



## **XR&GAMES ACTIVITIES AT MIFA 2024**

La Chambre de Métiers et de l'Artisanat - Mont-Blanc

**TUESDAY, JUNE 11TH** 

#### X WIP XR: Ito Meikyu

(b) **0**9:15 am

Festival+, Students, Mifa - by reservation

#### XR MIFA Conference: Do we need VR blockbusters?

At a time when the immersive industry is experiencing an acceleration on the manufacturer side, and on the content side, what is driving creation forward? Should we focus on franchises and well-known names as cinema and television do? Does immersive storytelling need these experiences to grow and make a name for itself, or must it rely on works by authors from the medium to exist?

- (L) 11:00 am
- Festival+, Students, Mifa
- A NEWIMAGES, YAHOO, TIERNEY CORP AND FRANCE TÉLÉVISION STORYLAB

#### Industry Panel: Fostering New Immersive Talents with France Télévisions StoryLab

- (L) 12:30 pm
- Festival+, Students, Mifa
- FRANCE TÉLÉVISIONS STORYLAB

#### **Pitchs MIFA: Digital Experiences**

Discover the top animation film projects in the Digital Experiences category, all original and in development.

- (L) 14:00 pm
- Students, Mifa by reservation

# Gaming MIFA Conference: Video Game Trailers and Cinematics: Animation Masterpieces

Panel Discussion to analyze the opportunities and challenges at the vibrant crossroad of animation and video games, exploring the present and the possibilities that lie ahead.

- (L) 15:45 pm
- Festival+, Students, Mifa
- A DIGIC PICTURES, PSYOP

# MIFA Video Game Cinematic Works & Game Trailers Competition. Screening part I Don't miss the screening of the first part of MIFA Video Game Cinematic Works & Game Trailers Competition selected projects (second part will take place on Friday June 14th).

- (b) 17:00 pm
- Festival+, Students, Mifa

#### Mifa XR&Games Awards Ceremony

Award ceremony for trailers and cinematics competition and for the Digital Experiences Mifa Pitches.

- (L) 17:30 pm
- Festival+, Students, Mifa

<b>★ WIP XR: Pagnol le Magicien</b> ○ 09:15 am ◇ Festival+, Students, Mifa - by r	reservation
inviting digital technology to revolution between choreographer and developerformance?  ① 11:00 am  ② Festival+, Students, Mifa	ion, Dance and Interactivity efined as a hybrid, an assemblage of diverse artistic disciplines onize their practice. What if interactive also meant an open dialogue oper, theater director and XR studio, real-time engine and physical
Industry Panel: Animation and  12:30 pm  Festival+, Students, Mifa  UNIFRANCE, INSTITUT FRANCE	d Immersive Content, an Affiliation That Will Go Far
★ Gaming MIFA Conference: Confine the Conference of This panel discussion explores the Conference of TV shows, movies, XR experiences,  14:00 pm  ↑ Festival+, Students, Mifa	expanding world of gaming IPs, venturing beyond video games into and more.
phenomenon of anime and its impac	resents: The World of Anime enior Vice President of Global Commerce, as he discusses the global ect on pop culture. He will provide insight on why anime is striking such a ers are fueling fans' passion for it on a global scale.
Attend this panel to discover more a and how to keep this increase.  17:00 pm  Festival+, Students, Mifa	all it "videojuegos": Spanish Video Game Ecosystem bout Spanish video game industry, who they are expanding their industry  PE, THE GAME KITCHEN, WISE BLUE STUDIOS.
As a buyer, have you ever offered yo	

### THURSDAY, JUNE 13TH

★ XR MIFA Conference: XR Tests the Documentary Format <ul> <li>© 09:15 am</li> <li>♦ Festival+, Students, Mifa</li> <li>© THE ANIMATION WORKSHOP</li> </ul>	
★ WIP XR: Mobile Suit Gundam: Silver Phantom ① 11:15 am ◇ Festival+, Students, Mifa - by reservation	
<ul> <li></li></ul>	
★ Industry Panel: Adapting Gaming Franchises through Animation Attend this Jay Oliva panel to find out more about his work, advice and upcoming projects. He will also share a first look at his upcoming animated project, Infinity, based on the popular game from Corvus Book 15:30 pm ★ Festival+, Students, Mifa LEX + OTIS, TEAMTO	
★ Industry Panel: Growing the Games – Expanding Supercell's Worlds     A lively conversation about Supercell's efforts to adapt their popular games, including Clash of Clans,     Brawl Stars, and the newly launched Squad Busters, into compelling narratives.     ① 17:00 pm     ◇ Festival+, Students, Mifa     ② SUPERCELL	
→ FRIDAY, JUNE 14  ★ WIP XR: Garden Alchemy	11
© 09:15 am  © Festival+, Students, Mifa - by reservation	
★ Industry Panel: Ankama: 20 years of Dofus and Transmedia     Join Anthony Roux, founder of Ankama, forerunner of the transmedia industry from its very beginnings,     developing universes through video games, series, animated films and books	
★ MIFA Video Game Cinematic Works & Game Trailers Competition. Screening part II  Don't miss the second part of the screening of MIFA Video Game Cinematic Works & Game Trailers  Competition selected projects. First part on Tuesday June 11th.  14:00 pm  Festival+, Students, Mifa	

\* WIP XR: Telling Our Story: Our Connection with the Land, Dreams and Skyworld

(L) 15:30 pm

Festival+, Students, Mifa - by reservation

For further information you can visit Annecy's official website annecyfestival.com

