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4^e édition

Speakers 2021

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**9 → 13
juin 2021**

Speakers 2021



Brian Afande
Co-founder & Managing Director - BlackRhino VR (KE)
How to engage with African immersive/XR market? - Thursday 10 June, 12pm



Agnès Alfandari
Digital Director - Institut français (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June, 4pm



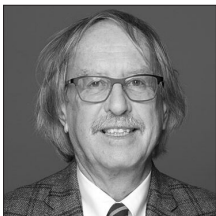
Shariffa Ali
Director - Atlas V (US)
Case study: Atomu - Thursday 10 June, 1.40pm



Roei Amit
Head of Digital - RMN-Grand Palais (FR)
Art and culture: why such a large scale deployment of immersive exhibitions? - Wednesday 9 June, 2.30pm



Aymar Azaïzia
Transmedia & Business Development Director - Ubisoft (CA)
Tailored for success: Is IP tomorrow's gold for XR? - Wednesday 9 June, 1pm



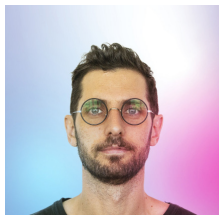
Pascal Bernardin
President - Encore Productions (FR)
Art and culture: why such a large scale deployment of immersive exhibitions? - Wednesday 9 June, 2.30pm



Morgan Bouchet
Director Digital Content & Innovation / Head of XR - Orange HQ (FR)
Will telecoms become the future of XR broadcaster? - Friday 11 June, 12.45pm



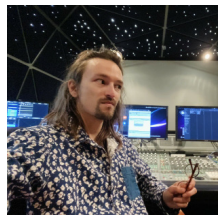
Louis Cacciuttolo
CEO - VRrOom (FR)
Bake your very own VR chat experience in 4 hours - Thursday 10 June, 9am



Sutu Campbell
Artist - Sutu Eats Flies (US)
Tailored for success: Is IP tomorrow's gold for XR? - Wednesday 9 June, 1pm



Antoine Cayrol
Producer - ATLAS V (FR)
Case study: Atomu - Thursday 10 June, 1.40pm



Mathias Chelebourg
Immersive Writer - Director - Atelier Daruma (FR)
Case study: Retour à Canterville - Wednesday 9 June, 3.45pm



Jimmy Cheng
Director of Content - Digital Domain (TW)
Will telecoms become the future of XR broadcaster? - Friday 11 June, 12.45pm



Frédéric Cros
Directeur Général - Pôle Image Magelis (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June, 4pm



Yetunde Dada
Co-Director - ? (GB)
Case study: Atomu - Thursday 10 June, 1.40pm



Mélanie De Riberolles
Director, New Business - Ubisoft International (FR)
Case study: Lady Sapiens, The Experience - Thursday 10 June, 2.30pm



Coline Delbaere
Producer - PHI (CA)
Tailored for success: Is IP tomorrow's gold for XR? - Wednesday 9 June, 1pm



Erika Denis
Head of Media, Films and Music - French Institute in South Africa (ZA)
How to engage with African immersive/XR market? - Thursday 10 June, 12pm // *How to develop the African XR ecosystem across the continent... and abroad?* - Thursday 10 June, 1pm // *Digital Lab Africa: Incubator of talent* - Thursday 10 June, 1.20pm // *Case study: Atomu* - Thursday 10 June, 1.40pm



Darragh Dandurand
Creative director, exhibition curator and independent journalist - ? (US)
XR & Games: how to build online communities? - Thursday 10 June, 5pm



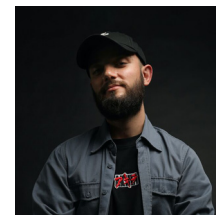
Camille Duvelleroy
Director - ? (FR)
Case study: Lady Sapiens, The Experience - Thursday 10 June, 2.30pm



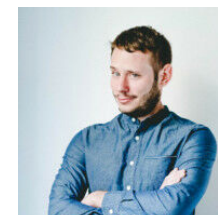
Iris Elbazis
CEO - WSC Group (FR)
XR & Games: how to build online communities? - Thursday 10 June, 5pm



Maud Franca
Directrice adjointe - Caisse des Dépôts et Consignations (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June - 4pm



Fabien Gaëtan
Head of Gaming & Social Entertainment - We Are Social (FR)
XR & Games: how to build online communities? - Thursday 10 June, 5pm



Yann Garreau
Co-founder - UXmmersive (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June, 4pm



Wolfgang Groening
Vice President XR & Immersion - Telekom Deutschland GmbH (DE)
Will telecoms become the future of XR broadcaster? - Friday 11 June, 12.45pm



Cathy Hackl
Futurist - Futures Intelligence Group (US)
XR & Games: how to build online communities? - Thursday 10 June, 5pm



Weszt Hart
Head of Player Dynamics - Riot (US)
XR & Games: how to build online communities? - Thursday 10 June, 5pm



Ingrid Kopp
Co-Founder - Electric South (ZA)
How to engage with African immersive/XR market? - Thursday 10 June, 12pm



Matthieu Saghezchi
Art Director - Atelier Daruma (FR)
Case study: Retour à Canterville - Wednesday 9 June - 3.45pm



Richard Turco
Managing Director / Producer - Innerspace VR (FR)
XR & Games: how to build online communities? - Thursday 10 June - 5pm



Charlotte-Amélie Veaux
Co-founder - UXmersive (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June, 4pm



Lesley Williams
CEO - Tshimologong Precinct (ZA)
Digital Lab Africa: Incubator of talent - Thursday 10 June - 1.20pm



C. J. Lee
Senior Director - Far Eastone Telecommunications Co., Ltd (TW)
Will telecoms become the future of XR broadcaster? - Friday 11 June, 12.45pm



Pierre-Yves Lochon
Manager - Sinapses Conseils (FR)
Art and culture: why such a large scale deployment of immersive exhibitions? - Wednesday 9 June, 2.30pm // *How institutions and producers join forces to create cutting-edge immersive experiences* - Friday 11 June, 10am



Jeanne Marchalot
Head of the Francetv StoryLab - France Télévisions (FR)
Case study: Lady Sapiens, The Experience - Thursday 10 June, 2.30pm



Judith Okonkwo
Founder - Imisi 3D (NG)
How to develop the African XR ecosystem across the continent... and abroad? - Thursday 10 June, 1pm



Marta Ordeig
Founder - Garage Stories (ES)
New African Voices - Feedback and pitching session - Thursday 10 June, 6.30pm



Sophie Parrault
Producer - Little Big Storyt (FR)
Case study: Lady Sapiens, The Experience - Thursday 10 June, 2.30pm



René Pinnell
Founder & Designer - Artizen (FR)
XR Financing Market - Pitching Session - Wednesday 9 June, 6pm



Axel Scoffier
Deputy Director - Unifrance (FR)
French XR ecosystem: from local schemes to global reach - Friday 11 June, 4pm