

GEECT WORKSHOP September 7-9, 2015

*Film+Games Awesome Bergman*

Stockholm Academy of Dramatic Arts (SADA) Farö SWEDEN

With initial funding through the platform for artistic research of the Stockholm University of the Arts, **SADA (Stockholm Academy of Dramatic Arts)** hosted a conference on the current interplay between the film and game world. **CILECT** was happy to support this event.



The conference took place on the island of Fårö, Sweden, where Ingmar Bergman lived for many years in his very private hidden house, and shot several of his world-renowned films such as *Persona* or *Scenes from a Marriage*. (It was a conscious decision by the organizers to place the conference close to and partly on the island of Fårö, where the spirit of such artistic life-achievement would be present through the entire conference and also become part of the activities). In order for this conference on the mutual interplay of films and games to be interesting and successful for all participants (teachers and students) a group of internationally distinguished scholars, researchers and professionals was invited to provide the basis for intense dialogue with a special focus on narrative, design/world building and interactivity.

Every morning started with a keynote (a 90' talk by one of the guests who would also conduct the workshops), then continued with the workshops (split over three days, approx. 3hrs a day) with short lectures/case studies (30') in-between.

First keynote speaker was writer and script consultant **Linda Aronson**, author of "The 21<sup>st</sup> Century Screenplay", who introduced the participants to nonlinear narratives. Her workshop brought together participants with a high interest in screenplay and storytelling.

The part on interactivity was presented by **Sarah Wolozin** (head of the **Open Documentary Lab** at MIT) and **Katerina Cizek** (documentary filmmaker, known for her work on the project "Highrise", a multi-year, multimedia interactive project). They would also work with a group of students and teachers in a documentary workshop later.

**Alex McDowell**, Production Designer, Professor of Practice at the **University of Southern California School of Cinematic Arts**, best known for his work on "Minority Report", "Man of Steel", "Terminal", and "Fight Club" introduced the audience to design and world building methods, and then worked with participants through a practical example (RILAO-project/workshop) with assistance of **Juan DiazB** ("Building Worlds" Bogota Berlin).

So educators and students tackled discussed topics together, in practice, through 3 major workshops. Interesting questions were asked about the kind of talent that is needed for this new kind of storytelling and collaboration.

An eventual 4<sup>th</sup> workshop “Farther than the Eye Can See” was hosted by the regional film centre of Gotland and became part of the conference. Trying out new configurations in the art of the landscape in cinema and expanded cinema practice through hands-on projects was the main aim of this workshop.

On the participants list figured around a 100 names coming from Australia, Canada, Germany, Belgium, Norway, Denmark, UK, Finland, Sweden, and US. The nice accommodation where most participants stayed was located between the threes of Fårö Kursgård.

The conference team was composed of **Tinna Jone, Anders Bohman & Mirko Lempert (SADA)**.