

EGDF for KEEP workshop in IVDC 2011/12 Preview

www.keep-project.eu

Time: December 1st 2011

Location: Rome: Aula Magna P. Gismondi Facoltà di Scienze MMFFNN, Università degli Studi di Roma "Tor Vergata" Via della Ricerca Scientifica, 1, 00133 Roma, Italia

Moderator of the day: Dr. Malte Behrmann, General Secretary EGDF, Helsinki/Berlin

9:00 a.m.

Welcome of the Authorities

- Prof. Maurizio Paci, Dean of the Faculty of Mathematical, Physical and Natural Sciences
- Prof. Lazzaro Rino Caputo, Dean of the Faculty of Humanities

9:15 a.m.

Introduction

- Marco Accordi Rickards and Raoul Carbone, IVDC Directors (AIOMI)
- Roberto Genovesi, Cartoons on the Bay Artistic Director (RAI)

9:30 a.m.

IVDC Keynote

- David Cage, Founder and Director, Quantic Dream

11.00 a.m.

Coffee Break

11:30 a.m.

KEEP preserving the interactive cultural heritage of Europe – Games and cultural heritage Introduction

- 11:30 Introduction to KEEP: Dr. Winfried Bergmeyer, Computer games museum, Berlin
- 12:00 Keynote: Michael G Olson, Stanford University, Palo Alto
- 12:30 Panel:
 - Matt Martin, Gamesindustry.biz, London
 - Marco Accordi Rickards, VIGAMUS -Video Game Museum, Rome
 - Kalle Kaivola, Rovio, Helsinki

13:30 p.m.

Lunch Break

14:30 p.m.

DigiPen Europe-Bilbao

- (name of the speaker to be announced)

15:00 p.m.

The KEEP solution:

- Introduction: Guillaume Badou Barthélemy, BNF Paris
- Panel:
 - Vincent Joguín, Joguín, Grenoble
 - Giovanni Caturano, SpinVector, Italy
 - Thierry Platon, Bip Media, France

16.30 p.m.

Coffee Break

17:00 p.m.

The “Fair Game” campaign

- Moacyr A. Alves, President and Founder, Acigames (Brazil)

17:30 p.m.

Developers take away – how developers can profit from KEEP

- Introduction: David Anderson, University of Portsmouth
- Panel:
 - Ralph Stock, Promotion Software, Tübingen
 - Kerry Fraser Robinson, Redbedlam, Brighton, UK
 - Thorsten S. Wiedemann, AMAZE, Berlin

19:30 p.m.

Reception