Creating Entertainment for Connected Screens

Top speakers • Market trends • Case studies • Networking

13-15 November 2018
Ghent (Belgium)

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CARTOON MOVIE

5-7 MARCH 2019
BORDEAUX
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PITCHING & CO-PRO FORUM FOR ANIMATION FILMS

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Both the animation and the gaming industry are bursting with enthusiasm

For the very first time, Cartoon Digital is setting up camp in Flanders. The city of Ghent has the honor to host the highlight of the animation sector in Europe. The city of Artevelde has long roots when it comes to animation. In 1963, Raoul Servais established the animation school at the Royal Academy for Fine Arts; the very first one on the European mainland. This local school produced numerous animators and film directors. In 1979, Servais himself won a Golden Palm in Cannes with his movie “Harpya”.

Hosting Cartoon Digital in Ghent indicates the bright future of the sector in our region: Flanders is catching up. This is mainly established through a close cooperation with the gaming sector. Both industries are increasingly using similar tools and are naturally tangling into each other. It is great to see that they are arriving hand-in-hand at this international platform.

Both the animation and the gaming industry are bursting with enthusiasm. Not too long ago, our Flemish animators received a lot of attention at the Cartoon Movie in Bordeaux, by presenting themselves as true “Flandriens”. More recently, I got to witness the effectiveness with which our game developers presented themselves at Gamescom in Cologne.

Cartoon Digital is looking at new forms of storytelling. For example, with regards to mobile applications or Virtual Reality; as well as production and linear and non-linear distribution of new content. Moreover, reaching and engaging new audiences is of course a prime mission.

For the very first time, Cartoon Digital is aiming to involve the animation professionals of tomorrow as well as our film students. The Cartoon Springboard, establishing a dialogue between producers and students is a prime example of these efforts.

Enjoy Cartoon Digital!
Imagine the intimacy of a compact city with the openness of a vibrant metropolis ... That’s Ghent, the capital of East Flanders in Belgium. In Ghent, knowledge and innovation rule and the economy flourishes. Ghent finds itself in the centre of the European economy: fertile ground for dynamic investors. The lively historical city is an inspiring backdrop for cultural excursions as well as for a relaxing stroll along tempting boutiques and charming cafes and restaurants. Ghent is also increasingly in demand as a backdrop for films and TV series. Not only does the city offer all the advantages of the Belgian Tax Shelter, designed to encourage the production of audiovisual works in Belgium, it also boasts a dynamic start-up scene with innovative and creative companies.

To discover more about the opportunities Ghent has to offer, visit www.stad.gent
The best idea is to go where the best ideas are.

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Creative professionals, welcome to Ghent!

When the world-famous British city consultant Charles Landry was our guest in 2011, to seek out – at our request – how the City of Ghent would score on his “Creative Cities Index”, he found out, to his surprise, that Ghent ranked first in his list at that time. He called our city “a pocket-sized metropolis”. I still find it a very nice description.

Ghent is a rather small city on a European scale (it has 260,000 inhabitants) but it has got everything to offer that bigger cities have: a seaport, a university with an international reputation, a car-free city center, high level museums and festivals, and bars and restaurants of all kinds. Our baseline is (and has been for many years now): “Ghent, city of knowledge and culture, accessible to everyone”. It is still standing strong, to say the least.

Ghent is the biggest student city in our country. Because of our excellent reputation, many youngsters consider Ghent as the place to be. Hence, it is no coincidence that our city does very well in the field of creative and cultural industry. As they say: employment follows talent.

The creative and cultural industry is one of the spearheads we focus on, in our support and in our city marketing. It is already standing strong and has still got a lot of potential.

In our city, the audiovisual industry has got all it takes to create valuable products: from education to production, distribution and screening. It has many links with the digital industry: gaming, augmented reality and virtual reality, 3D special effects, and so on. It has many links with the ICT industry as well, that plays a strong supportive role. That way, they all strengthen each other and each other’s work.

It goes without saying that we welcome an international professional (network) event, such as the Cartoon Master Digital 2018, with open arms. Because we love to share our knowledge and learn from others. Because we are convinced of the fact that creative cities worldwide will make a better future. Because we know that you will make a difference.

Welcome to Ghent. Enjoy your stay. And if you do: please, spread the word.

Daniel Termont
Mayor of Ghent
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The animation industry in Flanders is experiencing strong growth. With no fewer than 22 companies producing animated content, the sector has now secured its place on the international map. Our producers and animators are among the very best, and often play a crucial role in international co-productions. Their achievements include several Oscar-nominated films, such as “The Triplets of Belleville”, “The Secret of Kells” and “A Cat in Paris”. More recently there has been “This Magnificent Cake!”, the medium-length stop-motion animation film from Emma de Swaef and Marc James Roels, and “Bloomstreet 11” by Nienke Deutz, which took the Crystal Award for Best Animated Short in Annecy.

The future also looks bright, because the digital (r)evolution – our focus in this edition of Cartoon Digital – creates countless opportunities for the Flemish animation sector, both creatively and commercially. Frontiers are fading away, and partners can communicate faster than ever. Team members no longer have to be in the same place to work together effortlessly. A recent example is the Polish-Spanish-Belgian co-production “Another Day of Life”.

It is with great pleasure that the Flanders Audiovisual Fund (VAF) this year welcomes Cartoon Digital to Flanders, and specifically to the beautiful city of Ghent. Why is VAF at the helm? Because we want to throw our weight emphatically behind the animation sector, not just supporting the sector financially, but actively helping it become even more professional and international.

And for our talented young animators we are making an extra effort. On the morning before Cartoon Digital they can take part in a unique matchmaking event involving both Flemish and international animation studios.

Finally, and maybe most surprisingly, three key speakers from the international games industry will take the stage, thanks to the VAF/Game Fund. Animation and games are growing ever closer together, a development we want to anticipate by bringing the talent from both sectors together in order to stimulate co-productions. Because tomorrow’s world of entertainment will not be the same as today’s. Digitalisation will not just blur the borders between countries, but also the boundaries between sectors. Instead of evolution, we can truly talk about a digital revolution.

I wish you all a fruitful and constructive Cartoon Digital.
Cartoon Springboard
4-6 December 2018
Valenciennes (France)

www.cartoon-media.eu
The diverse programme will offer a good vision of the main creative and economic dynamics at play

Over the years Cartoon Digital has always tried to enlighten animation producers on the new developments in the digital world that can successfully increase the presence of their works on the many digital screens.

And for this year’s edition, we have convened a prestigious line-up of 30 forward-thinking speakers from 11 European countries and the USA to showcase how animation producers can benefit from producing multiple content on multiple platforms.

Based on new findings on kids’ global trends in entertainment, learnings from direct-to-consumer approaches, presentations on the evolving digital strategies from the main European broadcasters, animation producers will learn of audience shifts and new consumer patterns.

Complemented by case studies on the digital routes taken by animation producers, innovation moves from VR and creators of immersive contents, converging approaches from digital publishers and game developers, the diverse programme will offer a good vision of the main creative and economic dynamics at play.

Legal and financial considerations on how rightsholders can best finance, protect and monetise their digital IPs will also help producers make better business decisions.

We wish to thank our long-standing partners Creative Europe – MEDIA, the City of Ghent, the Flanders Audiovisuel Fund (VAF) and Ketnet/VRT for their support to animation professionals.

We wish participants a great event where we hope you will acquire new skills, enlarge your networking base and fine-tune your digital projects.
TUESDAY 13 NOVEMBER

9:30 – 9:45  ➢  VAF presentation by An Feyfer (Flanders Audiovisual Fund/VAF)
9:45 – 10:00 ➢  Presentation of Cartoon Springboard by Annick Maes (CARTOON)
10:00 – 12:15 ➢  Presentation of internship offers to registered students
12:45 ➢  Lunch with all participants in Oude Vismijn
14:15 ➢  Opening Words
   Speakers:  Sven Gatz (Flemish Minister for Culture, Youth, Media and Brussels Affairs)
              Mathias De Clercq (City of Ghent)
              Erwin Provoost (Flanders Audiovisual Fund (VAF))
              Yolanda Alonso (CARTOON)
14:30 – 15:15 ➢  Keynote Speech: Marc Goodchild, Turner EMEA
   Marc Goodchild is Head of Digital Content Strategy and Product at Turner EMEA, the cartoon
   empire that runs Cartoon Network, Boomerang, Boing, Cartoonito and Toonami. Digital and gaming
   businesses, digital extensions of brands, Turner is re-imagining TV to stay relevant to kids’ new patterns
   of consumption. What has worked so far and what is the future will be the focus of his keynote.
   Speaker:  Marc Goodchild (Turner EMEA)
   Moderation:  John Lomas-Bullivant
15:15 – 16:15 ➢  Animation in Flanders
   A presentation of the landscape of animation in Flanders and in particular the benefits when working
   there in terms of infrastructure, production capacity, talent and financial incentives, through tax
   shelter and public funding.
   Speakers:  Ives Agemans (Cyborn)
              Annemie Degryse (Lunanime)
              Michela Ritondo (Federal Public Service Finance)
              Jan Roekens (Screen Flanders/VAF)
   Moderation:  Eric Goossens
16:15 – 16:45 ➢  Coffee Break
16:45 – 17:45 ➢  European Broadcasters’ Offensives on OTT
   Whilst in the US, 70% of homes are now connected to OTT platforms such as Netflix, Amazon and
   Hulu, European broadcasters (who will be confronted soon to the same competition) need to reflect
   upon the ways they can establish their own OTT partnerships at European level and help producers
   maintain a large production capacity and their IP rights.
   Speakers:  Tiphaine de Raguenel (France Télévisions)
              Luca Milano (RAI Ragazzi)
              Orion Ross (The Walt Disney Company)
   Moderation:  Christian Davin
19:30 ➢  Welcome Dinner at Cafe Theatre
9:00 – 10:00

Financing Digital Content

Private funds are adapting to the new digital forms and formats of animation shows and will present their funding policy and requisites to help animation producers get their interactive projects out on the digital platforms.

Speakers:  Fiona Bélier (La Fabrique des Formats)
            Tanu-Matti Tuominen (IPR.VC)

Moderation: Christian Davin

10:00 – 10:45

VR: A State of the Industry

Michel Reilhac is a narrative architect and long-time transmedia and VR pioneer with international expertise in innovation, including hybrid storytelling across participatory, interactive and immersive experiences. He is also Head of Studies at the Venice Biennale College, the VR competition curator for the Venice Biennale International Film Festival. A great advocate of VR, Michel will talk of the creative and economic dynamics at play when developing VR programmes, animation being the genre that is most successful on VR.

Speaker:  Michel Reilhac (Submarine Channel)

Moderation: John Lomas-Bullivant

10:45 – 11:15

Coffee Break

11:15 – 12:00

Global Trends for Kids Entertainment in Europe

Director at Dubit, Peter Robinson generates data and intelligence conducted from fieldwork on kids’ consumption of entertainment at large (programmes, video games, VR, etc...). Carried out to help the business decisions made by media owners, publishers and content creators, Dubit analysis provides digital trends and includes device and platform usage, who audiences are engaging with, how to make programmes discoverable, and parents’ expenditure on kids’ entertainment.

Speaker:  Peter Robinson (Dubit)

Moderation: John Lomas-Bullivant

12:00 – 12:45

Convergence of Game and Animation: Case Study on “11-11: Memories Retold”

Game play mechanics, a unique visual style and great storytelling are the necessary ingredients to craft unique games such as “11-11: Memories Retold”, co-produced by iconic Aardman and game company DigixArt.

Speakers:  Yoan Fanise (DigixArt)
            Bram Ttwheam (Aardman Animations)

Moderation: Youri Loedts

12:45 – 14:25

Lunch
14:30 – 15:30  ➤ Inventing New Ways to Retain Audiences
Whilst linear animation programmes still deliver for the mass market, public and private broadcasters are constantly looking for ways to offer audiences more interactive content for their growing multiplatform offers. A showcase of their best practices and ambitions in the field.
Speakers: Daphné De Beaufort (TF1)
Sascha Hartmann (ARTE)
Telidja Klaï (Ketnet/VRT)
Moderation: Christian Davin

15:30 – 16:15  ➤ “Trüberbrook”: A Stop-Motion... Game
A beautifully crafted game using stop-motion with a visual style and narrative that blends animation techniques and storytelling.
Speaker: Hans Böhme (Btf)
Moderation: Ben Allossery

16:15 – 16:45  ➤ Coffee Break

16:45 – 17:45  ➤ Developing for the Linear and the Non-Linear Platforms
From digital to linear and linear to digital, what are the creative and economic advantages of both routes from two independent production and digital animation production houses Plug-in Media and Pikkukala. Both are pro-active and experienced in this digital ecosystem.
Speakers: Pablo Jordi (Pikkukala)
Dominic Minns (Plug-in Media)
Moderation: John Lomas-Bullivant

18:00  ➤ Historical Tour of Ghent by Boat

18:45  ➤ Free Evening for Participants

19:00  ➤ Speakers’ Dinner
9:00 – 9:45  Managing Rights in the Digital World
Producers and right owners need to protect their IP when it comes to negotiating and exploiting their rights in the digital media. With the increasing number of outlets, is there one model for multiplatform contracts? Christos will advise producers on how to structure digital deals in their best interest.
Speaker: Christos Michaels (Lee & Thompson)
Moderation: Christian Davin

9:45 – 10:30  “Subway Surfers”: The Journey to Become a Global Brand
Record-breaking “Subway Surfers”, a mobile app property launched in 2012, has marked its debut as an animated series on YouTube and is rolling out a larger Consumer Products programme across the Atlantic. A key group of like-minded creators, animators, producers, writers, directors and licensing experts from Denmark, Canada and the USA have been converging to create this global phenomenon with over 400 million downloads for the mobile game in 2017, reaching one billion downloads on Google Play earlier in 2018 (becoming the first game to ever to do so), and breaking the two-billion download mark across iOS and Android. Brent, co-writer of the “Subway Surfers” digital series and Michael, director of the show have brought together their extensive experience in games, shows and movies to create this global brand. Insights on how to create digital properties that become global brands.
Speakers: Brent Friedman (Schizophrenic Thinking)
Michael Hegner (SYBO)
Moderation: John Lomas-Bullivant

10:30 – 11:00  Coffee Break

11:00 – 12:00  Connected Children’s Publishing Today
Publishers today are all looking to embrace the new ways they can expand their brands into the digital and interactive world. This can be achieved through digital enhancements, technologies or new ideas in distribution. Presenting publisher offers who have featured at the Bologna Children’s bookfair Digital Hall, this panel will talk over the issues of bringing innovation for brands, animated characters.
Speakers: Daiva Rudytė (MB Tikra Knyga)
Stéphanie Simonin (Bayard Group)
Moderation: Neal Hoskins

12:00 – 12:30  Creating Short Form Content Across Mobile Platforms
Wonderz is a tech company mixing technical know-how and kids’ content experience. Their Mediabox framework enables creators to publish any form of content (audio, video, e-books, AR, etc.) in their own apps directly to the end-user. Thanks to built-in analytics the Mediabox is equipped to provide learnings from data and users’ feedback. A presentation of this direct-to-consumer approach.
Speaker: Sebastian Wehner (Wonderz)
Moderation: John Lomas-Bullivant
12:30 – 13:00  ➤ **Online Distribution: Discoverability and Audience Measurements**
Whilst online distribution is “technically” accessible to all, well-known online platforms have now set format requirements and a reservoir of preferred content aggregators they wish to work with. In turn these intermediaries between right-owners and online platforms can ensure visibility and monetisation because of their large-scale presence. ODMedia Group will explain how they can assist rights-owners in the digital distribution of their IPs and also in the protection and monetisation of their content.

**Speaker:** Sjef Pijnenburg (ODMedia Group)
**Moderation:** John Lomas-Bullivant

13:00 – 14:25  ➤ **Lunch**

14:30 – 15:15  ➤ **Producing Immersive Formats and VR**
Engaging audiences and creating emotional links through the power of VR is the ambition of Atlas V, a new Franco-American VR studio which has presently 3 projects of animation in production and development. Storytelling techniques, production and monetization will also be presented.

**Speaker:** Arnaud Colinart (Atlas V)
**Moderation:** John Lomas-Bullivant

15:15 – 16:00  ➤ **“Crossing Souls”: Crowdfunding and Audience Engagement**
Following a successful Kickstarter campaign, and an accessible demo on STEAM and the Playstation Store, “Crossing Souls” revives the 1980’s nostalgia, strong cinematographic references and gameplay that have seduced a large audience. Advantages of going viral first.

**Speaker:** Daniel Benítez Gómez (Fourattic Digital)
**Moderation:** Youri Loedts

16:00 – 16:30  ➤ **Coffee Break**

16:30 – 17:15  ➤ **Techniques and Direction of “Another Day of Life”**
Dominik, in charge of motion capture techniques of “Another Day of Life”, will explain the artistic choices that led to the use of 3D CGI techniques, motion capture-based imagery for this animated and documentary film, co-produced with Spain, Poland, Belgium, Germany and Hungary.

**Speakers:** Eric Goossens (Walking The Dog)
Dominik Wawrzyniak (Platige Image)
**Moderation:** John Lomas-Bullivant

19:30  ➤ **Farewell Dinner at De Pakhuis Restaurant**

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**FRIDAY 16 NOVEMBER**
Departure of Participants
The speakers at this Cartoon Digital are:

Ives Agemans  CYBORN (BELGIUM)
Fiona Bélier  LA FABRIQUE DES FORMATS (FRANCE)
Daniel Benítez Gómez  FOURATTIC DIGITAL (SPAIN)
Hans Böhme  BTF (GERMANY)
Arnaud Colinart  ATLAS V (FRANCE)
Daphné De Beaufort  TF1 (FRANCE)
Tiphaine De Raguenel  FRANCE TÉLÉVISIONS (FRANCE)
Annemie Degryse  LUNANIME (BELGIUM)
Yoan Fanise  DIGIXART (FRANCE)
Brent Friedman  SCHIZOPHRENIC THINKING (UNITED STATES)
Marc Goodchild  TURNER EMEA (UNITED KINGDOM)
Eric Goossens  WALKING THE DOG (BELGIUM)
Sascha Hartmann  ARTE (FRANCE)
Michael Hegner  SYBO (DENMARK)
Pablo Jordi  PIKKUKALA (FINLAND)
Telidja Klaï  KETNET/VRT (BELGIUM)
Christos Michaels  LEE & THOMPSON (UNITED KINGDOM)
Luca Milano  RAI RAGAZZI (ITALY)
Dominic Minns  PLUG-IN MEDIA (UNITED KINGDOM)
Sjef Pijnenburg  ODMEDIA GROUP (NETHERLANDS)
Michel Reilhac  SUBMARINE CHANNEL (NETHERLANDS)
Michela Ritondo  FEDERAL PUBLIC SERVICE FINANCE (BELGIUM)
Peter Robinson  DUBIT (UNITED KINGDOM)
Jan Roekens  SCREEN FLANDERS/VAF (BELGIUM)
Orion Ross  THE WALT DISNEY COMPANY (UNITED KINGDOM)
Daiva Rudytė  MB TIKRA KNYGA (LITHUANIA)
Stéphanie Simonin  BAYARD GROUP (FRANCE)
Bram Ttwheam  AARDMAN ANIMATIONS (UNITED KINGDOM)
Tanu-Matti Tuominen  IPR.VC (FINLAND)
Dominik Wawrzyniak  PLATIGE IMAGE (POLAND)
Sebastian Wehner  WONDERZ (GERMANY)

Moderators

Ben Allossery  MAKE IT EPIC (BELGIUM)
Christian Davin  CHRISTIAN DAVIN PRODUCTION (FRANCE)
Neal Hoskins  WINGEDCHARIOT (UNITED KINGDOM)
Youri Loedts  FLANDERS AUDIOVISUAL FUND (VAF) (BELGIUM)
John Lomas-Bullivant  KICKBACK MEDIA (UNITED KINGDOM)
Ives Agemans (CYBORN – BELGIUM)

A Flemish, Belgian director-producer living in Antwerp. After studying graphical arts in the beginning of the 90’s, Ives joined a game company and became interested in the possibilities of 3D animation. With it came the interest in filmmaking and while adding directing and film analysis to his studies, he founded the 3D animation company Cyborn in 1998. After building up experience by directing and leading the production of series, commercials and short films, Ives considered Cyborn ready to pursue one of his true passions, feature film production. “Ploey, You Never Fly alone”, a co-production with the Icelandic producer GunHil, has been successfully released worldwide. And “Dragon Rider”, a co-production with Constantin Film, is currently in full production. While Cyborn has proven itself producing Pixar style cartoony movies for today’s international audience, the real magic comes with Cyborn’s hyper realistic style. With a team of more than 70 people, a combination of 3D artists, game artists and developers, Cyborn is intensively investing in cutting edge technologies to bring to life worlds and characters in a hyper realistic style for the audience of tomorrow. With the sci-fi project “Hubris”, Cyborn is expanding the classical ways of storytelling, by combining film, games and VR into a whole new experience.

Fiona Bélier (LA FABRIQUE DES FORMATS – FRANCE)

Fiona Bélier graduated from CELSA and the Institut Français de Presse in 2011. She first joined Studio 89, the production company of M6 group. In the acquisitions department, she contributed to the development of the editorial line of magazines and entertainment broadcast on M6 and W9. That same year, she became secretary of the Club Galilee and took part in the preparation of the Think Tank’s reflection sessions and professional events. In 2014, she joined the teams of Tony Comiti press agency as a journalist for non-scripted programmes for M6. At the beginning of 2016, she joined la Fabrique des Formats. La Fabrique des Formats is a cluster in the new world of audiovisual and digital formats that provides both a service company for professionals and companies as well as an investment fund dedicated to the financing and development of French formats and in particular the production of pilots. She is in charge of the development of expertise and training services and the support of TV and digital projects. Fiona Bélier teaches at CELSA and Paris Diderot University in the Media Field.

Daniel Benítez Gómez (FOURATTIC DIGITAL – SPAIN)

Daniel Benítez is a 2D & 3D Art Director. He has worked with several brands along his professional journey, mostly on the creative side of marketing campaigns. He is also co-founder of Fourattic, an indie videogame studio based in Seville, Spain. After a successful Kickstarter campaign, Fourattic developed “Crossing Souls”, a game published by Devolver Digital that was released in February 2018 on PC, MAC, LINUX, PS4 and Nintendo Switch.

- GAMESPEW (100/100): “One of the best gaming experiences I’ve had in a long while. It’s simply perfect.”
- GAME INFORMER (90/100): “Crossing Souls is a inventive thrill ride that embraces clever, varied gameplay and heartfelt storytelling to coalesce into a gem of a game.”
- HARDCORE GAMER (80/100): “This little chunk of the 1980s is filled with terrific, nicely-detailed visuals, fun character-switching gameplay, and a unique vision of the afterlife with several impressive touches.”
Speakers

Hans Böhme (BTF – GERMANY)

Hans Böhme studied “Intermedia Design” at Trier University of Applied Sciences from 2011 until 2015 with a focus in film, animation and games. During this time period he was also able to gather experiences in many different design disciplines as a freelancer and in cooperation projects. In the course of an internship at btf for his master studies, he was, inter alia, part of the conception and development of “Game Royale 2”, an old-school style adventure game based on the late-night show “Neo Magazin Royale”. In his master thesis he concentrated on the planning and execution of 3D workflows for the upcoming adventure game title “Trüberbrook” and is working as a 3D artist and animator for this project since then.

Arnaud Colinart (ATLAS V – FRANCE)

Beginning his career in digital content in the French award-winning production house Agat Films/Ex Nihilo, Arnaud Colinart’s work merges new technologies and interactive mechanics with storytelling. Colinart has over 10 years’ experience across multiple media industries spanning online documentary, animated series, video games and virtual reality experiences. Colinart has gained a reputation as one of the most acclaimed producers in the field of New Media. After he produced and co-directed his first VR experience, “Notes On Blindness” (Sundance New Frontier 2016, Tribeca Storyscapes Award 2016, SXSW Innovation Award Finalist 2017), Colinart decided to dedicate his work to immersive entertainment.

Daphné De Beaufort (TF1 – FRANCE)

Daphné de Beaufort currently serves as EVP in charge of the acquisition of children programs for TF1 Group. In this position, she negotiates and follows the pre-buy, co-production, and acquisition of programs for the channels (ie TF1, TFX), she selects and acquires the entire content of the SVoD platform (TFOMAX) & the AVoD platform (MYTF1) and she oversees the development of the kids series together with the diversification business units of TF1 Entertainment (licensing, games, publishing & music). She has been at TF1 since 2006, she was previously Head of Content for TFOMAX, and Head of Licensing at TF1 Licenses, spotting and negotiating brands, selling them to partners, supervising the brand development in France and Europe, and accompanying the brand owners in this perspective. Before working in the media, she used to work in the FMCG and Marketing business, serving as Partnerships and Development Manager at The Marketing Store, for clients such as McDonald’s or 20th Century Fox, where she used to acquire brands for the kids menus, develop toys and premiums, manage promotions and negotiate partnerships to enhance the films visibility. She started her career at Turner Broadcasting System in London where she used to sell the group's channels to cable operators and satellites. She graduated in Law in Belgium at Louvain-La-Neuve University with a Master Degree and a specialization in intellectual property rights.
Tiphaine De Raguenel graduated from the Paris Institute for Political Studies. She began her career in the Carat/Aegis Media group where she was Consultant and Assistant Director of Advisory Missions to the producers and audiovisual broadcasters. In 2006, she joined the Lagardère Active Youth Pole as Director of the studies for Tiji chains, CANAL J, Filles TV and Gulli, before becoming, in 2008, Director of Studies of all television activities of Lagardère Active. With 4 years experience in this position, she became a marketing and new uses director within the same company. As such, she was responsible for studies, strategic and operational marketing, communication of brand names and new uses related to new consumption modes of chains and content (web, replay, tablet, mobile phone, connected TV). She joined France Télévisions in August 2012 as Director of Youth Activities. In October 2013, Tiphaine De Raguenel also became director of broadcasting and programs of France 4, and then Executive Director of France 4 (August 2015).

Annemie Degryse (LUNANIME – BELGIUM)

Lunanime is a production company created by Annemie Degryse and Lumière Group. Degryse studied animation film at the Royal Academy of Art Ghent and graduated in 1992. She worked on “Taxandria” by Raoul Servais as a studio & production assistant for Anitrick/PDG & Partners. Later, she directed the Raoul Servais foundation and produced different short animations. From 1998 until 2000 she was responsible for the pre-production support at CARTOON and she was the organiser of the first Cartoon Movie. In 2000 she became the General Manager of Flanders Image (VAF). Lumière Group started its activities in 1996 with the creation of an art-house cinema in the centre of Bruges. In 2000, Lumière Production was created for “Meisje”, a feature by Dorothée van den Bergh. In 2003, the distribution division of Lumière was created. In 2008, Lunanime was created and is now part of the Lumière Group owning distribution, cinemas and production and the Luminvest, intermediate for Tax Shelter incentives. The Lumière group distributes & produces animation as well as fiction, series as well as features.Short Filmography:

- Features as main producer: “Meisje”, “Offline”, “Le ciel flamand” & “CLEO”.
- Co-productions: “A Cat in Paris”, “Phantom Boy” & “Funan”.

Yoan Fanise (DIGIXART – FRANCE)

Yoan Fanise worked for 14 years at Ubisoft in France and Singapore. He joined the company in 2001 to create the soundscape of “Beyond Good & Evil”, the legendary title directed by Michel Ancel. In 2004, he collaborated with Peter Jackson’s team on “King Kong”, the official game of the movie. Two years later, he was co-inventing the famous “Raving Rabbids” and created their famous wacky language. He was then called to join Singapore studio to develop a whole new part for the “Assassin’s Creed Brand: The Naval Battles”. After the commercial success of those titles, he was able to release one of the smallest, bravest games ever seen from a major publisher. That game, “Valiant Hearts”, is both a war game and fiercely anti-war at the same time, a story about their tragedy and ultimate futility. It won many awards all around the world, including Baftas, VGA and Annie Awards. In March 2015, he left Ubisoft to found DigixArt Studio, a company dedicated to meaningful games. The first title “Lost in Harmony” just launched and is already a giant success with more than 2 400 000 players. The second title is “11-11 Memories Retold” developped with Aardman and published by Bandai Namco on consoles, Xbox, PS4 and PC.
Speakers

**Brent Friedman (SCHIZOPHRENIC THINKING – UNITED STATES)**

As a Creator, Writer and Producer, Brent has more than 25 years of experience in entertainment across all platforms. In traditional media, Brent has worked with nearly all the major studios and networks with a passionate focus on science fiction and fantasy, including projects such as “Star Trek: Enterprise”, “Star Wars: The Clone Wars” and “Star Wars Rebels.” In games, Brent has worked across all platforms as a Narrative Designer and Writer for some of the top companies in the business such as Electronic Arts, 343 Industries and Telltale, compiling credits on “Command & Conquer 3: Tiberium Wars”, “HALO 4” and “The Walking Dead.” Brent is currently the Lead Writer on “Subway Surfers” animated series for SYBO Games and also developing National Geographic’s first foray into fictional, animated storytelling.

**Marc Goodchild (TURNER EMEA – UNITED KINGDOM)**

Marc Goodchild joined Turner EMEA in January 2017 as Head of Digital Content Strategy & Product. In this role, he is responsible for the overall content strategy and digital content vision for EMEA, working in close collaboration with all regional content and digital teams. He also leads the EMEA Central Digital Team and provides support and editorial guidance to the local heads of digital, alongside the central research, commercial, advertising sales, marketing, PR and franchise management teams. Goodchild is an award-winning television producer and digital executive with a 20-year track record in broadcast, production and the start-up community. Before joining Turner, he worked with UK start-ups where among other achievements he pioneered a new second-screen system for kids shows, and most recently a family app gifting platform. Prior to this, his career includes a mix of senior director, producer and executive roles at Disney and the BBC, and on commissions for Discovery and Channel 4. He has also consulted for independent production companies including Jamie Oliver, Zodiac Kids and Lion TV. He has a BA Hons in Politics from the University of Nottingham and a post-grad in Broadcast Journalism from City University.
Eric Goossens (Walking the Dog – Belgium)

Eric Goossens founded together with his partner Anton Roebben, the production company Walking The Dog (WTD) in 1999. Walking The Dog based in the centre of Brussels produces creative animated feature length films and series. The first project WTD was involved in was the Oscar nominated animation film “The Triplets of Belleville” from French director Sylvain Chomet. The second Oscar nominated film WTD worked on was the film “Brendan and the Secret of Kells” from Irish director Tomm Moore. Aside the co-production of animated series (“Kika & Bob”, “Picknick with Pie”, “Fox & Hare”…) and animated shorts, WTD was involved as co-producer in the successful CGI movie “A Monster in Paris” from Bibo Bergeron in co-production with EuropaCorp and in the 2D animation features “Pinocchio” from Enzo d’Alò and “Day of the Crows” from JC Dessaint. WTD worked in 2012 as animation studio on “The Congress” from director Ari Folman. In 2013 WTD co-produced with EuropaCorp the CGI feature length animation movie “Jack and the Cuckoo Clock Heart” from directors Mathias Malzieu and Stéphane Berla. Walking The Dog co-produced in 2016 “Richard the Stork”, from Toby Genkel and Reza Memari, a stereoscopic 3D animated movie, sold in 155 countries. Beside this film, WTD finished the same year the hybrid animation movie “Another Day of Life”, based on the book of Ryszard Kapuscinski and directed by Raúl de la Fuente and Damian Nenow. WTD co-produced in 2016 two other animated projects: “Robbi, Tobbi und das Fliewatüüt” from Wolfgang Groos (in co-production with Studio Canal) and Belgian-Norwegian animated documentary “The Night Dad brought us Home” directed by Steffan Strandberg. Currently, Walking the Dog is preparing the new animated feature length from Ari Folman, “Where is Anne Frank”. Eric Goossens is also the chairman of anim.be, an association of Belgian animation producers, guest lecturer at the LUCA school of arts, board member of Cinekid for professionals and board member for the European Animation Awards. Walking The Dog co-founded Doghouse Films (Lux).

Sascha Hartmann (ARTE – France)

Sascha Hartmann is a commissioning editor in the Digital department of ARTE France. She oversees online magazines, short formats (fiction and documentary), VR and 360 videos. At ARTE France, she formerly managed a team in charge of editing online-content. She holds a master in Sinology.

Michael Hegner (SYBO – Denmark)

Michael Hegner has throughout his long career developed and directed numerous commercials, TV series and animated feature films, such as “LEGO Star Wars: The Freemakers adventures”, “Help – I’m a Fish”, and “Niko and The Way To The Stars”, for which he has received several international awards. Michael is one of the Nordic region’s most experienced animation directors.
Pablo Jordi (PIKKUKALA – FINLAND)

Pablo Jordi is a Senior Producer of animation TV series, including “Angry Birds Toons”. Familiar with iconic properties like “Moomins” and “Angry Birds”, he has also developed and produced original animation series like “Saari”, “Fungi”, “Emma&Guix”, short films and commercials. Producer of the dedicated VOD app “SaariTV”, and several mobile games. Pablo is the current Chair of the Board of Finnanimation and an European animation enthusiast. He is currently working on “Royals Next Door”, a Finnish-Belgian-Spanish-Irish animated sitcom that entails an ambitious crossmedia deployment including short form content, realtime animation and web-based games.

Telidja Klaï (KETNET/VRT – BELGIUM)

Telidja Klaï studied Clinical Psychology at the Free University of Brussels. She specialized in Developmental Psychology and obtained a PhD in Clinical and Developmental Psychology. Telidja is responsible for the programme acquisitions and co-productions of animation for Ketnet. She is in charge of the selection, sales, adaptation and programming of international children’s programmes and she follows up on animation co-productions with Flemish animation studios and producers. The main thrust of her activities is the development of children and Ketnet’s vision and values.

Christos Michaels (LEE & THOMPSON – UNITED KINGDOM)

Christos is Head of Film at Lee & Thompson, the top ranked London-based law firm for the media, technology and creative industries. The Film & TV Group comprises the largest team of lawyers in Europe working in the creative audio-visual sector, advising clients, internationally, at every stage of the creation of theatrical feature film and TV programmes. With significant in-house industry experience, including six years as Head of Business Affairs at Mel Gibson’s Icon Group working on films from “What Women Want” to “Apocalypto”, Christos stands out as one of the only private practice lawyers in the UK to have worked at a leading US and UK vertically integrated independent film company. Christos has also spent time working as the Head of Business Affairs for the 10 television production companies at Chrysalis Visual Entertainment. Christos has worked on several notable TV deals including the first ever original co-production between the BBC and Netflix “Watership Down” and is currently working on the Illuminated Film Company’s sequel to “Father Christmas”. On the film side, Christos has recently worked on Robert Redford’s “Old Man and the Gun”, “Destroyer” starring Nicole Kidman, Peter Strickland’s “In Fabric”, “Colette” starring Keira Knightley and Mike Leigh’s “Peterloo”.
Luca Milano (RAI RAGAZZI – ITALY)

Luca Milano is manager at Radiotelevisione Italiana (RAI), the Italian public broadcaster. Head of RAI Ragazzi, RAI's department for kids, including 2 free-TV Channels (RAI Yoyo, the leading Italian children's channel, and RAI Gulp), and a unit for production and co-production of Animation and kids' drama. Previously, he has been working for years as Deputy Executive Director of RAI Fiction, RAI's department in charge of Drama production. Before entering RAI, he worked as a journalist, UNICEF information officer, and manager in a consulting company. He has been holding classes in TV drama and animation production at Florence, Milan and Rome Universities.

Dominic Minns (PLUG-IN MEDIA – UNITED KINGDOM)

Dominic is the Creative Director and co-founder of Plug-in Media, a digital production company based in the UK. Be it creating digital strategies and interactive experiences for third party brands or conceiving and developing Plug-in's original IP, Dominic has been responsible for Plug-in's creative output since the company began. Over the 17 years he has been creating content for children, Dom has both conceived of and directed: games, digital toys, 2D and 3D linear animation, interactive stories, creativity tools, educational apps, VR experiences, adult comedy, short form animation and music albums, working with broadcasters and production companies across the world. Under Dom's direction, Plug-In Media’s projects have collected many awards, including 4 BAFTAs and 2 Prix Jeunesse Awards. Dom is also the creator and show runner of “Tee and Mo”, the first brand ever to be commissioned by the BBC for CBeebies, following an interactive debut, with the first series released on CBeebies and TVO in 2018.

Sjef Pijnenburg (ODMEDIA GROUP – NETHERLANDS)

20+ years’ experience in content monetisation & internet marketing makes Sjef Pijnenburg a pioneer in new strategies, new technologies & new media. Formerly employed as a freelance business consultant and KPN, Sjef founded ODMedia in 2004. ODMedia was the first European full-service Video on Demand company, complemented in 2013 with Expoza, the leading YouTube service partner for premium content, and in 2015 with Doco Digital, now the largest global platform aggregator in Western Europe. ODMedia is a one-stop solution which makes sure your content is in the right format, in the right place, at the right time. “We connect content owners and platforms to deliver content to viewers on any screen around the world. We take care of all different technical requirements, which allows you to focus on your core activities. We offer services covering the entire video content lifecycle; from the creation of a Digital Cinema Package to the technical delivery to OTT platforms and broadcasters.” On the commercial side, Doco Digital is part of the ODMedia group and specialised in content aggregation for leading digital entertainment platforms such as Netflix, iTunes, Google Play, Amazon and Xbox.
Speakers

Michel Reilhac (SUBMARINE CHANNEL – NETHERLANDS)

Michel is a narrative architect and long-time transmedia and VR pioneer. Michel Reilhac is Head of the award-winning independent production company Submarine Channel in Amsterdam, and is known as a leading international expert for innovation in hybrid storytelling across participatory, interactive and immersive experiences. As the Head of Studies at the Venice Biennale College, the VR competition curator for the Venice Biennale International Film Festival since its inaugural competition in 2017, Michel is regularly invited to speak and teach at major international events, including the Cannes International Film Festival, SXSW, Tribeca Film Festival, TEDx, CPH:DOX, Dixit, Power to the Pixel, Sunny Side of the Doc, FEMIS and much more. In his teaching, Michel focuses in particular on enabling filmmakers to find a platform for fresh and daring stories that deserve an audience. He strives to allow artists to appropriate XR as a new art form. He focuses on immersive storytelling as an artistic medium. From 2002-2012, Michel was Head of Cinema & Film Acquisitions at ARTE France and executive director of Arte France Cinema, co-producing around 30 international independent feature films each year, including Lars Von Trier's “Antichrist” and “Melancholia”. In 2013, Michel was named Man of the Year 2012 in Film by industry magazine Le Film Français. Michel is also a virtual reality filmmaker himself – his first production “Viens!” premiered at Sundance in 2016. Michel is also currently developing an international writers’ residency project, including a new VR hub for Swahili culture in the island of Lamu, Kenya.

Michela Ritondo (FEDERAL PUBLIC SERVICE FINANCE – BELGIUM)

Michela Ritondo is a senior tax official of the Federal Public Service Finance. She is currently working as an international tax expert at the Fiscal Department for Foreign Investments. In that status she also represents the Belgian FPS Finance in different consultative bodies at the federal and regional level that are dealing with inbound investments and takes an active part in different Belgian economic missions abroad. The Fiscal Department for Foreign Investments is in charge of assisting and attracting foreign investors to realize new investments projects in Belgium. Among the numerous tax assets of Belgium (Innovation Income Deduction, Expatriate status, ...), the Tax Shelter is an important incentive offered by the Belgian government in order to stimulate the production of audiovisual works and, in a large sense, the whole Belgian film industry. Michela Ritondo assumes regularly the role of Tax Shelter promotor abroad in the way to encourage European co-productions in Belgium. She has a master degree in Economics of the Université de Mons-Hainaut and a certificate of Public Management at the Solvay Business School of the “Université Libre de Bruxelles”.

Peter Robinson (DUBIT – UNITED KINGDOM)

Peter Robinson is Director at Dubit, a kids digital and consultancy agency. He’s an experienced consultant specialising in new technology, kids entertainment, ethical marketing to kids and education – and tying all those things together as often as possible! Within his role at Dubit, Peter has developed a firm knowledge of young people, their attitudes and behaviour, with a strong focus on media consumption and how it is evolving. He is a regular speaker at research and kids entertainment conferences on topics such as digital trends, social media, video consumption, entertainment brand strategy and wider children’s media habits.
Jan Roekens (SCREEN FLANDERS / VAF – BELGIUM)

Jan Roekens is Head of Production of the Screen Flanders economic fund, dealing with the analysis and evaluation process of the Screen Flanders applications. Previously, he was active within the production company Sophimages, where he produced both short and long feature films, documentaries and dance films. Jan Roekens graduated as master in Economic Sciences and earned a postgraduate in marketing. He followed producers’ training programmes ACE and EAVE and is a founding member of Flanders Doc and the Belgian national coordinator for EAVE.

Orion Ross (THE WALT DISNEY COMPANY – UNITED KINGDOM)

Orion Ross is Vice President, Content for Animation, Digital & Acquisitions at Walt Disney EMEA. Orion Ross joined Disney’s London team in 2008, and is responsible for the creative development and production of original animated series for Disney Channel, Disney XD and Disney Junior, as well as original content for digital platforms and regional acquisitions. Recent projects include Randy Cunningham: “9th Grade Ninja”, “Boyster”, “Miraculous Ladybug”, “Rolling with the Ronks”, “PJ Masks”, “Counterfeit Cat” and “Mega Awesome Super Hacks”. Previously Orion developed original programming for Turner’s Asia Pacific entertainment networks including “Exchange Student Zero” for Cartoon Network, “Galli Galli Sim Sim” with Sesame Workshop, and the arts format M.A.D. for Pogo.

Daiva Rudytė (MB TIKRA KNYGA – LITHUANIA)

Daiva Rudytė graduated from the Lithuanian Theatre and Music Academy in 1997. Ever since, she has combined working as a professional actress on theatre stage and movie screens, most notably appearing in the Emmy-winning drama “Out of Ashes” (2003), as well as her work in the biggest advertisement agencies in Lithuania. From 2001 until 2013 she has worked as a Creative Resources Manager in “Not Perfect” (Y&R) and Adell Taivas Ogilvy (Ogilvy) where she was responsible for the work of the creative teams in the agencies. Daiva joined children’s publishing house “Tikra Knyga” as a Creative Director in 2014, working with the production and release of new books including their sales to the foreign market such as “Happiness is a Fox” which was re-published by Thames & Hudson in 2018.

Stéphanie Simonin (BAYARD GROUP – FRANCE)

Stéphanie is in charge of group Bayard’s international business development for digital contents. Group Bayard, once a publisher of magazines is now a leading player in multimedia and a cross-media publisher. Group Bayard has 10 million magazine readers each month, more than 4800 active titles in its book catalogue, is a TV producer and also a publisher and broadcaster in the digital field producing videos, interactive and ebook contents as well as operating two digital platforms: “Bayam” and “J’aime lire Store”. Based on strong IP’s and brands, as well as the company’s expertise in creating fun learning experiences, Bayard’s digital catalogue aims to reach children throughout the world. Stéphanie’s mission is to create a strong network of partners across the world to achieve this goal. Stéphanie has been working with group Bayard in the youth department for the past 20 years, in marketing and strategic business development for print and digital, on the French market and international markets, working closely with content teams. She spent 3 years working as product manager for Bayard’s digital platforms for 3 to 12-year olds: “Bayam” and “J’aime lire Store”.
Bram Ttwheam (AARDMAN ANIMATIONS – UNITED KINGDOM)

With over 20 years experience Bram has worked for a number of respected UK animation companies. He has contributed to many features and shorts including four BAFTA winners. From VFX supervision to animation he has turned his hand to a variety of roles. With commercials, promos and a BAFTA nomination under his belt he is now represented as a director for Aardman where he also looks after the Post Production Department. Bram is passionate about the craft and revels in the joy of stylistic fusion and blending of different techniques.

Tanu-Matti Tuominen (IPR.VC – FINLAND)

Co-founder, Partner of IPR.VC Fund. Digital media serial entrepreneur for 28 years and investor for 15 years. Professional experience: Partner and Co-Founder of Vision+ Fund. Investor and board member at Privanet Capital Plc, a FSA regulated brokerage house. Co-founder and Creative Director of Tietovalta, the very first and one of the largest digital media companies in Finland, 1988. Successful exit 1999. Since then business angel, investor, consultant and company developer. Board member and partner of advertising agency Zeeland Family Plc (NasdaqOMX: ZEE1V), board member of Åkerlund Foundation (a foundation that actively supports the development of expertise and education in the field of media and communications) and board member of Mindtrek ry, several company board memberships. Awarded script writer, producer and project director.

Dominik Wawrzyniak (PLATIGE IMAGE – POLAND)

Lead of the layout/previz team at the Animation department. Also: Director and Director of Animation. Associated with Platige Image since the beginning of his career, first as a freelancer supporting the studio in the production of short films and special projects. He became a core team member in 2011, joining as a Layout Artist. Graduate in Animation and Special Effects at the National Film School in Łódź. Scholarship holder at the Animation Institute within the Filmakademie Baden-Württemberg in Germany.

Sebastian Wehner (WONDERZ – GERMANY)

Sebastian is co-founder and CEO of Wonderz, founded in February 2017 with the mission to enable content creators to publish any kind of content of their entertainment brand in one app with the help of Mediabox, a transmedia publishing platform. At the same time Wonderz is currently developing its own transmedia IPs for the Mediabox. Sebastian is also co-founder and CEO of Wolkenlenker, a company, which stands for transmedia family entertainment. He is the creative producer behind all of Wolkenlenker’s products, including award-winning TV productions, games, picture books and audiobooks. Sebastian also co-founded watchmen productions in 2004, a production company for TV commercials and image films for brands like Apple, Siemens and Samsung as well as feature films like the Berlinale competition entry “Praia do Futuro”. His TV and film career began in 1997 as a freelance editor for German broadcasters ZDF/3Sat and ProSieben and assistant director for TV commercials.
LE CENTRE DU CINÉMA ET DE L'AUDIOVISUEL
NUMBER-ONE PARTNER FOR FRENCH-LANGUAGE BELGIAN CINEMA
Ben Allossery (MAKE IT EPIC – BELGIUM)

Ben Allossery started his career as a video game journalist, interviewing key figures of the industry all over the world. After several years as staff editor for PlayStation Magazine and other publications, he started his own innovative digital gaming magazine Invader and founded the creative agency Make It Epic. They specialize in content marketing, social media strategy and interactive publications for big video game publishers as Ubisoft, Bethesda, BigBen Interactive and many more.

Christian Davin (CHRISTIAN DAVIN PRODUCTION – FRANCE)

Docteur en Droit (Master of Laws), Christian Davin, started his professional career in 1975 as an international Business lawyer. In 1989, he became president of France Animation until 1997. Then he founded Alphanim which he sold ten years later to Gaumont. He has produced over 800 hours of animation for television and cinema. He is now an investment partner into Monello Productions (France) and WOW Unlimited (Canada). He also acts as President of CARTOON since 2009.

Neal Hoskins (WINGEDCHARIOT – UNITED KINGDOM)

Neal Hoskins runs WingedChariot, an events and publications consultancy that focusses on digital publishing projects. He is the Bologna Digital Media Hall Consultant and organizes Digital Cafe programme of talks and events each year for the Bologna Children’s Book Fair in Bologna, Italy. Here he has overseen a whole range of cross screen digital projects. He holds great interest in the future of print and mixed media narratives in fiction and non-fiction content formats.
Modestators

**Youri Loedts** *(FLANDERS AUDIOVISUAL FUND (VAF) – BELGIUM)*

For close to 13 years, Youri Loedts was one of the driving forces behind the popular magazine Officieel PlayStation Magazine and its website PlayStationPure. The 5 years that followed, he deep dived into digital marketing, working for brands like 20th Century Fox, Warner Bros., Netflix, Xbox, Ubisoft, Proximus and many more. At the beginning of 2018 he started working for VAF/Gamefonds to stimulate (young) talent and to help grow the game industry in Flanders. He strongly believes that the game and the animation industry have a lot to gain from each other, which lead to a collaboration between CARTOON and VAF to introduce game speakers to the event. He moderates these sessions.

**John Lomas-Bullivant** *(KICKBACK MEDIA – UNITED KINGDOM)*

John Lomas-Bullivant is the Founder of Kickback Media a children's IP consultancy which helps businesses operating in the children's media space developing Children's Story Content. John has over 25 years’ experience working in children's media with experience gained at Senior Executive level at Bloomsbury Publishing – Director of IP & Brand Development, Fireback Entertainment – Joint Managing Director, TV-Loonland – Director of Programmes, Pearson Television – Head of Animation and HiT Entertainment – Head of Development & Co-Productions. Kickback Media is developing a new slate of Children's Publishing IP and applying a TV style development strategy to creating new publishing IP by actively identifying new publishing ideas and unpublished writing talent, with the creative target being high concept middle grade / young adult fiction.
THE VENUE
Local producers & students’ meeting –
Tuesday 13 Nov. (9:30 - 12:15)
Stad Gent
1st Floor
Dienst Economie - Departement Duurzame Stedelijke
Ontwikkeling en Ondernemen
Keizer Karelstraat 1
9000 Ghent

Cartoon Digital – 13 Nov. (PM), 14 & 15 Nov.
Oude Vismijn
De Markt Room
Rekelingestraat 5
9000 Ghent
T (32) (9) 247 47 68

HOTELS
NH Gent Belfort ****
Hoogpoort 63
9000 Ghent
T (32) (9) 233 33 31

Hotel Gravensteen ***
Jan Breydelstraat 35
9000 Ghent
T (32) (9) 225 11 50

SOCIAL EVENTS
Welcome Dinner – Tuesday 13 Nov.
Cafe Theatre
Schouwburgstraat 5-7
9000 Ghent
T (32) (9) 265 05 50

Farewell Dinner – Thursday 15 Nov.
Brasserie Pakhuis
Schuurkenstraat 4
9000 Ghent
T (32) (9) 223 55 55

ORGANISATION COMMITTEE
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Annick Maes ● Joëlle Kesenne
Julie Lami ● Laura Nguyen
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Marina Khajyorgui ● Dilara Kubra Ozkaya
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