Berlin, Germany

PROGRAMME:

16:30–16:50 **Welcome & Introduction**

16:50–17:30 **Keynote & Case Study: Complementing Documentaries with Cross-media**

How do we use interactive storytelling in digital media to reach and involve our audience? Digital producer Tanja Schmoller will provide an overview of a whole range of cross-media projects complementing various documentaries of the production company gebrueder beetz. She will particularly focus on the company's most recent multimedia web project *#uploading_holocaust*. The project aims to find out how today's teenagers handle the memory of the Holocaust, and how they envisage a contemporary culture of remembrance in the digital age.

• **Tanja Schmoller** | Digital Producer, VR & Interactive Media |
gebrueder beetz filmproduktion, Germany

17:30–18:00 **Case Study 1 – From Film to App to Game: "Pre-Crime"**

The case study outlines the evolution of a complex project: from a documentary film to an accompanying app to an independent video game. The presentation will not only focus on technological aspects, but also on marketing and audience-related issues.

Pre-Crime Simulation is a detective reality game (and a geolocation AR App) for mobile devices that places you in the world of predictive policing, where big data and algorithms turn us all into potential participants of crime, as either perpetrator or victim. Underneath a thrilling fictional story, the mechanics of the game's algorithms as well as some of the data used are very much real. *Pre-Crime Simulation* wants you to experience how predictive policing is impacting you, your city and society.

• **Mike Robbins** | Producer, Creative Technologist | Helios Design Labs, Canada
• **Harmke Heezen** | Creative Producer | High Road Stories, Germany

18:00–18:30 **Short Break**

18:30 –19:00 **Case Study 2 – Fictionalizing Reality through Game Mechanics: A Full Motion Video Mystery Adventure: "Jessika – Underneath the System"**

The game developers will give an insight into their story development, research and production process. They will speak about the ups and downs of creating a serious game about radicalization in Germany. The discussion will also focus on the use of interactive, non-linear storytelling to reflect society, politics and moral understandings. It will show how linear media can be implemented into a non-linear medium and explore the pros and cons of this approach.

• **Seren Besorak** | Co-Founder, TriTrie Games | BA Student, Cologne Game Lab, Germany
• **Pierre Schlömp** | Co-Founder, TriTrie Games | BA Student, Cologne Game Lab, Germany

19:00–19:30 **Case Study 3 – Serious Game: "Hectarium"**

Hectarium is a serious game about the climate and farming crisis across the globe. The game challenges the player to feed a rising population while the available fertile soil and land is reducing. The case study will present how the project merges documentary filmmaking and scientific research of agricultural data to create an immersive game that will help make the player a more conscious consumer.

• **Jiannis Sotiropoulos** | Technical Producer | Honig Studios, Germany
• **Anke Petersen** | Producer | JYOTI film, Germany

19:30–19:45 **Wrap Up**

What kind of documentary projects can be extended into games or interactive projects? What are the key takeaways for documentary filmmakers?

19:45–21:00 **Get-Together**

SPEAKERS:

(in order of presentations)

• **Curator: Anke Petersen** | Producer | JYOTI film, Germany

Anke Petersen is an executive producer of high quality commercial films for international institutions and companies. She is one of the main producers of the awarded Tony Petersen Film GmbH, producing creatively ambitious films for more than three decades. In 2012, she produced her first documentary *Calle del Arte* in co-production with ZDF/arte and founded her own production company JYOTI film, focussing on social issues. In 2016 she also launched Little Big Bang, a subsidiary of Tony Petersen Film GmbH producing all kinds of branded content.

• **Tanja Schmoller** | Digital Producer, VR & Interactive Media |
gebrueder beetz filmproduktion, Germany

Grown up as a Digital Native, Tanja Schmoller studied Digital Television and MultimediaArt Filmproducing at FH Salzburg. She worked as a digital producer for gebrueder beetz filmproduktion on projects such as *Wagnerwahn – Interactive Graphic Novel App* the online format for the TV series *Make Love* the trilingual online learning game *Isungur – Rette dein Wikingerdorf*, the multimedia scroll-documentary *Falcianis SwissLeaks* as well as the cross-media documentary film and web project *#uploading_holocaust*. She is currently working on a VR experience.

Gebrueder Beetz has produced more than 120 high-quality and feature-film documentaries for the international market. Since 2007 they complement the cinematic content with crossmedia formats such as web campaigns, apps for tablet PCs and smart phones, web documentaries, media events and books. In order to optimally reach the target audience they work together with an interdisciplinary team from the games, mobile and web sector.

• **Mike Robbins** | Producer, Creative Technologist | Helios Design Labs, Canada

Mike Robbins is producer, director, and creative technologist. As partner at his company Helios Design Labs in Toronto he worked on award-winning interactive documentaries such as the *Quipu Project*, *Digital Me*, *After The Storm*, *Highrise* and *Offshore*. This work has been featured at festivals such as IDFA, Sheffield DocFest, smartFip@, and Bristol iDocs. Mike studied Visual Arts in Toronto. – For previous work, visit heliosdesignlabs.com.

Helios Design Labs is a multi-disciplinary design studio specialized in the creation of unique interactive experiences based in Toronto, Canada. The collaborations range from global brands and institutions to artists, academics and filmmakers that are willing to explore the expanding horizons of interactive storytelling. The developed projects have received many notable awards including the Peabody, a World Press Photo Award, an Emmy Award and the Canadian Screen Awards.

• **Harmke Heezen** | Creative Producer | High Road Stories, Germany

Harmke Heezen is a director, writer and creative producer. After a master's degree in Film Studies from Utrecht University, she worked for the Arts & Culture department of the Dutch national public broadcaster AVRO. As an independent filmmaker in Berlin, she made web series and interactive documentaries, commissioned by, among others, the BBC, Arte Creative and the Goethe-Institute. – For previous work, visit harmkeheezen.com.

High Road Stories is a Berlin-based interactive studio for documentary VR, AR, and other immersive content. As a multidisciplinary team, they create digital experiences with an international network of talented artists. High Road Stories was founded in 2018 by director/writer Harmke Heezen and creative technologist Mike Robbins, who have many years of experience in award-winning digital and audiovisual documentary work.

• **Seren Besorak** | TriTrie Games | BA Student, Cologne Game Lab, Germany

• **Pierre Schlömp** | Co-Founder, TriTrie Games | BA Student, Cologne Game Lab, Germany

Seren Besorak and Pierre Schlömp are co-founders of TriTrie Games. Seren is a game artist and VR developer for Medisana, Telekom and Bayer. He has previously been a speaker at DevCom and gives lectures on the topic of "Digital Games and Learning". Pierre focuses on mechanics and narrative in games.

(Foto from left to right: TriTrie Games founders Pierre Schlömp, Sarah Abouzari and Seren Besorak)

TriTrie Games is a micro-indie developer team, creating narrative experiences from Cologne, Germany. Currently the team is working on their interactive found-footage novella *Jessika – Underneath the system*. For *Jessika*, they have already been nominated for "Ubisoft/Blue Byte Best Newcomer Award" at the Deutscher Entwickler Preis 2018.

• **Jiannis Sotiropoulos** | Technical Producer | Honig Studios, Germany

Jiannis Sotiropoulos is the managing director and technical supervisor of Honig Studios. After graduating from the film school of Potsdam Germany in 2008, he established Honig Studios. He worked as the producer and technical director of the series *Milli* (Red Dot Design Award, FWA, GIGA Maus Award). In 2012, he co-developed the transmedia design of *The Spiral*, a participative TV series and online social game broadcasted simultaneously in eight European countries (nominated for International Digital Emmy Awards and Prix Europa Awards). He created interactive experiences, games and apps for the Red Cross, Universal Music, Sony, HABA, Schmidt Spiele and others.

Honig Studios is an award-winning digital production studio merging content with technology for games, web, TV, film and experimental channels. The company houses developers, designers, strategists, writers, digital producers and film producers working together to create innovative interactive experiences and intellectual properties, such as TV shows, web experiences, online shows, mobile experiences, games, interactive installations and visual identities.