

EAST-WEST TALENT LAB 2018

NO FRAMES – THE BASIC OF INTERACTIVE NARRATIVE AND VR FOR FILM MAKERS

LECTURE
Friday, April 20th

Festival Center
11.30 – 13.00

What do film makers need to start their own interactive productions? How do design, production and financing work? What are the challenges? In this lecture, Daniel Wagner, Creative Director and co-founder at Monokel, gives a crash course for film makers who want to explore new ways of telling their stories.

Presented by **Daniel Wagner**

The German game designer and writer Daniel Wagner studied philosophy, communication theory and political sciences in Cologne and Aachen. He has worked as a paperboy, video game journalist, interactive designer, visual artist and film producer. In 2015, he co-founded the game and film production studio Monokel, for which he serves as Creative Director. He has since lectured at universities and conferences and designed and produced video games, documentaries, short films, and web experiences that have been showcased in many international game, film and art festivals across Europe, Africa and the Middle East. In his work, he strives to make difficult concepts accessible through interaction and visual storytelling. His studio is currently preparing the release of Shadow of Steam, their first fully-independent game.