

GAME & NEM Workshop: Future of content technology

GAME e.V. and the NEM technology Platform (content cluster) have organized a specific workshop on technological challenges in content development, especially in the context of the internet of the future. The idea is, that technology-related SME's, which produce content - especially in the context of game development - present themselves and their technological challenges. Main topics are network-technologies and interface innovations.

Friday June 13th : 12.30 – 15.00
GAMES ACADEMY (Audimax), Rungestr.20, D - 19179 Berlin

12:30 – 14:30 Chair: Malte Behrmann, GAME – EGDF

Time	Subject	Speaker
12:30 – 12:50	Welcome & Presentation Games Academy www.games-academy.de	Andreas Stock , Managing Partner
12:50 – 13:00	Welcome & Presentation from NEM Initiative www.nem-initiative.org	Jean-Dominique Meunier - NEM Executive Director, Thomson
13:00 – 13:20	XMedio: Game technology meets health business www.xmedio.de	Hans Egermeier, CEO
13:20 – 13:40	Morgen Studios: Online Game communities for children and girls www.morgen-studios.de	Axel v. Maydell, CEO
13:40 – 14:00	Playsign: A new human – machine interface www.playsign.net	Pasi Pirttiahho, CEO
14:00 – 14:20	Bit-side: Mobile human – machine interfaces www.bit-side.com	Thomas Schueppel, CEO
14:20 – 14: 40	Yager: Networked console media development www.yager.de	Timo Ullmann, CEO
14:40 – 15: 00	Archimedes: Serious Games technology www.archimedes-solutions.com	Ulrich von Zadow, COO

External visitors (which are not members of the NEM steering board), please register in advance with Madlen Piede [madlen.piede@games-academy.de].