



MAQUINITAS

From Telling Stories to Playing Stories

16-24 MAY | CANNES



FANTASTIC
PAVILION

BUENOS AIRES | 27 NOV - 1 DIC



VS2023
VENTANA SUR



MARCHÉ DU FILM
FESTIVAL DE CANNES

INSTITUT
FRANÇAIS
Argentine


AMBASSADE
DE FRANCE
EN ARGENTINE
Liberté
Égalité
Fraternité

Games
from  SPAIN

le **cnam**
enjmin



HELIUX
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SHOWROOM LATAM

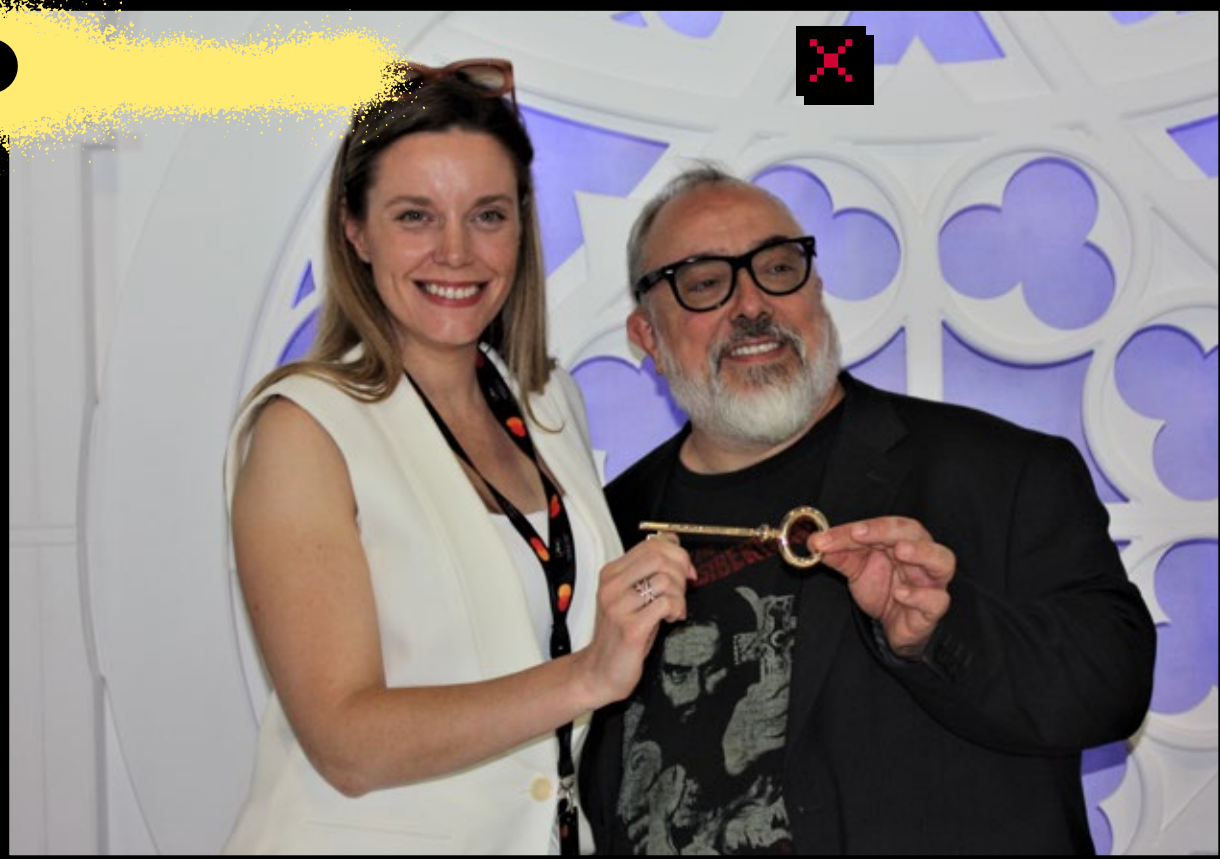
SHOWROOM CNAM-ENJMIN

PRESS





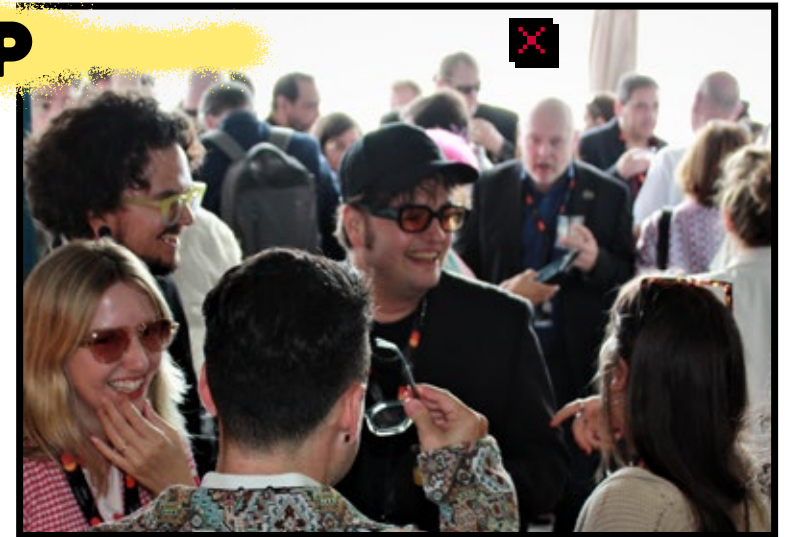
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PROGRAMME

MAY 16 to 23 | VIDEO GAME LOUNGE SHOWROOM | 9am - 6pm.

A playful space where creators of the most innovative video games will be able to exhibit their projects, while professionals from the industry will be able to play and enter the immersive world of videogames within the horror and fantasy genre. A networking space that allows to generate strategic alliances and foster a sense of community.



MAY 18 to 23 | CNAM-ENJMIN VIDEO GAME SHOWROOM | 9am - 6pm.

As part of a partnership with Maquinitas – Ventana Sur, Cnam-École Nationale du Jeu et des Médias Interactifs Numériques was invited to present its student games in the brand new Fantastic Pavilion of the Cannes Film Festival 2023 Film Market. Meet representatives of the institution and its students, discuss with the administrative team and test 4 scary student games.



PROGRAMME



MAY 16 to 23 | VIRTUAL PRODUCTION | 9am - 6pm.

A space where visitors to the Pavilion can experience virtual reality, using the new technologies applied to the recording of digitally generated backgrounds on the set in real time with the use of LED screens. These tools allow you to make camera movements that are tracked and connected to the live system to generate any perspective or point of view. A world of possibilities that until now was reserved only for post-production.

Powered by: Heliux - VP Studios, by Light Channel

MAY 17 | GAME TRAILER SCREENINGS: TERROR TAKES CONTROL | 10am - 6pm.

A collection of Spanish video games that dialogues with the conventions of the horror genre and opens up new possibilities by altering the rules of video game language.

Curated by: Eurídice Cabañes & Luca Carrubba, Arsgames.



MAY 17 | LIVE GAME COMMENTED | 11am. & 4pm. - 45 min.

This live gaming session will present two video games to show narrative elements shared with cinema stories. During the gameplay several historic elements will be identified as videoludic statements for cultural and identity representation. Historical fiction and horror will be presented as key elements for supporting a rich game experience, as well as a way for younger generations to have a glimpse of history from an indie perspective.

By: Blanca E. López, Maquinitas Evangelist.

MAY 18 | NARRATIVE, CINEMA, VIDEO GAMES AND TV SERIES | PANEL | 11am - 30 min.

In this dialogue, the relationship that cinema and video games have had from adaptations to transmedia systems will be explored. The maturation of languages, the narrative design, as well as the shared problems between both media will be addressed. Particular problems will also be discussed, such as the narrative experience they offer and opportunities for synergy and collaboration.

Speakers: Blanca E. López, Maquinitas Evangelist. Patricio Saiz, TV and Cinema Screenwriter. Jacinto Quesnel, Maquinitas Evangelist.



PROGRAMME

May 19 | CINEMA AND VIDEO GAMES HAVE ALWAYS BEEN CLOSE RELATIVES | PANEL | 4pm - 30min.

The two media share two strong common points at the heart of their experience: immersion and identification of the viewer|player. For these two terms to make sense on the screen, they necessarily need to be directed. How close is the director's job in cinema and video games? Through this discussion we will try to show how close the directing is in these two mediums.

Speaker: Talal Selhami, Screenwriter, Director & Producer, Overlook Films

MAY 20 | VIDEO GAMES IDENTITY AND RESISTANCE | PANEL | 11am - 30 min.

This panel will focus on the discussion over the use of video games as means of resistance against global hegemonic productions. When you think of video games, the first thing that comes to mind are the great productions of the AAA industry. However, the indie industry has earned its place among gamers by offering productions with themes close to everyday life, culture and social problems that affect the countries where they are developed. The indie video game then becomes an anti-hegemonic production and a space for the construction and expression of identity, that is, a form of cultural resistance.

Speaker: Blanca E. López & Jacinto Quesnel, Maquinitas Evangelists.

MAY 20 | NEW NARRATIVE FORMS AND GENRE IN HI-TECH STORYTELLING | MASTERCLASS | 4.30 pm - 30 min.

An overview of how genre is working in various storytelling spaces: from XR to videogames. Also providing a quick look at how older structures were never intended for how stories are being told whether in traditional media or "newer" forms like VR or metaverse.

Speaker: Christopher Morrison, Director & Writer, Reality+.

MAY 22 | EXPLORING THE INTERSECTION OF VIDEO GAMES AND AUDIOVISUALS | WORKSHOP | 12 pm - 45 min.

The relationship between video games and audiovisuals from an aesthetic point of view and with a focus on narrative. How will these two fields converge and/or diverge. The position of platforms such as Netflix, Amazon and of TV channels and broadcasters.

Speaker: Stéphane Natkin, Former director of the Ecole Nationale du Jeu et des Media Interactifs Numériques (ENJMIN CNAM).





ATUEL / Cooperativa Matajuegos

+ Watch Trailer



BROKEN REALITY / Dynamic Media Triad

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DARK TALES FROM MEXICO / BitAll Force

+ Watch Trailer



MEXICO 1921 A DEEP SLUMBER / Mácula Interactive

+ Watch Trailer



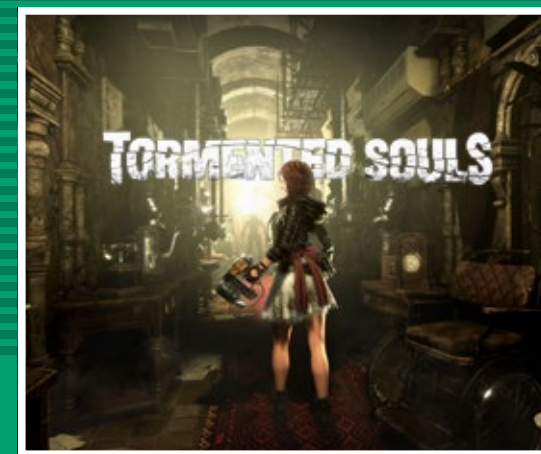
PROJECT.R.I.I. / Cábala Studio

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TENEBRIS SOMNIA / Saibot Studios

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TORMENTED SOULS / Dual Effect & Abstract Digital

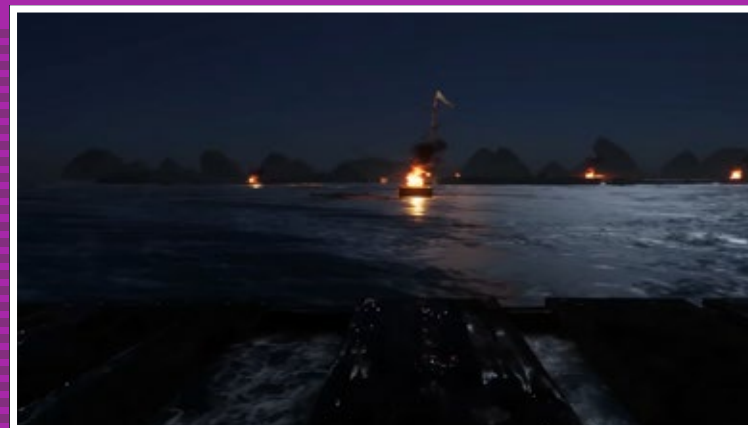
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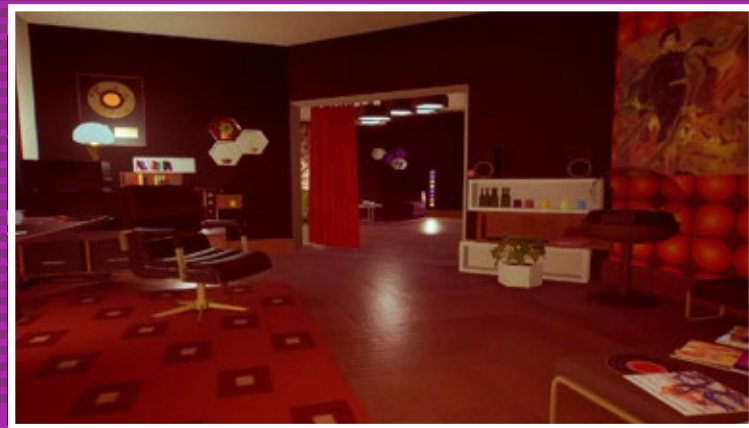
**SHOWROOM
CNAM - ENJMIN**



Don't Look [+ Watch Trailer](#)



Thalassophobia [+ Watch Trailer](#)



The Eldritch Funk [+ Watch Trailer](#)



The Link [+ Watch Trailer](#)



APSGAMES
Interviendoci el videojuego

MAQUINITAS (FANTASTIC PAVILION – CANNES FILM FESTIVAL)

From Telling Stories to Playing Stories

PROGRAMME
16-24 MAY

FANTASTIC PAVILION
RIVIERA J1

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WIRED

DIANA LIRÓN
CULTURA 15 DE MAYO DE 2023

Los videojuegos mexicanos llegan a Cannes

El Fantastic Pavilion lleva videojuegos de fantasía y horror al celeberrimo festival de Cannes, en Francia, y hay varios mexicanos.

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Descubre En Vivo

Nacional · Internacional · Elecciones 2023

Videojuego mexicano en Cannes

México se Hace Presente en el Festival de Cannes

'Dark Tales from Mexico' es un juego mexicano basado en leyendas de terror que llegó al Festival de Cannes para formar parte del Fantastic Pavilion, un apartado multimedia del evento.

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f t o y i

'Tenebris Somnia' y 'Atuel'

Dos videojuegos argentinos presentes en el Marché du Film de Cannes

Maquinitas, la sección de videojuegos del mercado Ventana Sur –organizado anualmente en Buenos Aires por

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EL HERALDO

VIDEOJUEGOS MEXICANOS EN CANNES

'México, 1921: Un Sueño Profundo', el videojuego mexicano presentado en Cannes

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CINE

Cine y videojuego, perfecta combinación en el Festival de Cannes

Published 1 semana ago on 24 de mayo de 2023
By Vincent Quezada

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INCAA INSTITUTO NACIONAL DE CINE Y ARTES AUDIOVISUALES

BUSCAR EN EL SITIO

POR PRIMERA VEZ, DOS VIDEOJUEGOS ARGENTINOS PRESENTES EN EL MARCHÉ DU FILM DE CANNES

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le cnam FR
Enjmin

École nationale du jeu et des médias

RETROUVEZ-NOUS AU PAVILLON FANTASTIQUE DU MARCHÉ DU FILM

Le Cnam-Enjmin au Festival de Cannes !

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level up

Juego mexicano de terror, Dark Tales from México, será parte del Festival de cine de Cannes 2023

El título tendrá presencia en el prestigioso evento como obra creativa destacada

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PRESSOVER

Noticias > Videojuegos latinoamericanos en el Festival de Cannes

Videojuegos latinoamericanos en el Festival de Cannes

Entre los seis títulos que estarán presentes en la mítica cita francesa del cine, hay dos obras argentinas.

Juan Lomanto · Mayo 17, 2023

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Press Over Podcast

Cómo vender tu videojuego en Steam | Press Over Podcast

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HEAD TOPICS

Dark Tales from México: conozcan el videojuego mexicano que estará en Cannes

17/05/2023 12:00:00 p. m.

El Terror Mexicano estará presente en el festival de cine de mayor prestigio en el mundo. En el comunicado mencionan que

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Ruetir

Home > Technology

Mexican horror game, Dark Tales from Mexico, will be part of the 2023 Cannes Film Festival | Ruetir

by Ruetir - May 17, 2023

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gamerstyle

NOTICIAS

Dark Tales from México estará presente en Cannes 2023

ANDRÉS LUQUE - 2 SEMANAS AGO

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PRESS RELEASE

16/05/2023

DARK TALES FROM MÉXICO ENTER CANNES

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Juego mexicano de terror, Dark Tales from México, será parte del Festival de cine de Cannes 2023

Victor Rosas
16 de mayo de 2023 · 2 min de lectura

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ADAMOS NIÑOS

Videjuegos Destacadas

¡Dark Tales from México estará en Cannes!

Por Temo Navarro · mayo 16, 2023 · 21

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JALISCO HOY

Informando al momento

Menu

Entretenimiento

Dark Tales from México, será parte de Cannes 2023

© 17 mayo, 2023

El título tendrá presencia en

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EXTRAGAMERS

HOME

lunes, 22 de mayo de 2023

Los juegos argentinos Tenebris Somnia y Atuel están presentes en Festival de Cannes.

MAGUNITAS
From Telling Stories to Playing Stories

PROGRAMME
16-24 MAY

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MARCHE DU FILM
16-24 MAY 2023

PACTO POR EL CINEMA

Focus on the opening activities at Fantastic Pavilion

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Infocielo

SOCIEDAD

HISTÓRICO

Por primera vez dos videojuegos argentinos se presentaron en Cannes: ¿cuáles son?

Dos videojuegos argentinos se presentaron por primera vez en Cannes ante miles de personas. Se trata de dos propuestas muy diferentes e innovadoras.

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Hecho en California
con Marcos Gutiérrez

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GPS AUDIO VISUAL

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Industria y Negocios Públicos Ferias y mercados

Dos videojuegos argentinos, seleccionados para participar en el Fantastic Pavilion del Marché du Film

Por Redacción · 24 De Mayo De 2023

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From Telling Stories to Playing Stories

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