



Filmförderung Hamburg
Schleswig-Holstein

FILMWERKSTATT KIEL

GAMESPLAIN ME THAT!

What we can learn from the games business

Cross Motion Business Skills Workshop

with Christian Fønnesbech, DK

FH Kiel, 11.-12. January 2019

Creating a media career is not getting easier. New formats, new channels, new business models ... everything is constantly changing.

Meanwhile, over in the games business, Mobile Games seem to be thriving. And the rest of the games sector is adapting quickly. What can other media take home from this?

The workshop will apply the basic lessons from the mobile and service oriented games business to other media. Participants will actively work with their own ideas and the demands of new business models - as well as being presented with case stories and experiences from the cutting edge of games and media business.

This workshop is aimed at young film, media and games producers and professionals. It is free of charge and comes with a limited number of free hotel rooms for participants from outside of Kiel. It includes a networking dinner on the 11th, snacks and beverages. Travel is not included.

Please apply with a short letter of motivation, CV and a possible project pitch (3 lines, optional) to filmwerkstatt@ffhsh.de until December 14th, 2018.



BIOGRAPHY

Christian Fønnesbech is Head of IP Development at Nordisk Film Games, owned by Egmont - a Nordic media conglomerate with 6600+ employees. He is also an independent consultant at the Digital Development Management. Before this, Christian produced and directed 35+ game projects for advertising, learning and entertainment.



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