

**Franco German co-production market for video games 2020**  
**Tutorial European Women's Audiovisual Network**

*September – November 2020*

*Application deadline: Monday, September 7th 2020*

The third edition of the Franco German co-production market for video games will take place on the 22nd and 23rd of September 2020. On this occasion, French and German developers and financiers will meet to discuss the issues at stake today in the video game business. Developers will also get B2B meetings with experts and financiers to discuss their projects on these two days.

In this context, the Creative Europe Desk Strasbourg offers, with the support of the Eurométropole de Strasbourg and the cooperation of the association European Women's Audiovisual Network (EWA), a tutorial for the development of the narrative storytelling, in particular regarding gender issues, for ten projects. The tutorial is, however, separated from the Coproduction Market: An application for the tutorial does not correspond to an application for the Coproduction Market, and vice-versa.

This tutorial will be parted into two sessions of one hour each between the developer and the coach Simona Nobile. The first session will take place between the 29th and the 30th of September and the second one in November.

The projects that will participate to the tutorial will have to put the logos of EWA and the Eurométropole de Strasbourg in their communication for the selected project.

Developers who wish to take part to this tutorial must submit their project **before September 7th** to Aurélie Réveillaud (Creative Europe Desk Strasbourg), as well as fulfil following criteria:

- Availability for the sessions (both September and November) and **mandatory** participation of the person in charge of the project (1)
- Female and male characters in the narrative storytelling of the game
- Material to be submitted: description of gameplay, level and character design, any other available material (pictures, graphic bible, script)

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(1) Assistants, interns or volunteers are not eligible for this tutorial, only developers. An engagement form will be sent to the selected developers to ensure their participation to both sessions.