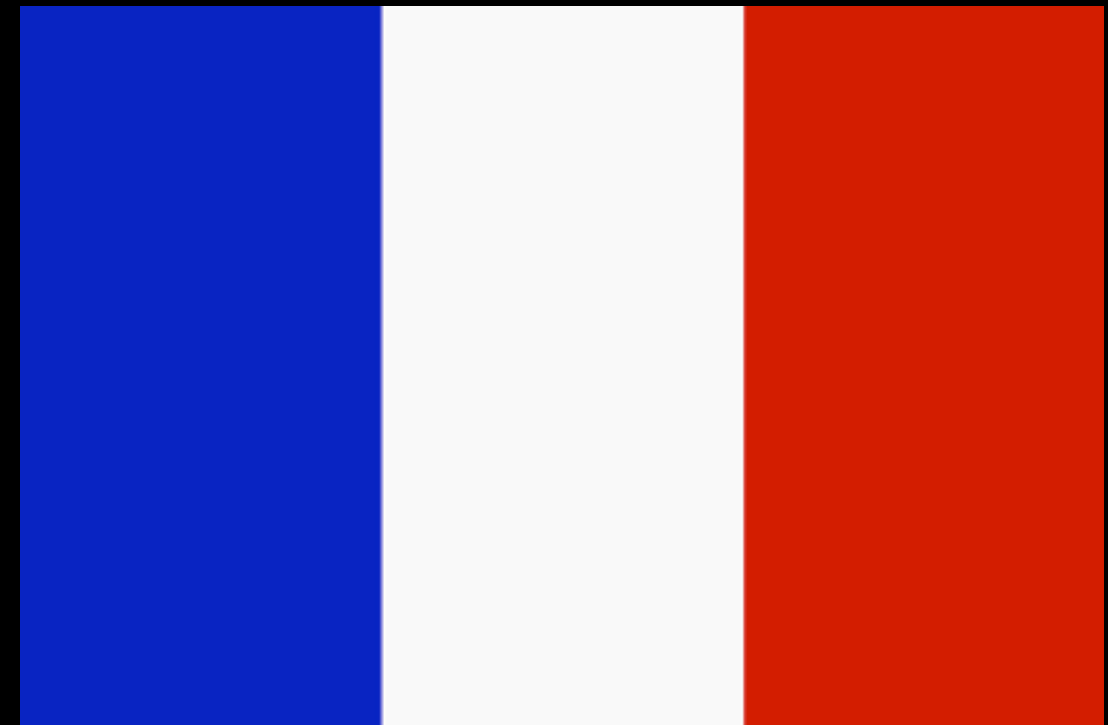


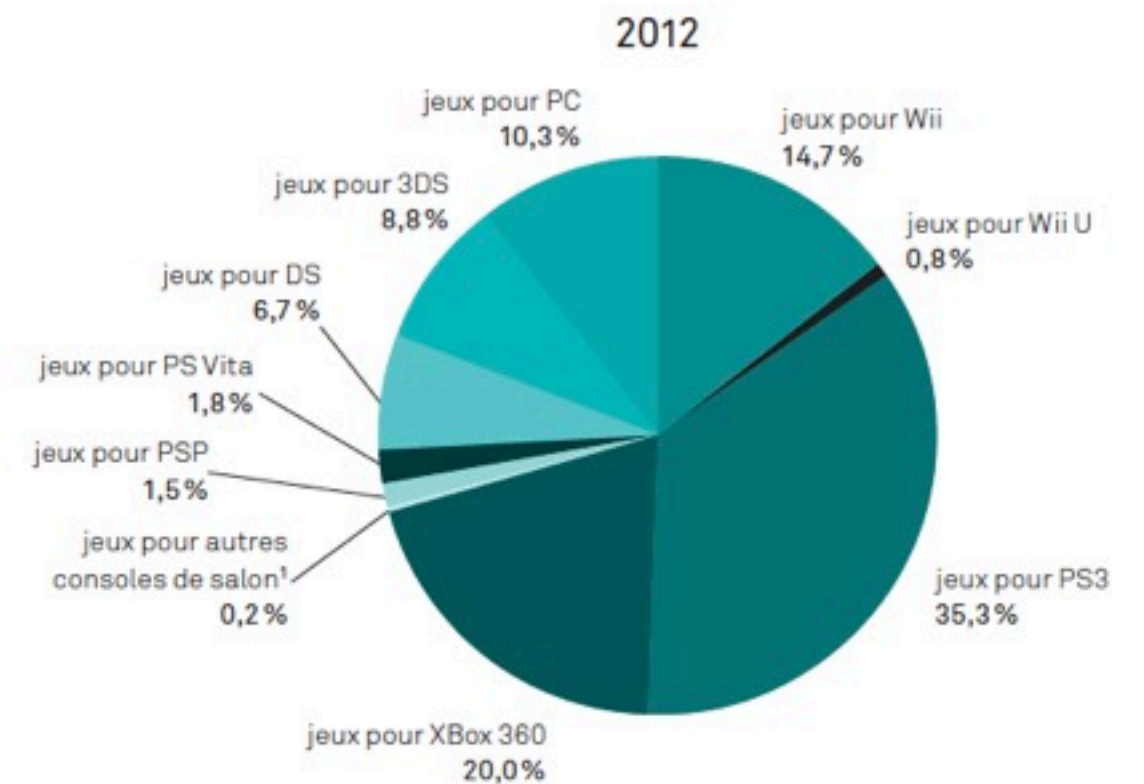
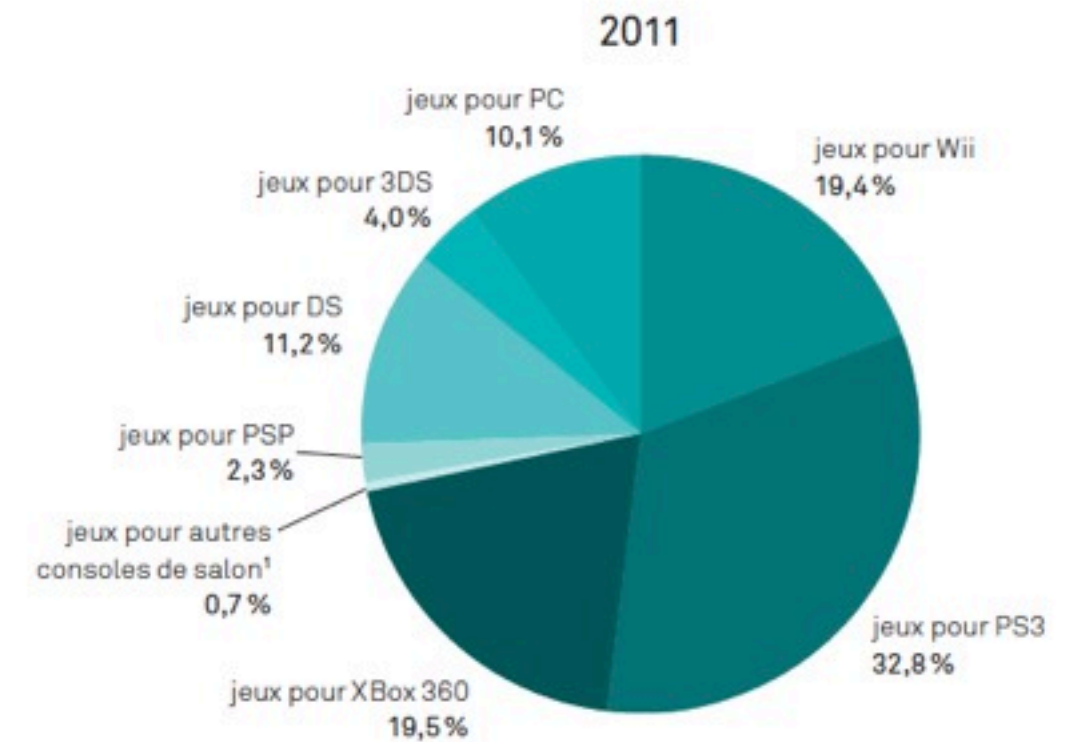
**KLASSIKER DER
SPIELELEGESCHICHTE**

FRANKREICH

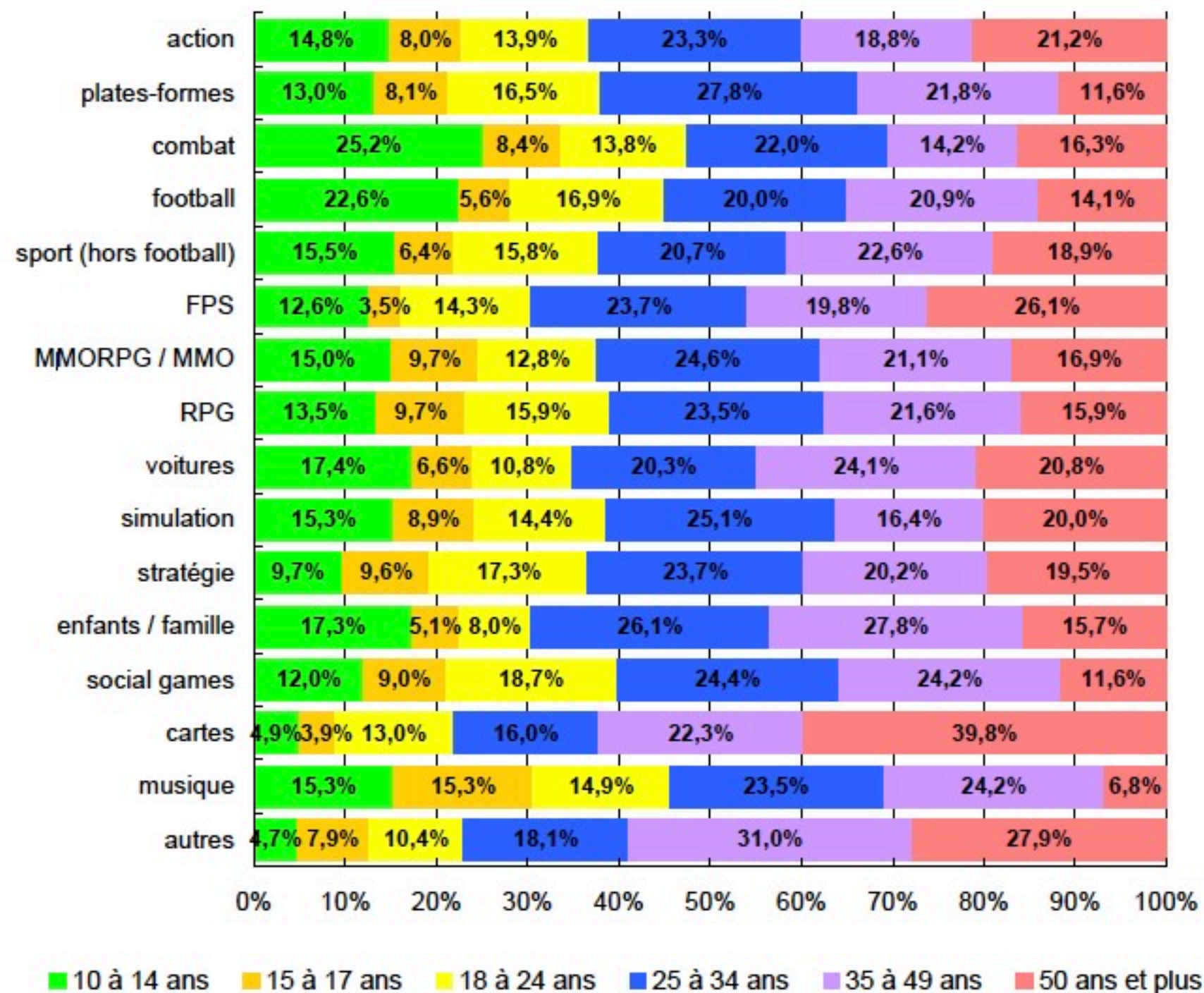
20. JUNI 2013



Französische Spieler



Répartition des joueurs selon l'âge en fonction du genre de jeux vidéo au deuxième semestre 2011 (%)



Lecture : Au deuxième semestre 2011, 12,8 % des joueurs de jeux MMORPG / MMO ont entre 18 et 24 ans.
 Source : CNC – GfK.

Quelle:

CNC: les pratiques de consommation de jeux vidéo des Français

Spiele in Frankreich

<http://www.sell.fr/top>

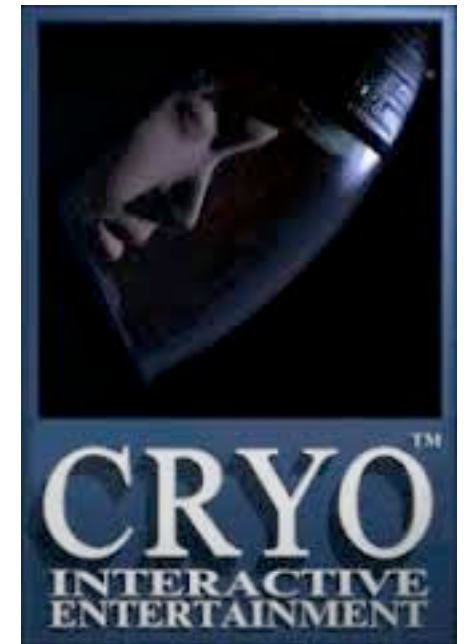
titre plate-forme

1	Call of Duty: Black Ops 2	PS3
2	FIFA 13	PS3
3	Just Dance 4	Wii
4	New Super Mario Bros 2	3DS
5	Call of Duty : Black Ops 2	XBOX 360

D Meilleures ventes en volume de jeux vidéo physiques en 2012
Source: CNC - GfK.



Französische Spielehersteller



Ubisoft
Nadeo (Trackmania)
Eden Interactive
Blossom Mind
Infogrames
Adeline Software International (aka No Cliché)
Delphine Software (Flashback, Fade to Black)
Amazing Studio (Chahi)
Cryo Interactive
Quantic Dream
Arkane Studios (Dishonored)
Gameloft
Darkworks (I Am Alive)
Arkedo Studio
Mobicame
Kobojo
Froggy Software (Mur de Berlin)
Coktel Vision
Ankama (Dofus)
...

Michael Ancel
David deGruttola aka
David Cage
Eric Chahi
Paul Cuisset (Flashback, Fade to Black)
Paul de Senneville
Frédéric Raynal (Little Big Adventure)
Michel Ancel (Beyond Good and Evil, Rayman)
Florent Castelnérac (Nadeo)
...



LE MARCHÉ FRANÇAIS DU JEU VIDEO

28
MILLIONS
de joueurs
réguliers

1^{er}
BIEN CULTUREL
NATIONAL
devant le Cinéma,
la Vidéo et
la Musique

2,7 MDS €
de chiffre d'affaires
en 2012

4^e
MARCHÉ
MONDIAL

THE FRENCH VIDEO GAME MARKET

- The 1st cultural industry before cinema, video and music.
- 28 million of regular gamers
- 2.7 billion of turnover in 2012
- The 4th world wide market

Französische Computerspielindustrie

330 Firmen, davon 114 Entwickler in 2012



The French video game industry is the second-largest in the world. In this week's TECH 24, we have a look at a sector that employs 5,000 people and generates an impressive 3 billion euros a year.

<http://www.france24.com/en/20130401-tech-24-French-Touch-Video-Game-industry>

Französische Spielkultur



SELL (Syndicat des éditeurs de logiciels de loisirs)

<http://www.sell.fr/>



PédaGoJeux

<http://www.pedagojeux.fr/>

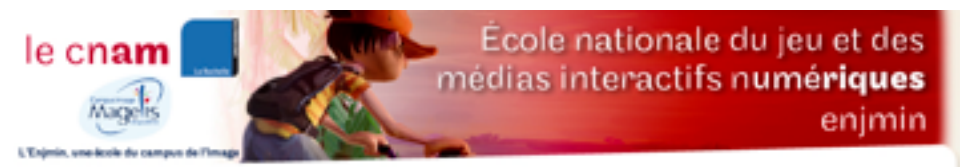


Paris Games Week



Electronic Sports World Cup

<http://www.eswc.com>



Enjmin

<http://www.enjmin.fr>



IDEF

<http://www.idefexpo.com/>

Förderkriterien



Création d'origine patrimoniale

Jeu vidéo **inspiré** d'une oeuvre reconnue du patrimoine historique, artistique et scientifique européen
ou

adapté d'une oeuvre cinématographique, d'une oeuvre audiovisuelle, d'une oeuvre littéraire ou artistique ou d'une bande dessinée.

Contenus culturels

- ▶ narration
- ▶ dépenses artistiques supérieures à 50% du coût de développement
- ▶ bible du jeu vidéo écrite en français
- ▶ versions originales dans au moins trois langues en Europe, dont le français
- ▶ problématiques politiques, sociales ou culturelles européennes ou valeurs spécifiques aux sociétés européennes
- ▶ 80 % des dépenses de développement réalisées sur le territoire de la Communauté européenne
- ▶ auteurs et collaborateurs de création européens



Nemopolis: Marie Antoinette et les Disciples de Loki



Hevok: Paris 1925, l'Ombre du Fantôme



3D Duo: Leelh : les Larmes de l'Aube

CNC: les aides au jeu vidéo français

Prix Jeu Vidéo 2012

<http://www.jeuxactu.com/meilleur-jeu-video-2012-un-jeu-iphone-79647.htm>



Egg Ball: *Jazz: Trump's Journey*



<http://www.cite-sciences.fr/cite-du-jeu-video/>

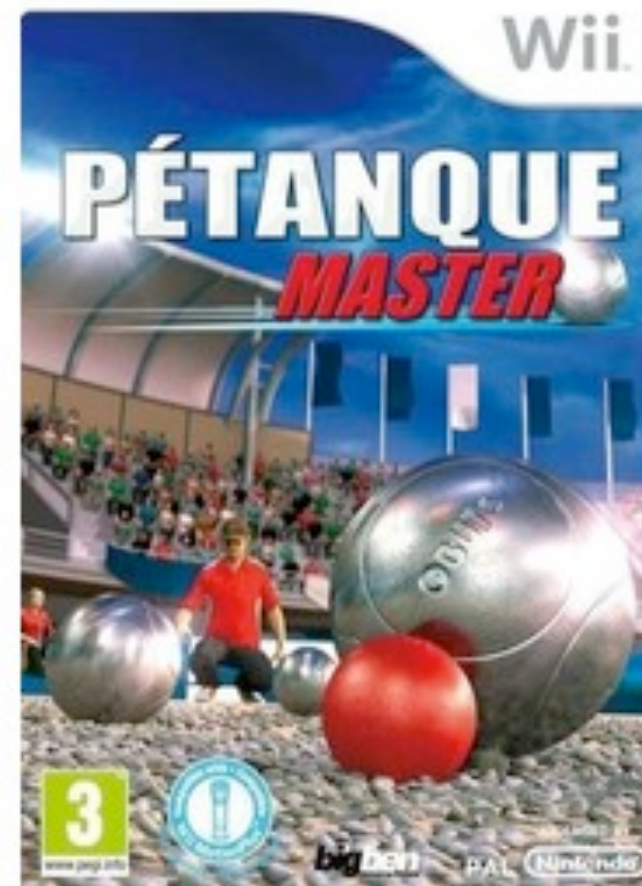
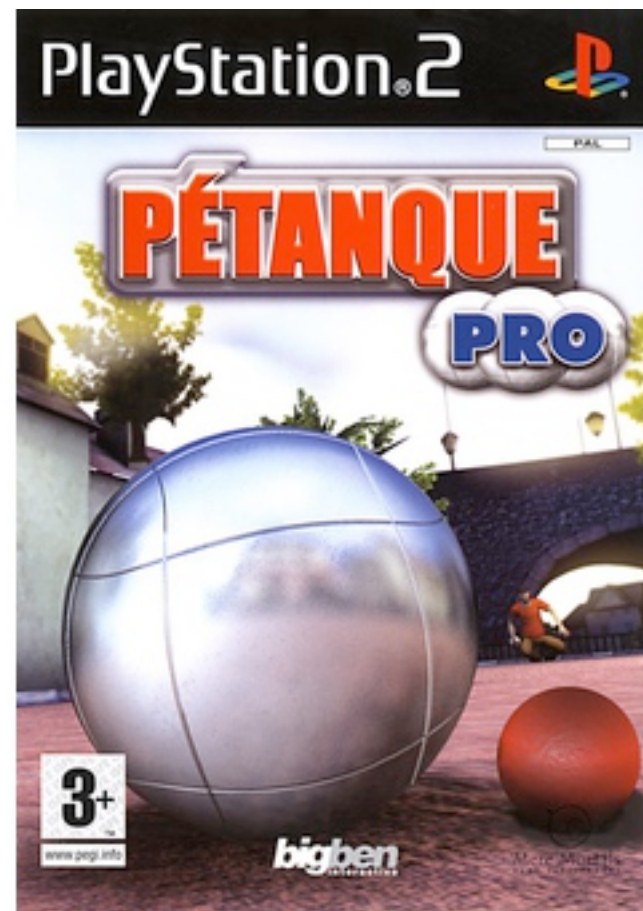
Französische Luditive



Tour de France



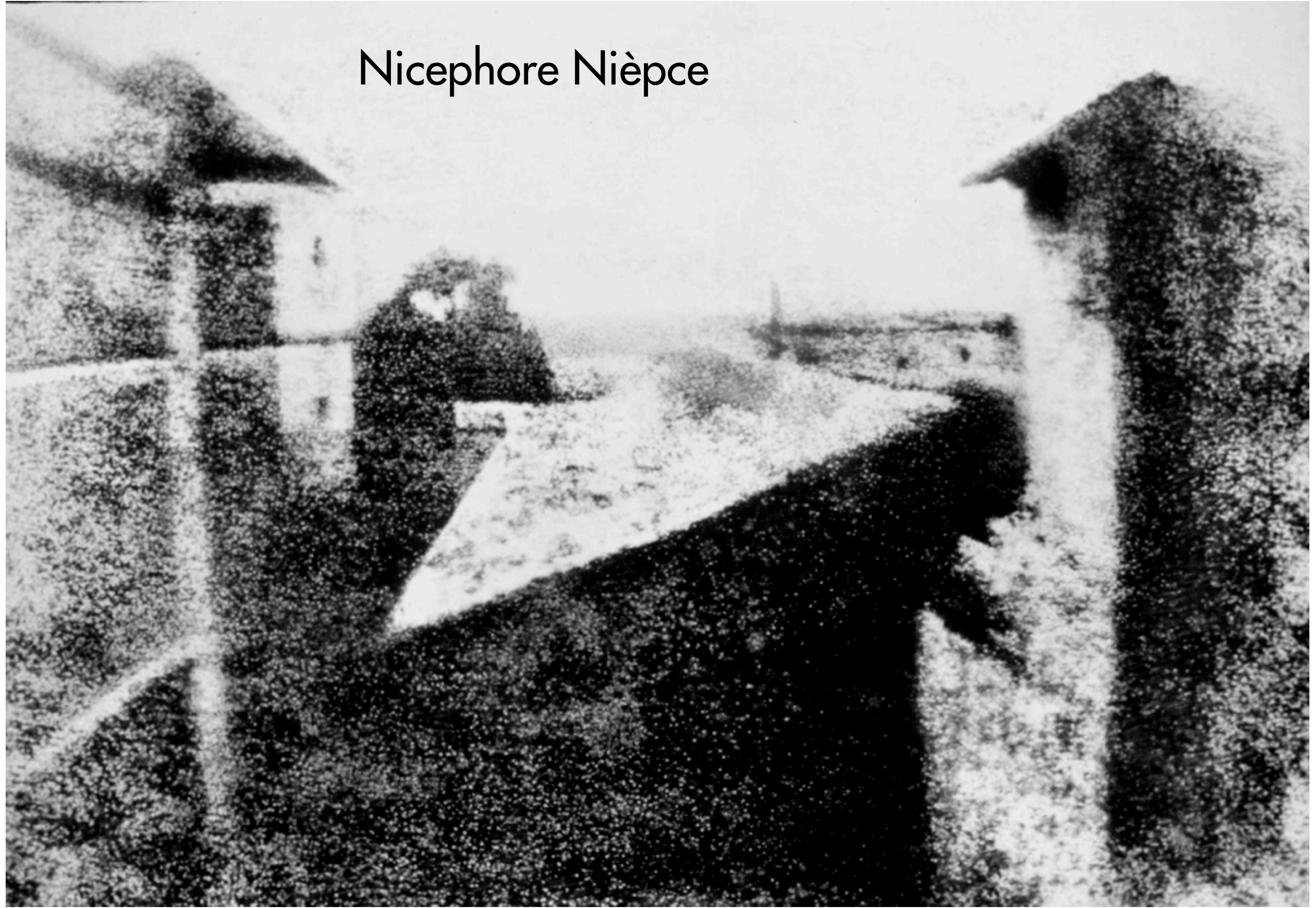
Pétanque





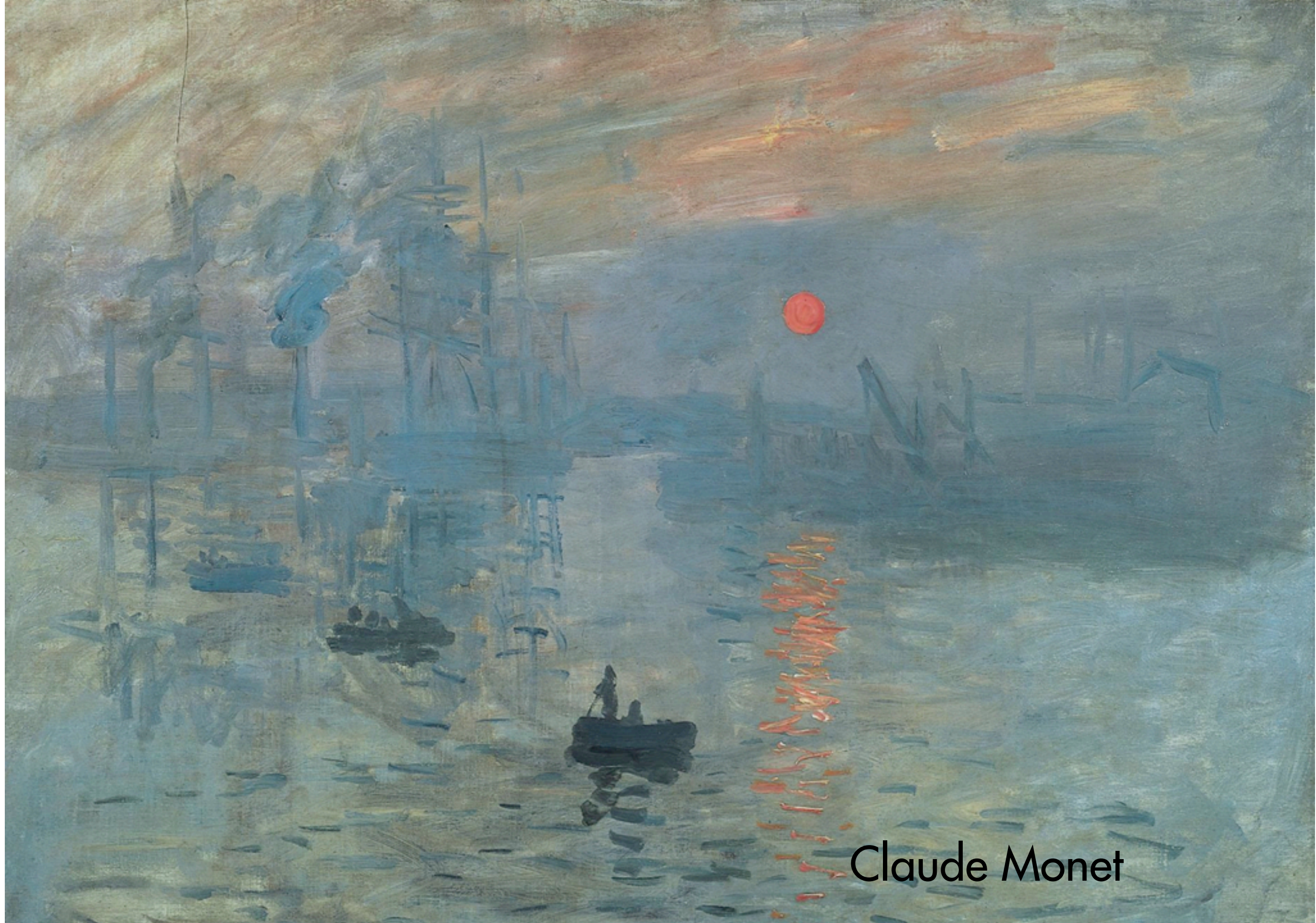
Französische Visuelle Kunst

Nicephore Niépce





Daguerre



Claude Monet

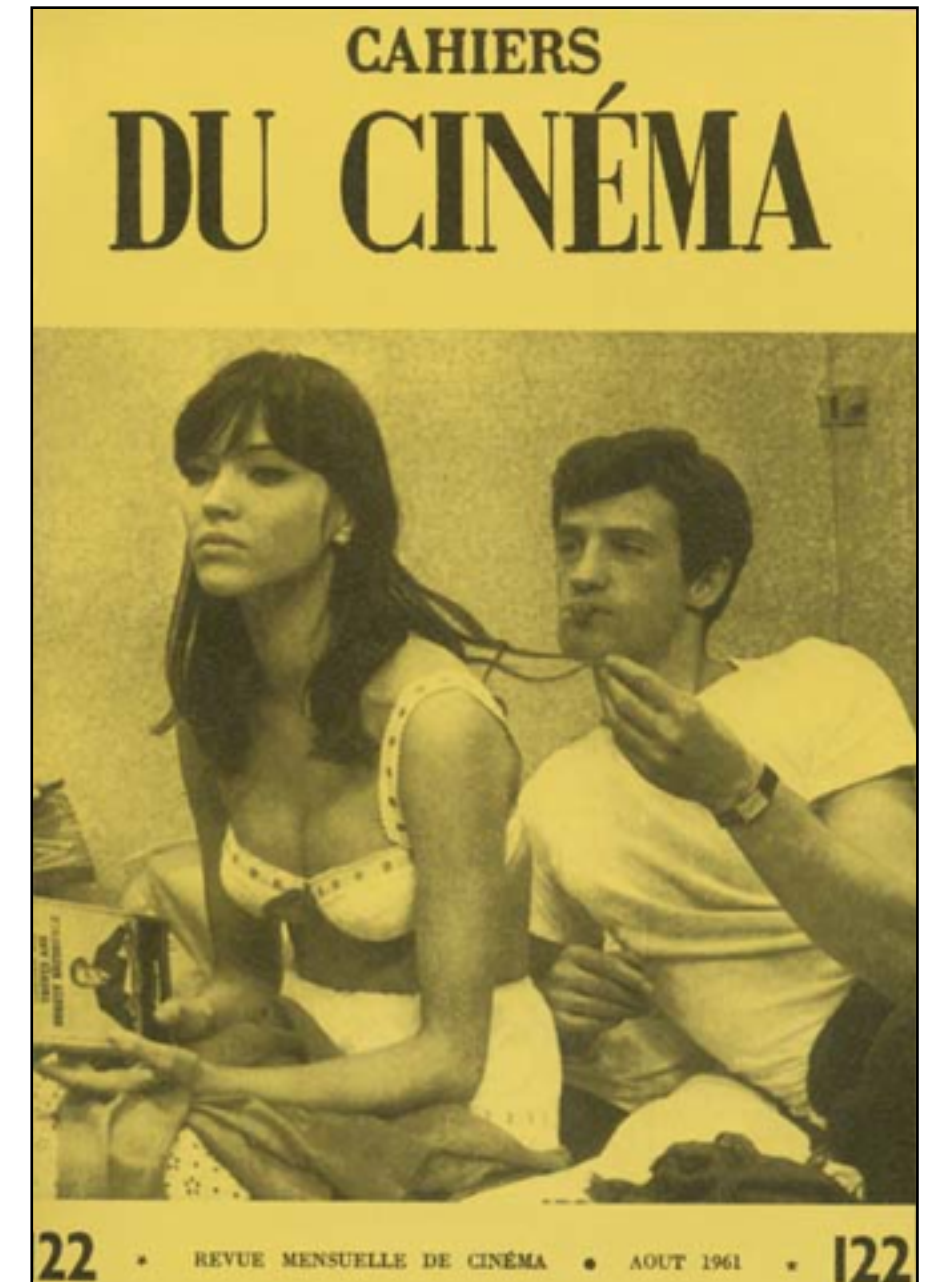
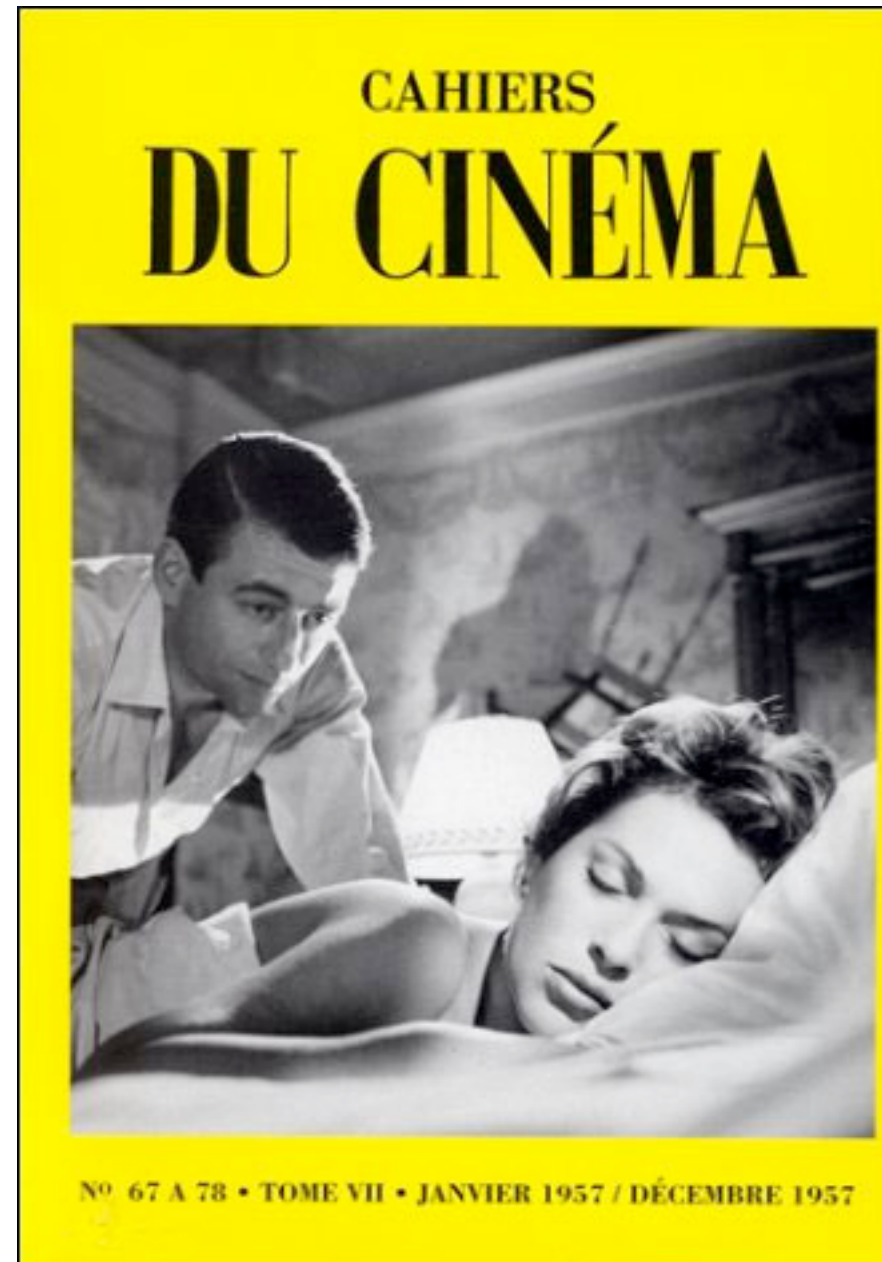
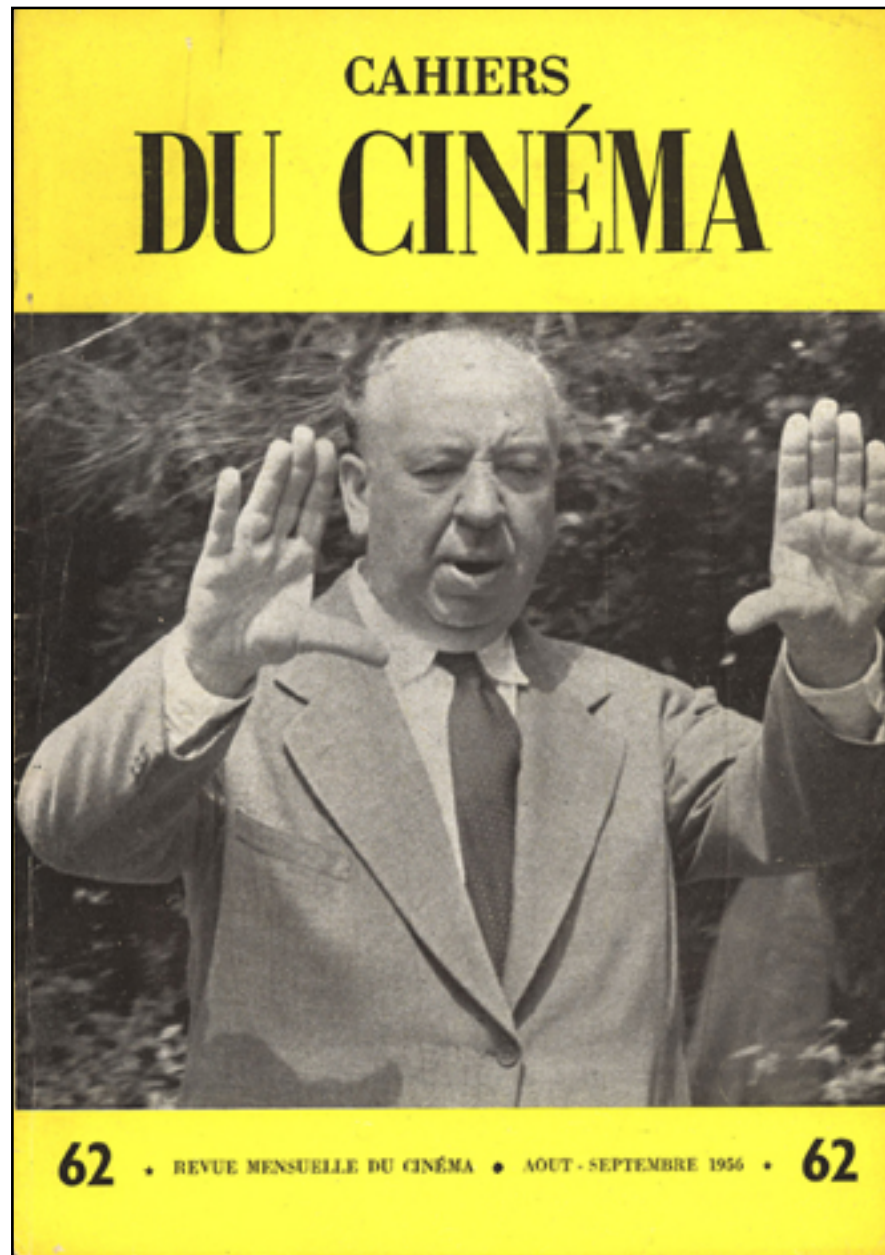


Lumière



Méliès

Politique des auteurs



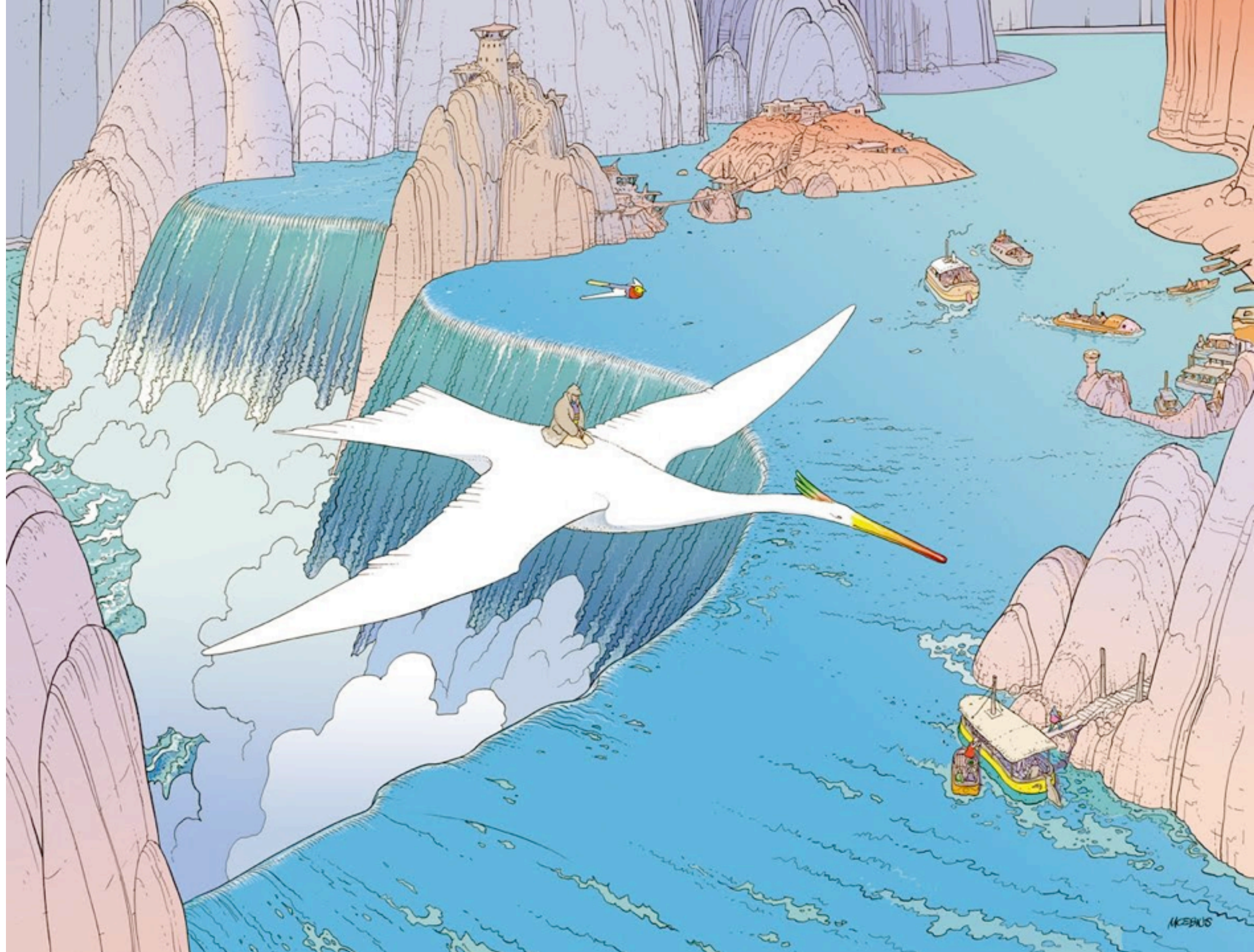


Godard: À bout de souffle



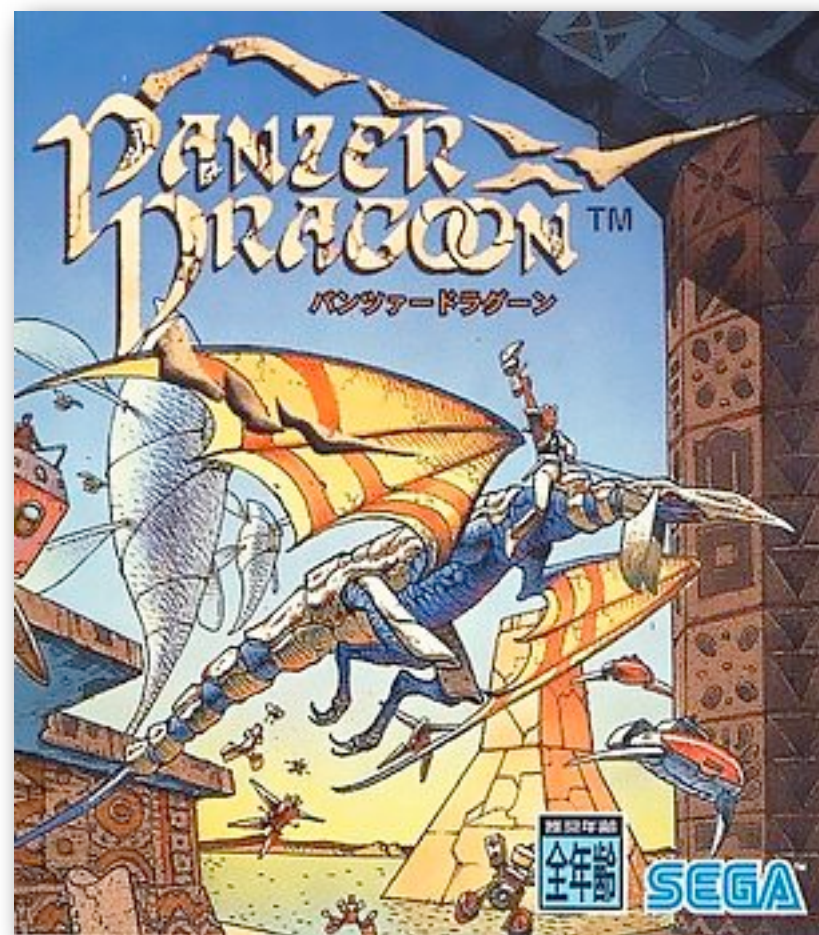
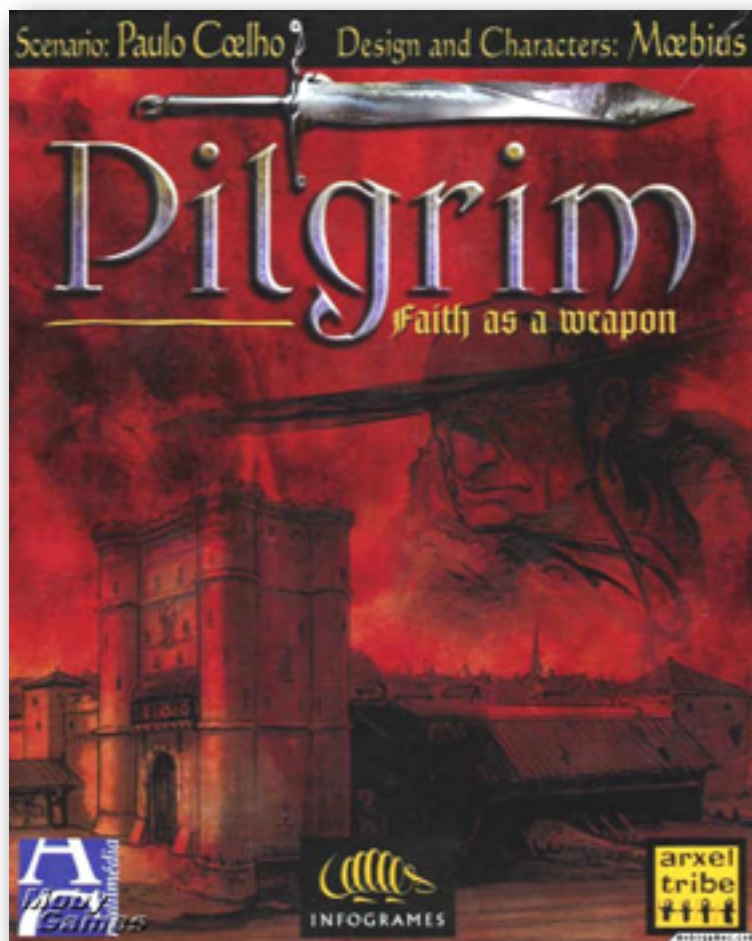
Resnais: L'année dernière à Marienbad





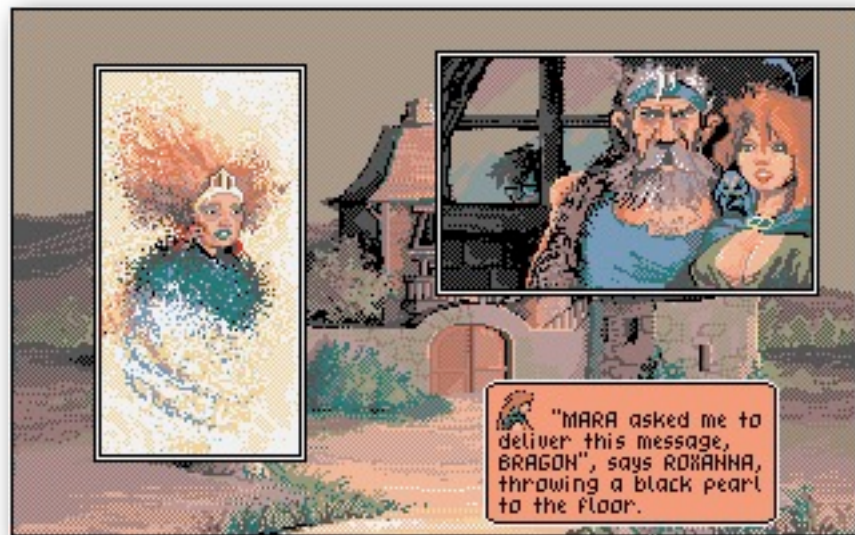
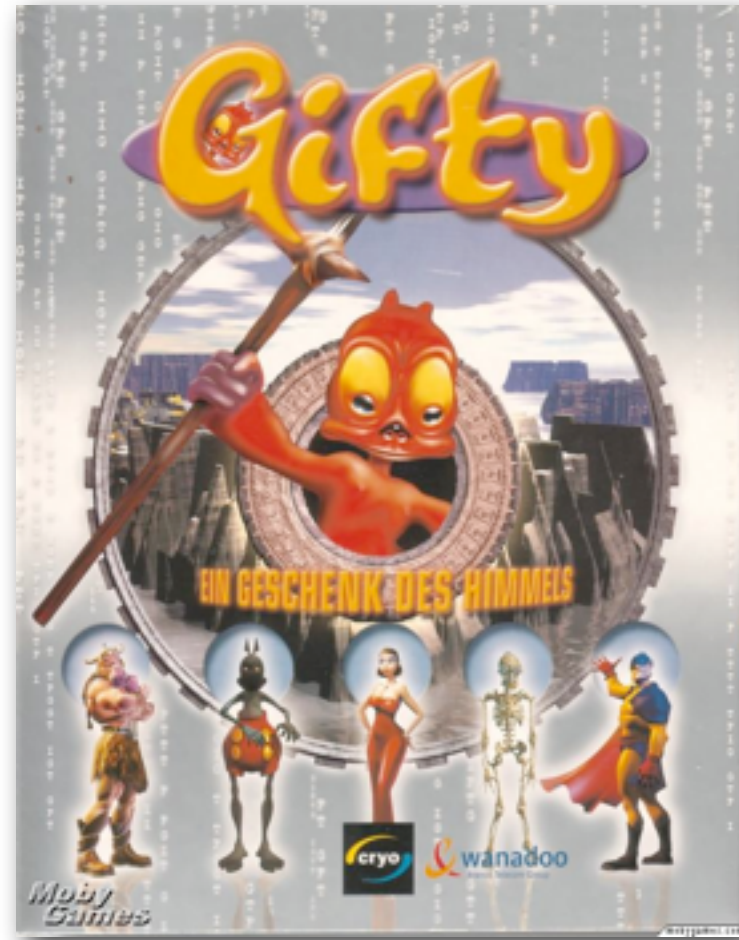
Moebius

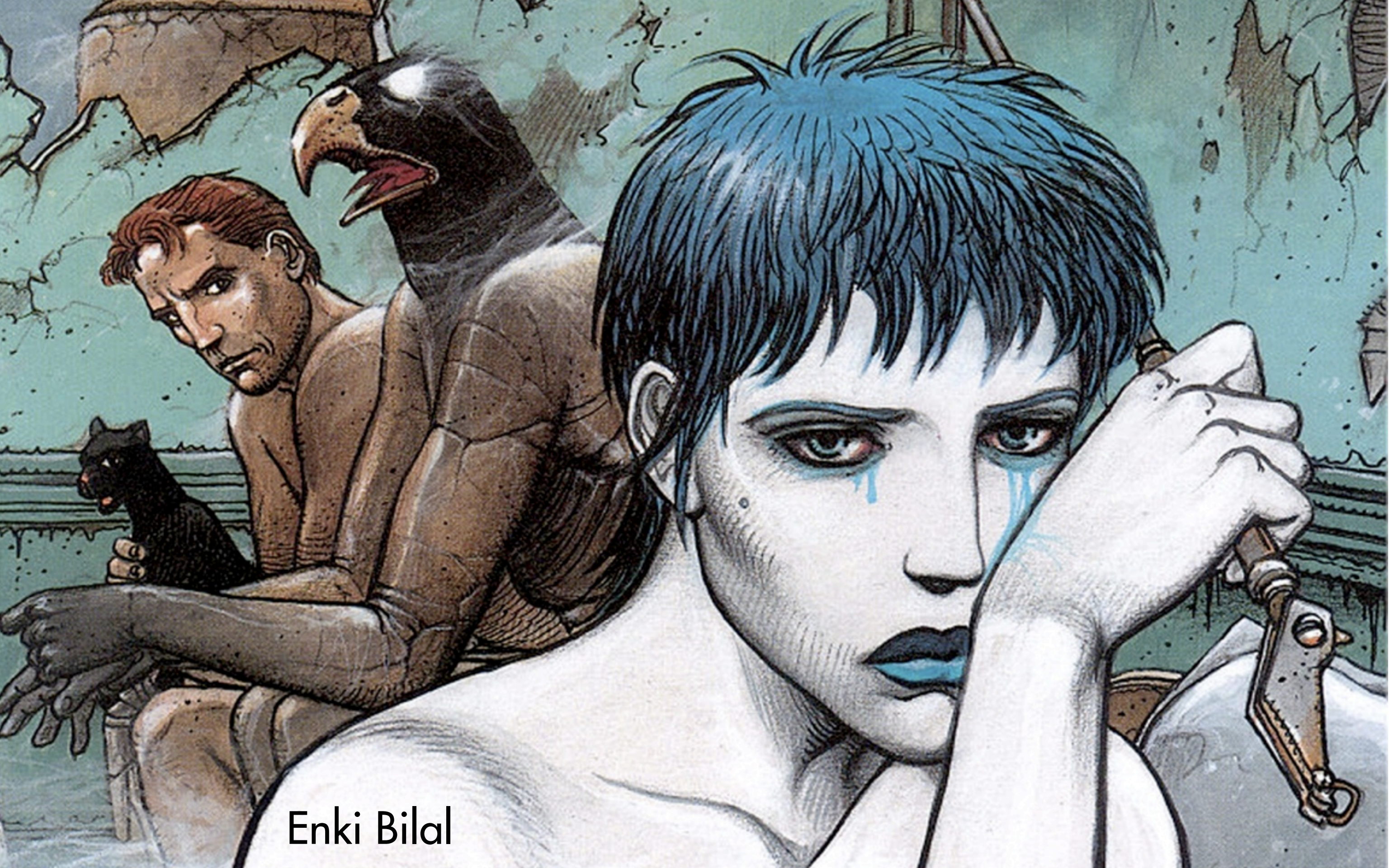
Moebius



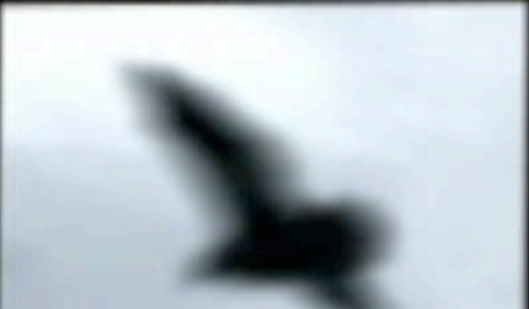
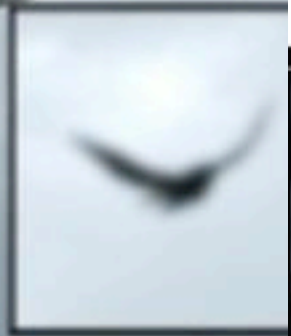
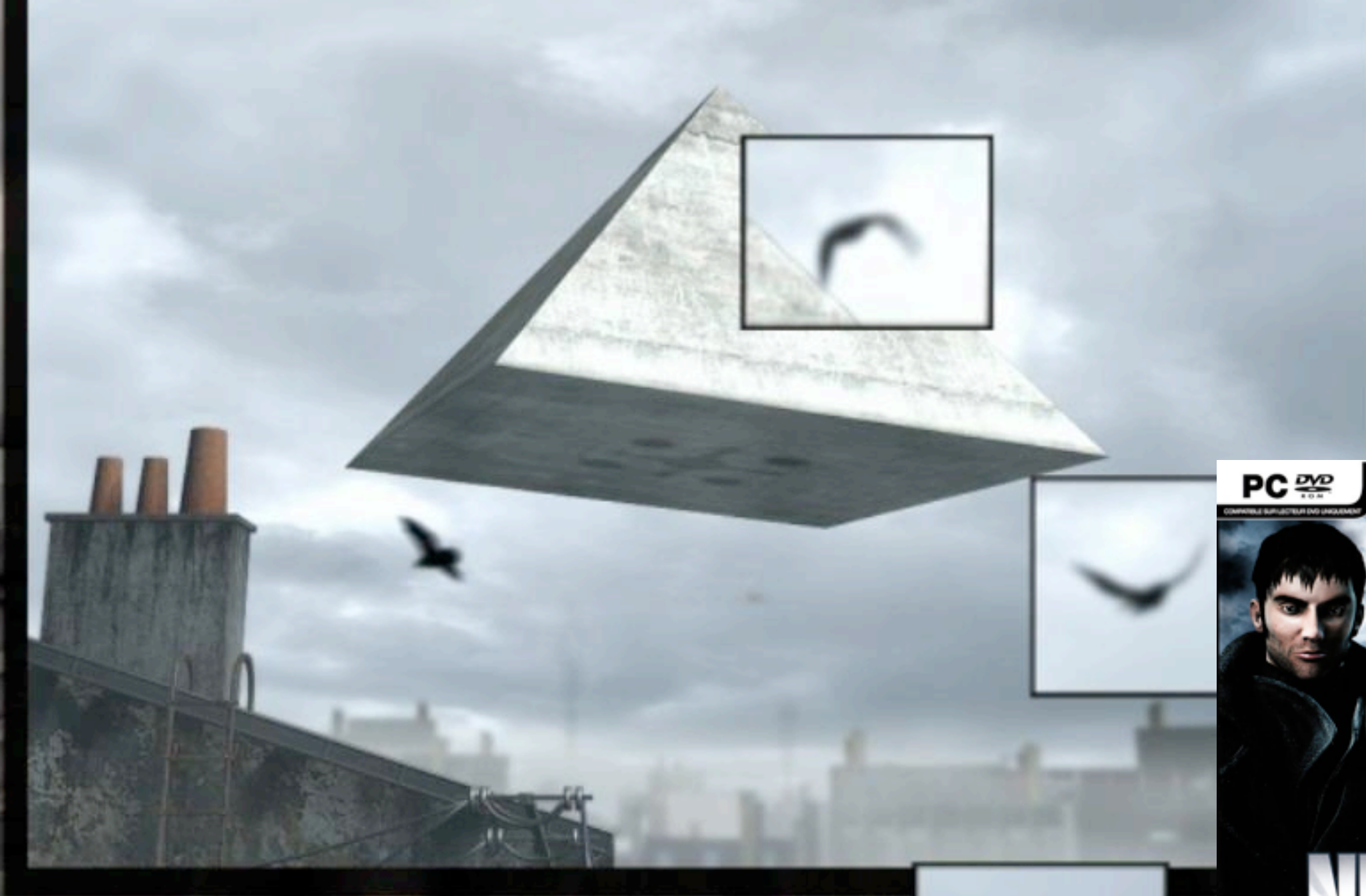
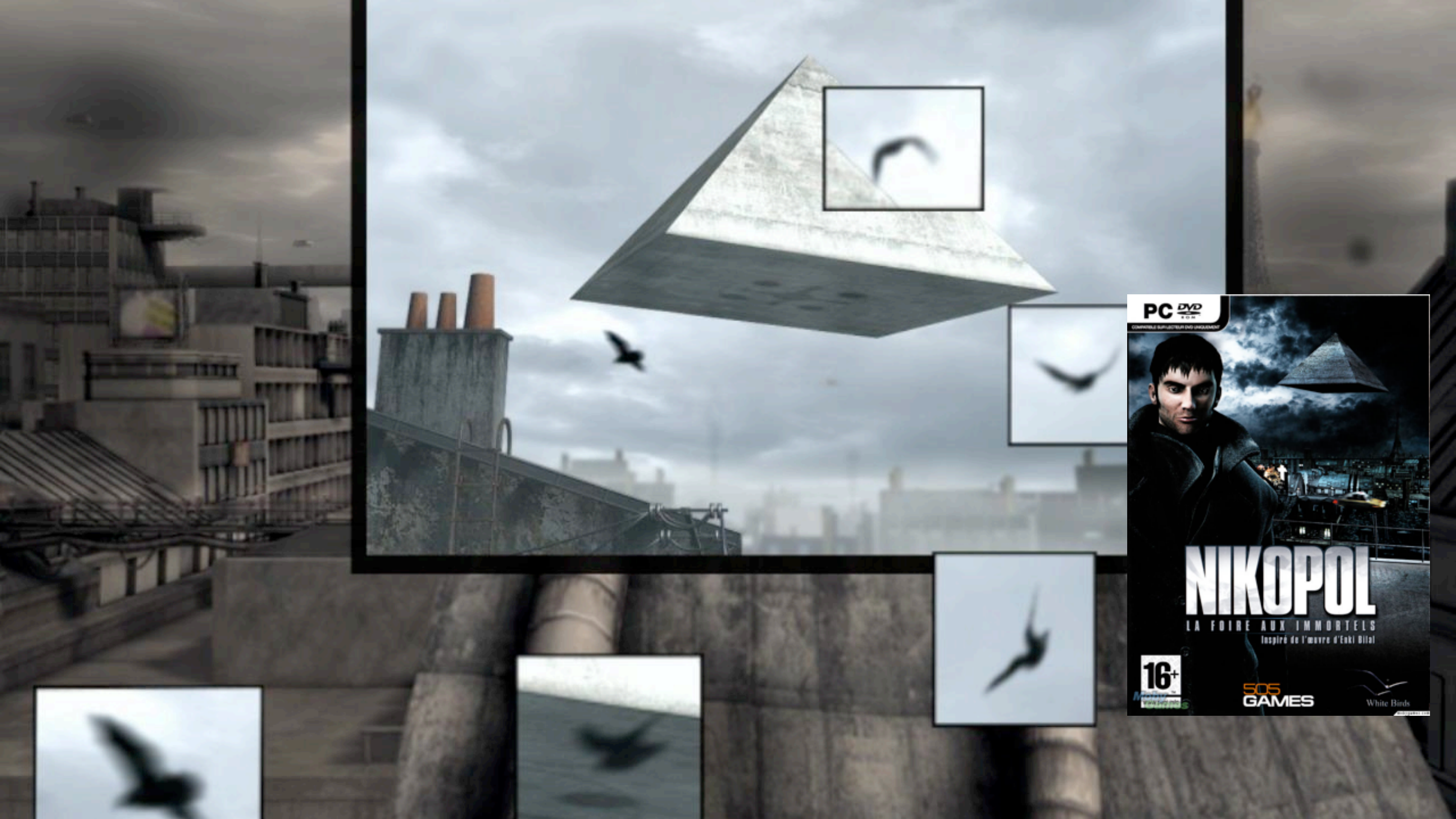


Regis Loisel





Enki Bilal



PC DVD
3.0M

COMPLÈTE SUPPLÉMENT DVD UNUSUÉL

NIKOPOL

LA FOIRE AUX IMMORTELS

Inspiré de l'œuvre d'Enki Bilal

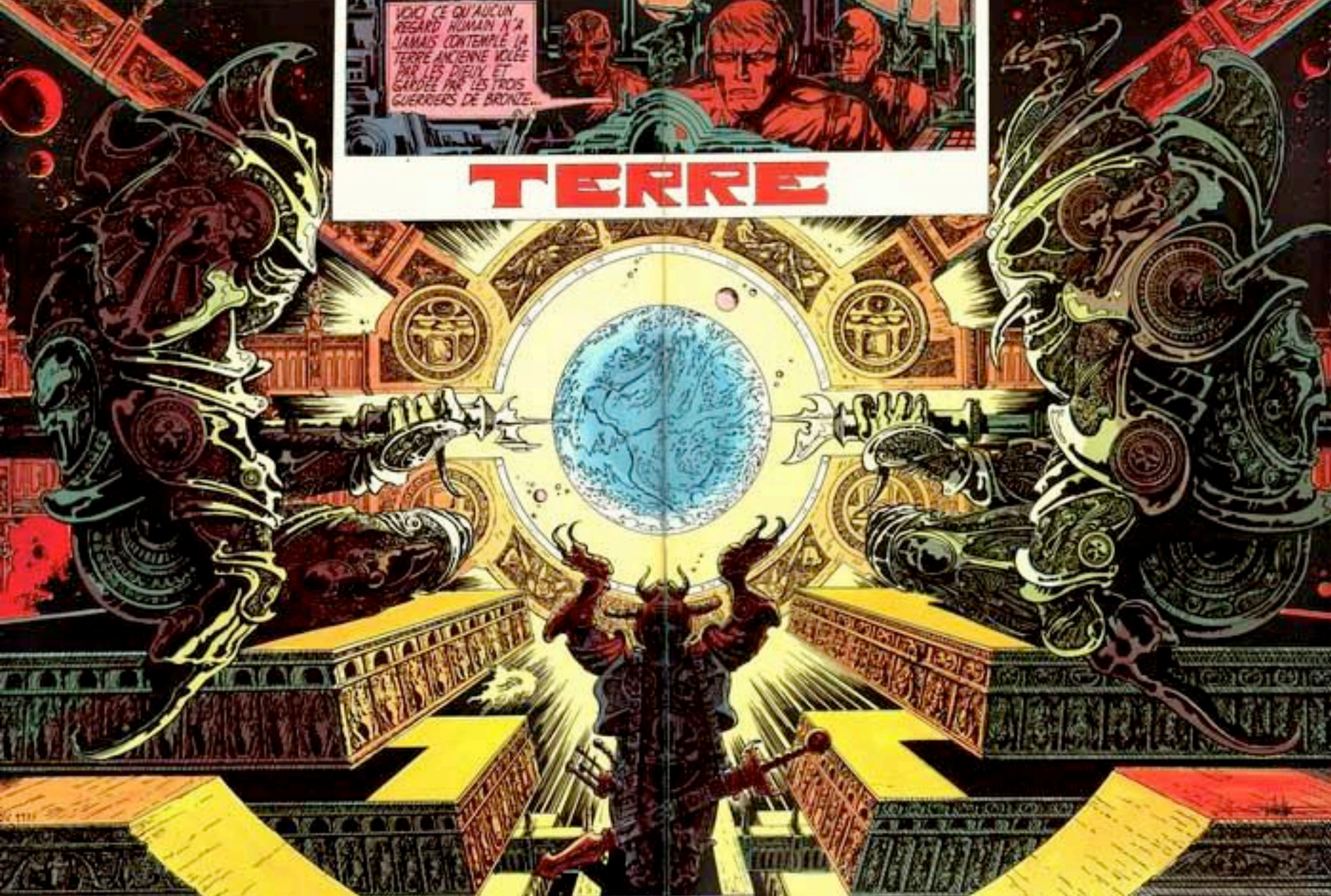
16+

505 GAMES

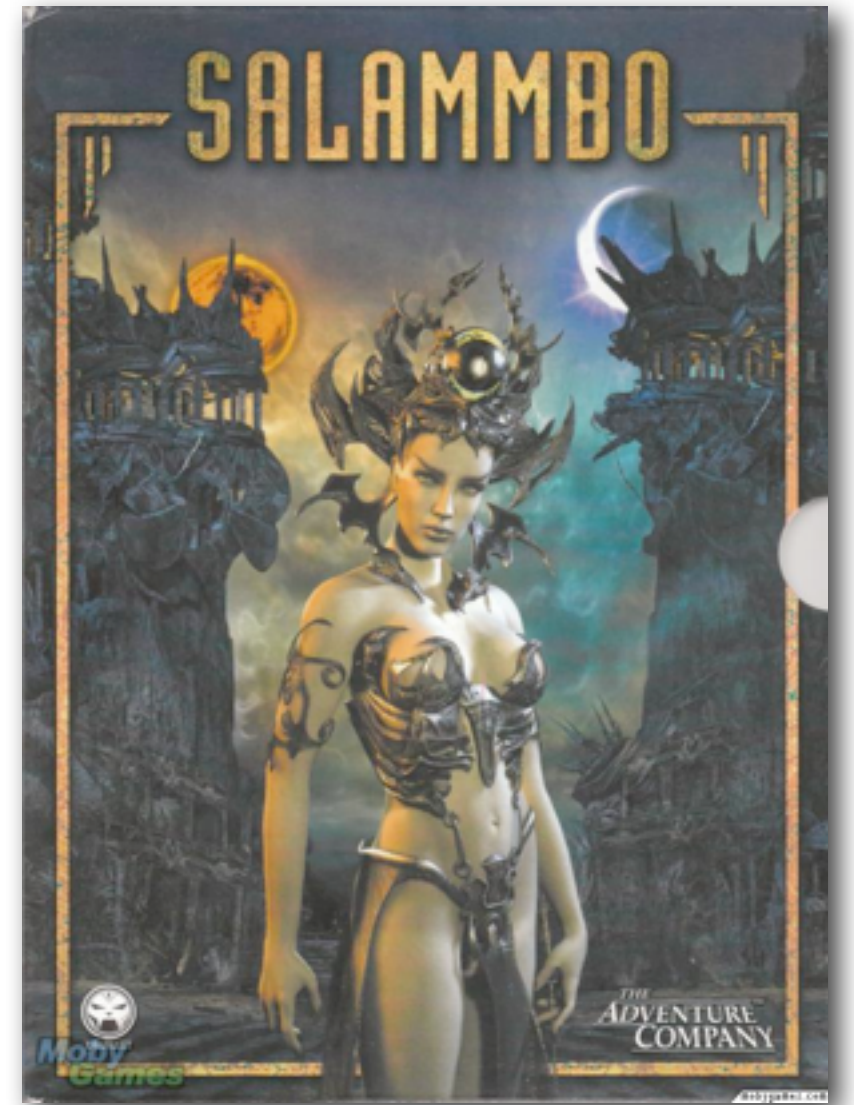
White Birds

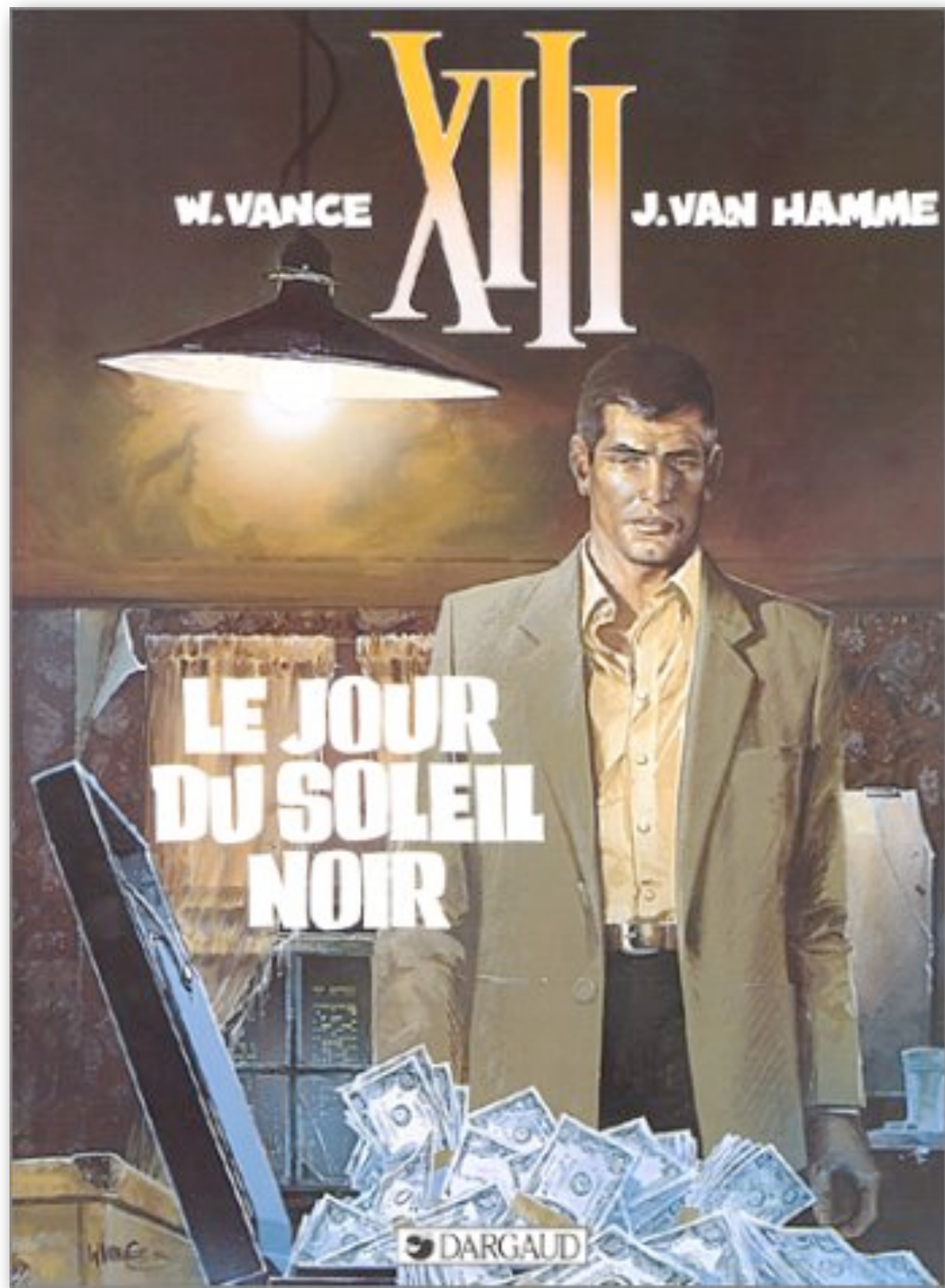
VOICI CE QU'AUCUN
REGARD HUMAIN N'A
JAMAIS CONTEMPLÉ LA
TERRE ANCIENNE VOLÉE
PAR LES DIEUX ET
GARDÉE PAR LES TROIS
GUERRIERS DE BRONZE...

TERRE



Philippe
Druillet





William Vance, Jean Van Hamme



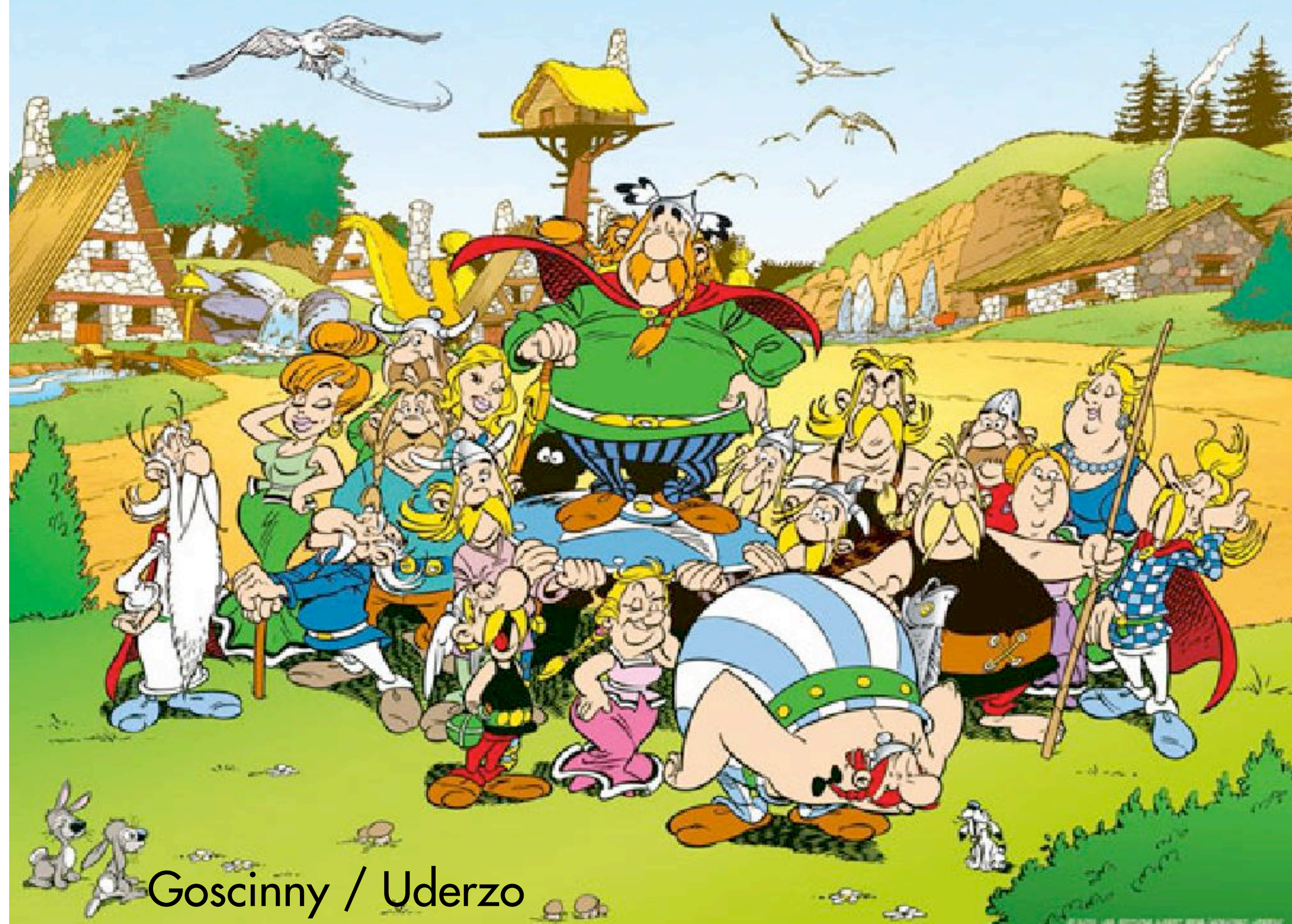
ARRRR

ARRRR

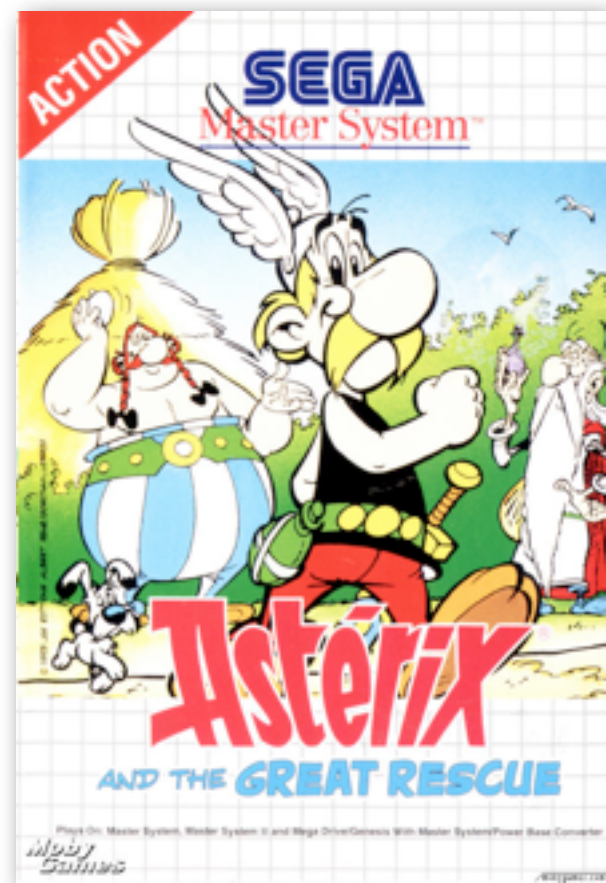


+ 46

2



Goscinnny / Uderzo



The French Touch

A summer 1984 article in *Tilt* reported how French game designers, having cut their teeth on simple arcade games, now wanted to create something more personal, more rooted in reality, more French. Inevitably, opinion was divided about what this meant in practice, but many homed in on strong narratives, real-life settings and visuals inspired by the art of France's vibrant comic book industry.

"To me, at its roots in the mid '80s, the French touch was a combination of brilliant aesthetics, boring gameplay and hard as hell difficulty," counterpoints Jérôme Braune of French indie outfit Blossom Minds. "A couple of years later though, when the game industry was getting bigger, it was almost seen as the counterpart of art house films. It was the opposite to the mass market."

Throughout it all, however, the role and power of the independent individual within society – and in art, the auteur – is vital.

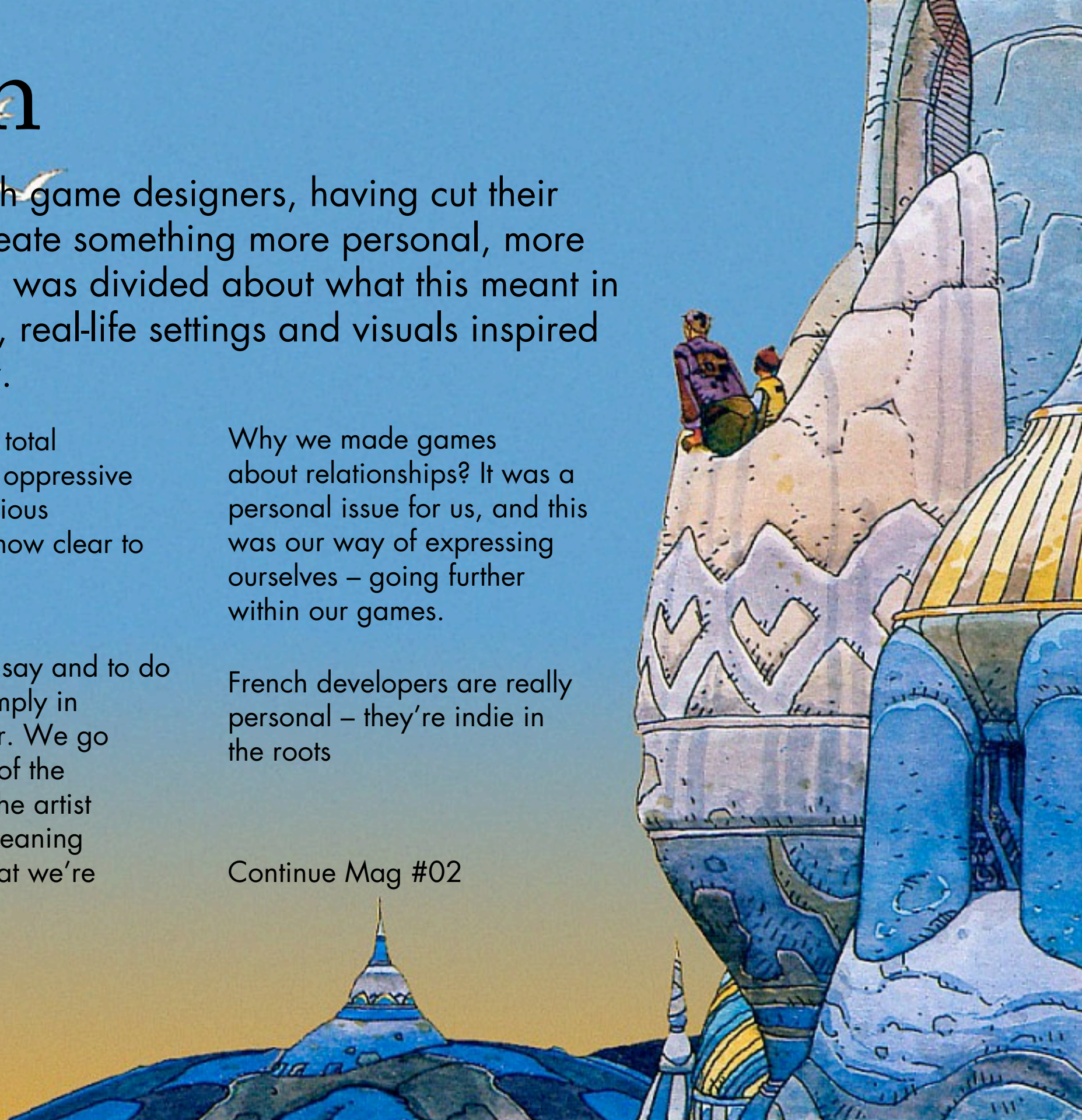
The French Touch's love of total immersion in alien worlds, oppressive authorities and often ingenious graphical trickery was by now clear to one and all.

"We have a lot of things to say and to do in our games – that's not simply in their appearance or exterior. We go beyond the superficial part of the game. We really consider the artist as something that's in the meaning of the game – the reason that we're making it."

Why we made games about relationships? It was a personal issue for us, and this was our way of expressing ourselves – going further within our games.

French developers are really personal – they're indie in the roots

Continue Mag #02



Méwilo

Muriel Tramis (Coktel), 1987



Martinique



Captain Blood



Philippe Ulrich; Didier Bouchon, 1988



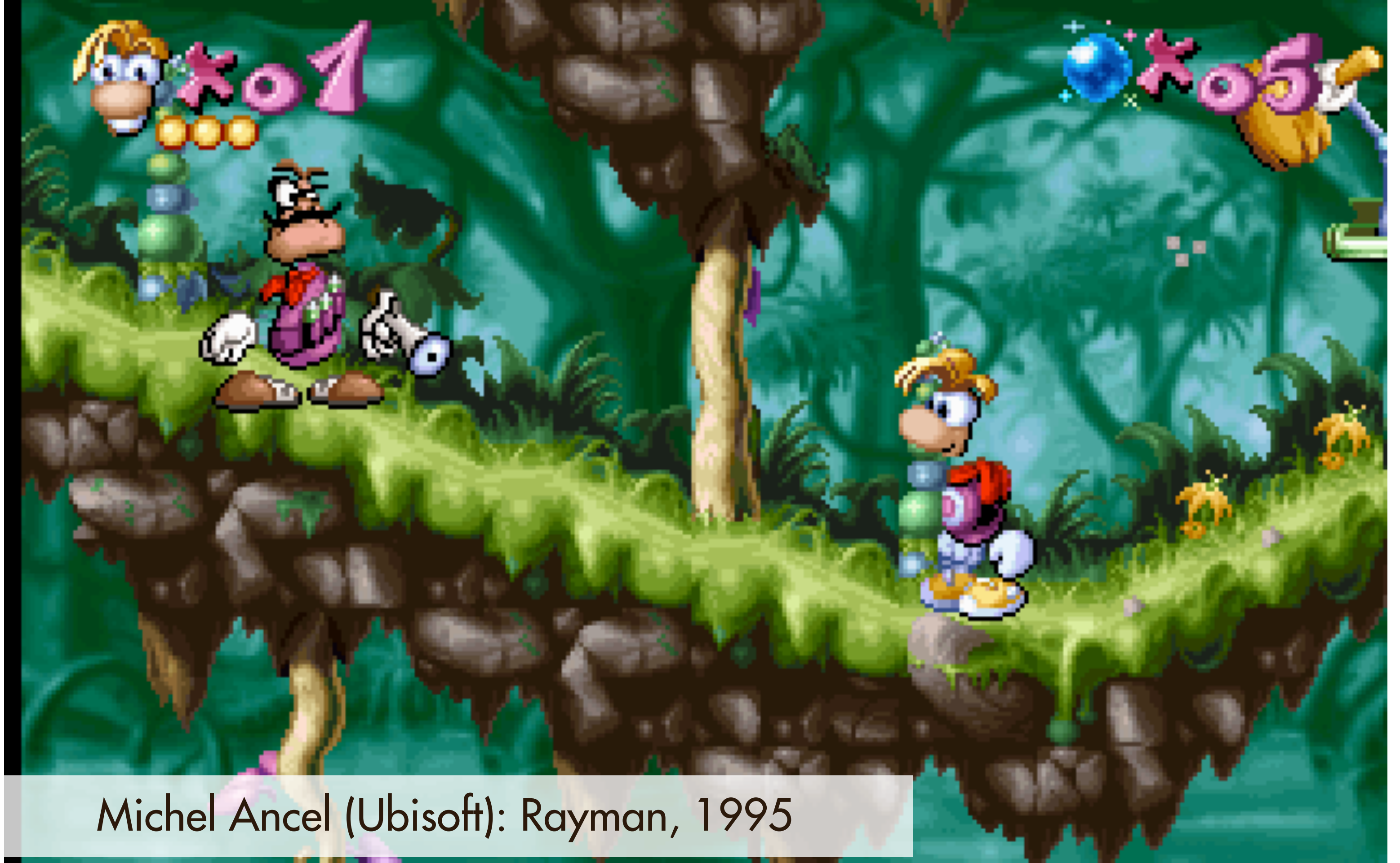
<https://www.youtube.com/watch?v=XaDlfy-ibo8>



Eric Chahi (Delphine): Another World, 1991



Frédéric Raynal (Infogrames): Alone in the Dark, 1992



Michel Ancel (Ubisoft): Rayman, 1995



Michel Ancel (Ubisoft): Beyond Good And Evil, 2003



Michel Ancel (Ubisoft): *Peter Jackson's King Kong: The Official Game of the Movie*, 2005

Florent Castelnérac (Nadeo): TrackMania, seit 2003



Become a Fan on Facebook

What is the FreeZone?

Dedimania Records

1. 0:31.41 IpuRe Snaky <3
2. 0:31.41 Iconic Horen... eEriness
3. 0:31.43 by Inferno0x
19. 0:31.54 go blues <3
20. 0:31.56 Tazel
21. 0:31.56 Maverick
22. 0:31.57 info Davidados
23. 0:31.57 Rafael
24. 0:31.57 Crazy Jeter
25. 0:31.57 poul
26. 0:31.57 Knights LiedemanN
27. 0:31.57 Awes serif ^.^ law
28. 0:31.57 Funteam Frosty
29. 0:31.58 BOT!
30. 0:31.58 tcw Szya
- quizel

Replay track for 85 coppers!

>> Player: quizel (Netherlands) Rank: None

FreeZone: We are experimenting new rules on the FreeZone: players with a free account can play up to 5 tracks in a row before doing 1 match as spectator.

>> MasterAdmin: Funteam. Jaga' (Romania) Rank: 116/5261 Avg: 367.4

-0:01.49

PB: --
Local: 0:31.47
Dedi: 0:31.41
TMX: 0:31.40

0 m

0



Ankama: Dofus, 2004



DESCRIPTION

SOMEONE ELSE

BEHAVIOR



David Cage (Quantic Dream): Fahrenheit, 2005



David Cage (Quantic Dream): Heavy Rain, 2010



David Cage (Quantic Dream): Beyond: Two Souls, 2013

Harvey Smith (Arkane Studios): Dishonored, 2012





Jean-Max Moris (Dontnod): Remember Me, 2013

Lexique-numérique



Alt-Mind

<http://missing-mhd6.com/>