



Cnam-Enjmin New Building Grand Opening - Ateliers du Jeu Vidéo / Videogame Workshops

December 15 - 18, 2014 - Angoulême - France - Version dated Nov. 24, 2014

	Monday, December 15	Tuesday, December 16	Wednesday, Dec 17	Thursday, December 18
10h00 > 10h15	Welcome coffee and snacks		Second Year Students Projects Presentation In front of Jury	Boyd Multerer Partner, Director of Development, Xbox Microsoft <i>Directions in Video Games</i>
10h15 > 10h30				
10h30 > 10h45				
10h45 > 11h00				
11h00 > 11h15				
11h15 > 11h30	Peter Molyneux Creative Director - 22 Cans <i>Opening Keynote</i> <i>When gaming dreams come true</i>	Thomas Bidaux CEO ICO Partners <i>State of the business models in video games</i>		Break
11h30 > 11h45	Break	Break		Jurie Horneman Game Design / Production Consultant <i>The School of Hard Knocks: Things they don't teach you at School about the Games Industry unless you come to this Talk</i>
11h45 > 12h00	Cnam-Enjmin new building official opening and official talks	Gary Carr Creative Director - Lionhead Studios <i>Incubating Ideas in a AAA Studio</i>	Lunch with Speakers	Break
12h00 > 12h15				
12h15 > 12h30				
12h30 > 12h45				
12h45 > 13h00				
13h00 > 13h15	Visit of Cnam-Enjmin New Building Luncheon Cocktail	Lunch with Speakers	Lunch with Speakers	
13h15 > 13h30				
13h30 > 13h45				
13h45 > 14h00				
14h00 > 14h15				
14h15 > 14h30	Graduation Ceremony	Henry LaBounta Chief Visual Officer - Zynga <i>Making great looking games</i>	Break	Tracy Fullerton Director - Game Innovation Lab, University of Southern California <i>I Went to the Woods: Experiments in Gameplay and Narrative</i>
14h30 > 14h45				
14h45 > 15h00				
15h00 > 15h15				
15h15 > 15h30				
15h30 > 15h45	David Cage CEO & Creative Director - Quantic Dream <i>The story of a small French studio that believed in interactive storytelling</i>	Katharina Tillmanns Co-President - Games for Change Europe <i>YOUtopia – Embracing A Formative Design Approach In Digital Games</i>	Second Year Students Projects Presentation In front of Jury	Break
15h45 > 16h00				
16h00 > 16h15				
16h15 > 16h30				
16h30 > 16h45				
16h45 > 17h00			Patrice Desilets President & Creative Director Panache Digital Games inc. <i>15 years of AAA games - an hour of discussions</i>	Colin Walsh Founder - Celsius Game Studios <i>A Head Start Into the Game Industry</i>
17h00 > 17h15				
17h15 > 17h30				
17h30 > 17h45				
17h45 > 18h00				
18h00 > 18h15		Luke Savage Academic Development Manager Sony Computer Entertainment Europe <i>Make your ideas real on PlayStation</i>	Break	Break
18h15 > 18h30				
18h30 > 18h45				
18h45 > 19h00				
		Jenova Chen President & Creative Director - thatgamecompany <i>Making game for humankind, thatgamecompany's own journey</i> (Skype)	Eric Zimmerman Independent Game Designer & Arts Professor NYU Game Center <i>Being a Game Designer: 11 Principles for a Thoughtful Practice</i> (Skype)	Break
				Videogame Workshops 2014 closing words