

# DIGIFRANCE 2007

## GAME DEVELOPMENT & BUSINESS

**09:00-9:35** "The evolution of Mobile Gaming"

*Mark Ollila, Director of Strategy, Technology and Publishing, Nokia, Finland*

**09:40-10:15** "Designing games : Toward a new focus on level design and collaboration between level designers and computer artists"

*Pascal Luban, Lead Level Designer of the multiplayer versions of Splinter Cell - Pandora Tomorrow and Chaos Theory, General Manager of The Game Design Studio, France*

**10:40-11:05** "Developing video games on mobiles"

*Fernando Herrera, CEO of Rovio Mobiles, Finland.*

**11:10-11:35.** "Multiuser Ubiquitous Games: playing all the time and everywhere"

*Stéphane Natkin, Director of ENJMIN, France*

**11:40-12:05** "Playray, an online gaming community service"

*Otti Ellilä, Apaja Online entertainment, Finland*

## APPLICATIONS OF 3D IMAGING

**13:30-13:55** "Creating 3D HDRI environments for Spatial Image-Based Lighting"

*Dominique Pouliquen, REALVIZ S.A., France*

**14:00-14:25** "Title. "

*Sébastien Deguy, President and Founder, Allegorithmic, France*

## EDUCATION & TECHNOLOGY

**14:30- 14:55** " Gobelins : a tapestry of talents and skills "

*Eric Riewer, Les Gobelins, l'école de l'image*

**15 :00-15:25** "Teaching to make games, from technology to content"

*Cécile Natkin, ENJMIN, France*

**15:30-15:55** "Play! Digital creation and video games"

*Fabrice Lourie, Cité des sciences et de l'industrie, France*

**16.00** Cocktail at the French cultural centre (Kaapelitehdas)

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