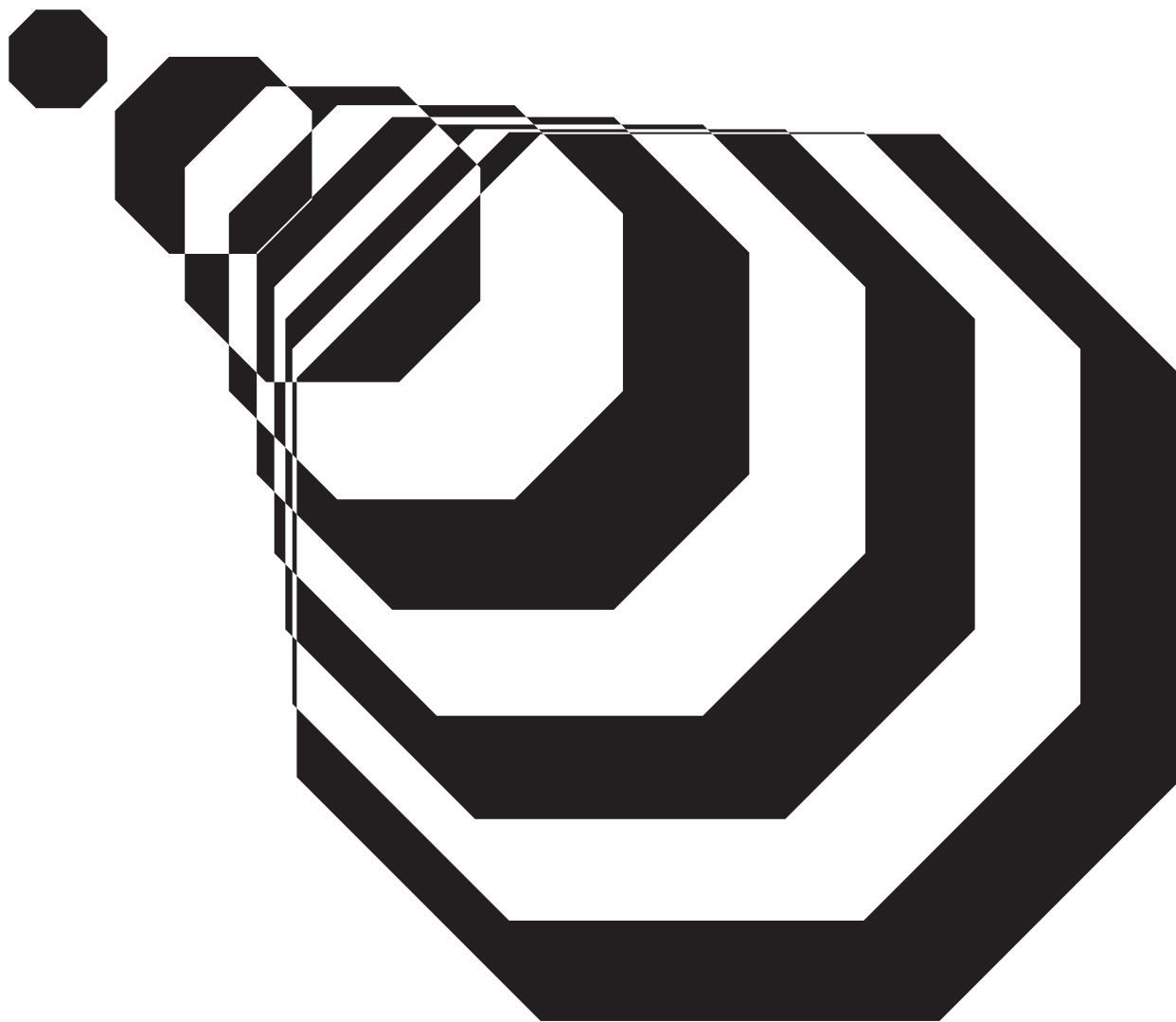


idw interactive documentary
workshop

www.idw.supsi.ch

A project development programme
for expanded documentaries

22-26 April 2017
Nyon, Switzerland



Promoted by

University of Applied Sciences and Arts
of Southern Switzerland
SUPSI
Laboratory of Visual Culture

**VISIONS
DU RÉEL**

In collaboration with

**CROSS
VIDEO DAYS**

**inštitut
dokumentárneho
filmu**

!FLAB
interactive factual lab

With the support of

 Schweizerische Eidgenossenschaft
Confédération suisse
Confederazione Svizzera
Confederaziun svizra
Swiss Confederation
Federal Department of Home Affairs FDHA
Federal Office of Culture FOC

**MEDIA DESK
SUISSE**

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Participants:

**Can Aksan / Pau Artigas Vidal /
Pablo Assandri / Daniel Bilenko /
Sonja Bozic / Vladimír Cháb /
Nathalie Codina / Giorgia Di Pasquale /
Marco Ferrari / Flavio Gerber /
Janja Glogovac / Selim Harbi / Adrià
Lahuerta / Beyza Meşe / Michaela
Pnacekova / Iva Radivojevic /
Elizabeth Rocha Salgado / Maria
Eugenia Sanchez Lopez / Beri
Shalmashi / Med Arbi Soualhia /
Judith van der Velden / Lyangelo
Vasquez / Jan Joost Verhoef /
Marc Widmer**

Trainers:

**Lili Blumers / Pierre Cattan /
Federico Dini / Sandra Gaudenzi /
Michael Kaschner / Elie Levasseur /
Susanna Lotz / William D. McMaster /
Wojciech Pazdur / Jiannis Sotiropoulos /**

Presentation

The evolution of technology is transforming the way that audiences experience stories. With cinema and television, storytelling has been confined and restricted by release formats and windows, so as by time slots.

Today, after the Internet and the successive multiplication of digital platforms, mobile devices and social networks, traditional documentary storytelling has broken the boundaries and is developing into new forms. These new forms include nonlinear narratives and public participation in creating and selecting content. This concept of public participation goes further than interactivity options for the audience. Interactive documentary has also to do with co-creation and co-interpretation of content and information by the users, which can lead to the loss of the single authorial voice, being replaced by a shared authorship. It doesn't mean that the author doesn't exist anymore, nor he will disappear, but the role of the author/director is radically transforming into something different compared to traditional linear audiovisual storytelling: his role is no more limited to creating, selecting and presenting content, but extends to the planning of the audience experience and helping to design an interaction that successfully engages and tells stories.

In a context of big economical, social and technological changes, the interactive documentary workshop offers to creative and cultural industries professionals a chance to innovate their productions, to keep up to date with the evolution of the audiences' practices and expectations, and to raise competitiveness. The workshop aims to help audiovisual professionals to seize some opportunities and challenges of the currently unfolding audiovisual trends by equipping its participants with precise, comprehensive and practical skills and knowledge in developing, producing, financing and distributing interactive documentaries. Through lectures, selected case-studies and panels with established authors, producers and notable international pioneers, the participants will become familiar with the new challenges and opportunities that digital storytelling is promoting into the film and audiovisual creative industry.

The workshop is project-oriented: participant applying with a project will apply the skills and methods while she/he's learning them in the practical development of a working-concept for an interactive documentary – i.e. a nonfiction story developing a non-linear storytelling and intending to integrate extensively, at different stages of the project, the new potential of digital technologies and an active user participation, and that is conceived for the web and or tablet computers and/or other mobile devices. The projects may also be conceived as a development across multiple media of a previous linear film or TV production, on condition that each new factual content will adopt a transmedia approach: that is, it won't adapt the original storytelling to the new media but will develop its own unique perspective on the whole story.

Through a Development Lab – featuring project-led group work, personalized coaching and a final public pitch session – the key elements of the participants' projects will be discussed with the trainers, experts, and European decision makers, getting the best advantage in terms of content development, planning of the audience experience, interaction design, funding strategy and professional networking. Participants will thus be accompanied in the definition and refining of a first working concept which will be able to be professionally put into further development or pre-production.

Activities

The interactive documentary workshop will be led by international audiovisual and interaction experts engaged in three teaching modules: classes, case-studies and development lab.

- **Classes**

Lectures on interactive documentary topics by established digital pioneers and notable international film industry representatives. Different topics will be discussed, such as: Introduction to interactive documentary; Evolution of the documentary genre, definitions and state of the art; From the single authorial voice to a shared authorship: the audience experience and public contribution to the storytelling; Designing interaction that engages and tells stories.

- **Case studies**

Keynote presentations of notable interactive documentary projects by their creators/producers followed by Q&A. Different topics will be discussed, such as: creating, selecting and publishing content for the web, for tablets and mobile phones; interactive documentary, social media and social activism; locative documentaries and layered reality.

- **Development Lab**

Participants attending the training session with a pre-developed idea/project will be accompanied in the definition and refining of a first working concept with the trainers through: project-led group works, one-to-one coaching and individual work. Projects to be developed are interactive documentaries – stories which develop a non-linear storytelling and intend to integrate extensively, at different stages of the project, the new potential of digital technologies and an active user participation, and that are conceived for the web and/or tablet computers and/or other mobile devices. The projects can also be conceived as a development across multiple media of a previous linear film or TV production, on condition that each new factual content will follow a transmedia approach: that is, it won't adapt the original storytelling to thenew media but will develop its own unique perspective on the whole story. At the end of the session, participants will have a first proof of concept which will be able to be professionally put into further development or pre-production.

A final pitch session will end the Lab and will take place in the presence of a panel of audiovisual industry representatives of international repute attending the film festival Visions du Réel and its Doc Outlook International Market.

Day 1 – Saturday, 22. April, 2017

→ **Unless otherwise mentioned, all activities take place to the Château de Bossey**

10.00 - **WELCOME**
12.00

Gudula Meinzolt, Head of Doc Outlook International Market
Jean-Pierre Candeloro, Head of programme

Interactive factual narratives: genres, trends and challenges

Lecturer: Sandra Gaudenzi
Venue: Salle Hexagone

12.30 **LUNCH**

14.00 - **Trial & Error**
15.45 Lecturer: Federico Dini / Jiannis Sotiropoulos
Venue: Salle Hexagone

16.00 - **DEVELOPMENT LAB**
18.30

Coordinator: Susanna Lotz
Mentors: Lili Blumers / Federico Dini / Jiannis Sotiropoulos
Venue: Salle Hexagone

Who's who and preliminary projects presentation

- Presentation of the mentors. The mentors will present and elucidate some main points to the group. It will be held as an open discussion, questions will be welcome.
- Participants present themselves and their projects.
- Project-led group work with mentors (each group is composed by 1 mentor and 3 project teams)

19.00 **DINNER**

Day 2 – Sunday, 23. April, 2017

09.00 - **DEVELOPMENT LAB**
12.00

Project-led group work with mentors
(each group is composed by 1 mentor and 3 project teams)

Venue: Salle Hexagone (Château de Bossey)

12.30 **LUNCH**

13.30 Bus transfer to Nyon

14.30 - **CASE-STUDIES**
16.00

Notes on Blindness: Into Darkness
Speaker: Lili Blumers (ARTE, F)

Chernobyl VR
Speaker: Wojciech Pazdur (The Farm 51, PL)

Forced From Home
Speaker: Willam D. McMaster (VISUALISE, UK)

Moderator: Sandra Gaudenzi
Venue: Grande Salle de la Colombière (Nyon)

16.00 - **PANEL**
17.30

Docu-VR: A New Genre?
Speakers: Lili Blumers / Wojciech Pazdur / Willam D. McMaster
Moderator: Sandra Gaudenzi
Venue: Grande Salle de la Colombière (Nyon)

19.00 **DINNER**
Free Dinner
Venue: Nyon

Day 3 – Monday, 24. April, 2017

09.00 - **DEVELOPMENT LAB**
12.00

Project-led group work with mentors
(each group is composed by 1 mentor and 3 project teams)

Venue: Salle Hexagone
Salon Vert
Salon Jaune

12.30 **LUNCH**

14.00 - **DEVELOPMENT LAB**
18.30

Project-led group work with mentors

Venue: Salle Hexagone
Salon Vert
Salon Jaune

19.00 **DINNER**

Day 4 – Tuesday, 25. April, 2017

09.00 - **DEVELOPMENT LAB**

12.00

Project-led group work with mentors

Venue: Salle Hexagone
Salon Vert
Salon Jaune

12.30 **LUNCH**

14.00 - **DEVELOPMENT LAB**

18.30

**One-to-one coaching with tutors and trainers
Presentation/Pitch individual preparation**

Venue: Salle Hexagone
Salon Vert
Salon Jaune

19.00 **DINNER**

Day 5 – Wednesday, 26. April, 2017

09.00 - **DEVELOPMENT LAB**

12.00

**One-to-one coaching with tutors and trainers
Presentation/Pitch individual preparation**

Venue: Salle Hexagone
Salon Vert
Salon Jaune

12.30 **LUNCH**

14.00 - **DEVELOPMENT LAB**

17.30

Final projects presentation
Experts: Elie Levasseur (CVD), Pierre Cattan (Small Bang),
Michael Kaschner (ZDF Digital/ VR Lab)

Venue: Salle Hexagone

19.00 **APERRO/DINNER**

Case studies and Panel



Notes on Blindness: Into Darkness

Speaker: Lili Blumers (ARTE, F)

"Notes on Blindness: Into Darkness" is an immersive virtual reality (VR) project based on John Hull's sensory and psychological experience of blindness released alongside the feature film. John Hull's original audio recordings form also the basis of this project, a six-part interactive documentary using new forms of storytelling, gameplay mechanics and virtual reality to explore his cognitive and emotional experience

of blindness. Each scene addresses a memory, a moment and a specific location from John's audio diary, using binaural audio and real time 3D animations to create a fully immersive experience in a "world beyond sight". The project won the Storyscapes Award at Tribeca Film Festival and the Alternate Realities VR Award at Sheffield Doc/Fest.

The experience is now available for free on the following platforms: Samsung Gear. Mobile or Cardboard: iOS Notes on Blindness: Into Darkness is a VR and interactive experience produced by Ex Nihilo, ARTE France and AudioGaming, in co-production with Archer's Mark. It has been supported by the TFI New Media Fund and Ford Foundation, JustFilms, Centre National du Cinéma et de l'Image Animée (CNC) and Région Midi-Pyrénées.

When: Sunday 23. April 2017 / 14.30h – 16.00h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

www.notesonblindness.co.uk/vr/



Chernobyl VR

Speaker: Wojciech Pazdur (The Farm 51, PL)

'Chernobyl VR Project' is an interactive virtual tour showing the aftermath of the biggest environmental disaster caused by humans. With the help of photogrammetry, laser scanners, drones, 360 spherical movies and photos, The Farm 51's crew recreated parts of the radiated exclusion zone as a real-time application made on Unreal Engine 4. They had to overcome a big number of technical, logistic, and design

challenges, but there's still more to be done because the project's expansion assumes making a visualization of the future of this area, as well as its look from the past, before the catastrophe.

When: Sunday 23. April 2017 / 14.30h – 16.00h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

www.chernobylvrproject.com



Forced From Home

Speaker: William D. McMaster (VISUALISE, UK)

Over 65 million people are currently fleeing conflict or persecution worldwide. Due to their race, religion, or nationality, these people's homes are no longer safe places to live and their governments no longer provide them with protection. Doctors Without Borders works around the world to provide refugees and internally displaced people with everything they need from psychological care to lifesaving nutrition.

"Forced From Home" is an interactive, free, outdoor educational exhibition presented by Doctors Without Borders/Médecins Sans Frontières (MSF) to raise public awareness about the experience of the world's more than 65 million refugees and internally displaced people. With an experienced aid worker as your guide, learn about the many challenges people on the move encounter and the work Doctors Without Borders does to address their basic medical needs in a host of settings. "Forced From Home" will be traveling to various open air locations around the Pacific Northwest and West Coast of the United States in Fall 2017. "Our objective was to use VR to create an empathetic connection between the viewer and a refugee. We wanted visitors to the exhibit to leave fully understanding the trials and challenges of life as a migrant, displaced from their homes and the unique requirements of the lives of people on the move." (William D. McMaster, Head of VR, VISUALISE, 2016)

When: Sunday 23. April 2017 / 14.30h – 16.00h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

www.forcedfromhome.com



Docu-VR: A New Genre?

Speaker: Lili Blumers / Wojciech Pazdur / Will McMaster
Moderator: Sandra Gaudenzi

The last two years have seen the explosion of VR in most media industries: games, marketing and entertainment being at the forefront. Some will debate if "experiencing reality" is possible through headsets, and even ethical, others will see in this medium the chance to touch the public at a very instinctive and emotional level. A curse or an opportunity?

In this panel, we will explore what VR really brings to the table for documentary makers. What are the five-year trends, factual teleportation, multiple players, maybe sensory learning? Come to expand your documentary reality, and join the debate.

When: Sunday 23. April 2017 / 16.00h – 17.30h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

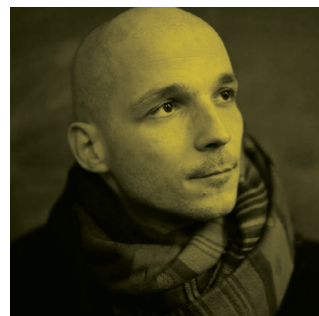
Trainers



Lili Blumers

Expert and Development Lab mentor

Lili works as a commissioning editor in ARTE France's web department. She is in charge of interactive programmes (fiction, documentaries and games). She has been working for ARTE since 2005, where she was previously in charge of programming within the Programme Direction. Prior to ARTE, she was in charge of international development and programming for Multithématiques/Canal+. She holds a Master in Political Sciences.



Pierre Cattan

Development Lab expert panel

Pierre Cattan, transmedia producer, CEO of Small Bang studio. Pierre began his career with the creation of several French magazines such as "TOC" and "Usbek & Rica". He also created and runned several production companies such as Otoko Films and 5ème Étage Production. In 2012 he founded the transmedia studio, Small Bang, which develops hybrid interactive projects. The products range from film productions (interactive or otherwise), to print and

digital work, as well as sound production, event planning, product conception, application and game designing. Furthermore, Pierre produces and designs live shows for "L'émission dessinée" and "Mediapart". He also co-produced with Upian the online 30 minute hyper-video experience "Happy world: Burma, the dictatorship of the absurd" for which he received the Orson Welles Prize for Best Documentary at the California Film Awards in 2012. Pierre produced and show-runned the transmedia experience "Cinemacity" with Arte, released in July 2013. Most recently, he produced "BirdLab", a free participatory science game with the National Museum of Natural Sciences in Paris (MHNM) Seasons: Morphosis, the companion app' of the last Jacques Perrin's feature length movie Seasons, and Phallaina, a scrolling graphic novel's app, both of them in co-production with France télévisions Nouvelles écritures. Pierre is also co-founder of the association Open Bidouille Camp and Coworking space Superbelleville.



Federico Dini

Expert and Development Lab mentor

Federico Dini is a Berlin-based producer and art director exploring the borders between interaction and participation in cross-platform storytelling. His experience spans from film and TV to web and mobile applications. After winning a year funding from the EXIST Programme and the Federal Ministry of Economics and Technology he founded Honig Studios to produce story-driven experiences that are playful and memorable across multiple platforms. With Honig Studios,

Federico co-created the transmedia design of the "The Spiral" - a participative TV series and online social game broadcasted simultaneously in eight European countries. The project was nominated at the International Digital Emmy Awards for "Best TV fiction" and in the Prix Europa Awards for "Best online Project". He is currently developing "Milli", an extensive story universe for 3-6 years old kids told through animated series, playful applications and learning mini-games. Parallel to that, he's working on "The Great Depression", a participative feature film about the separation and collapse of near future Europe. Prior to Honig Studios, Federico produced the controversial webseries "Notruf Deutschland" and interactive projects for clients such as Warner Group and Universal Music.



Sandra Gaudenzi

Expert and moderator

Sandra Gaudenzi started her career as a television producer and then moved into interactive television, to finally specialize in the field of digital interactive narrative. She has taught interactive media theory at the London College of Communication (University of the Arts London) during thirteen years, completed a PhD about interactive documentary at Goldsmiths, and is now Visiting Research Fellow at the University of the West of England.

She co-convenes the i-Docs conference and is Creative Director of its website. She also mentors projects, organises trainings, curates conferences such as WebDox, blogs, researches and runs a monthly meet-up in London about factual interactive narrative. Her latest adventure is IF Lab, a new training scheme opened to interactive storytellers, where their projects can be incubated during a period of six months. IF Lab is a Creative Europe initiative.



Michael Kaschner

Development Lab expert panel

Michael Kaschner, born in 1975, has been working as a freelance content creator, screenwriter and director in the field of factual entertainment for the public-law broadcasters (amongst other things for TerraX, TerraXpress, ZDF Info, ARTE, Andreas Kieling, and show teasers for Thomas Gottschalk). Since October 2013, he is the Senior Producer at ZDF Digital Medienproduktion GmbH where he initially manages the set-up of an editorial office for the series TerraXpress. By now,

he has also been supervising a network consisting of more than 100 freelance authors for various formats. In parallel to his commitment in the field of interactive VR, Michael Kaschner is setting up a new fiction department at ZDF Digital, which develops new formats for the crime film genre and web series, as well as horizontal, episode-spanning series for streaming services and Pay TV. Michael Kaschner is a guest lecturer at the center for media competences, ZFM, at the Eberhard Karls University in Tübingen, as well as at the Film Academy in Ludwigsburg.

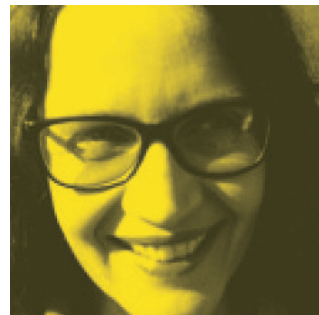


Elie Levasseur

Development Lab expert panel

Elie Levasseur is a French event organizer with a focus on interactive and immersive content. In 2016, he has been appointed programming director of Cross Video Days. With 378 projects received from 51 countries in 2015, Cross Video Days is the Leading European Digital Content Market and one of the best place to capture market trends and discover the very finest of the International digital-first creation. Supported by Creative Europe, the Content Market hosted

500 pre-arranged one-to-one business meetings between 60 selected projects and 60 Commissioners among the most emblematic TV, web broadcasters, MCNs or Funding bodies. Elie previously served as International Relations & General Coordinator Assistant for Sunny Side of The Doc and moved digital with eYeka, a global co-creation community that enables leading brands to activate online communities and drive crowdsourced innovation by tapping into creative power of user-generated content.



Susanna Lotz

Development Lab coordinator and mentor

After graduating in Art History, she continued her university research by integrating the Dance Lab in Paris 8, working on motion capture in contemporary dance choreographies. Susanna coedited two issues of "Anomalie", a bilingual review exploring different themes in the fields of arts and digital technologies. Her work included Anomalie #2 "Digital Performance" and Anomalie #3 "Interfaces". She also contributed to the CD-ROM "Le Centre Georges Pompidou: La collection"

and "Yves Saint-Laurent: 40 ans de création". Since 2002 Susanna has worked for the Web Department of Arte, where she was recruited to create innovative content for the web. Her teamwork with the commissioning broadcast editors resulted in the project "Gaza-Sderot - Life in spite of everything", or "Farewell Comrades!". Today Susanna Lotz lives in Berlin, where she collaborates on international transmedia projects. Susanna Lotz coordinates the Development Lab of the interactive documentary workshop: a project development programme for expanded documentaries, promoted by the Laboratory of Visual Culture (SUPSI) and Visions du Réel.



William D. McMaster

Expert

William D. McMaster is a Cannes award-winning documentary filmmaker and Head of VR at Visualise. Since joining Visualise, he has directed over 25 VR experiences, and oversaw the creation of dozens more. William became heavily involved in the VR scene in 2012, and began building software and hardware to facilitate 360 video creation and viewing in VR. In 2013, His experimental 360 film, Experience Japan, was the first 360 film available on the Oculus Rift. Since then, William has gone

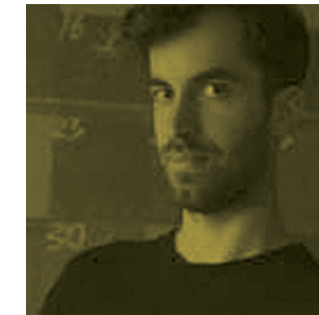
on to direct narrative VR experiences for The Economist, Doctors Without Borders (MSF), the BBC, and has worked with brands such as HSBC, Ford, and Samsung. William is a world renowned thought leader in VR and narrative. He is regularly invited to speak at international events and has contributed to, and been interviewed by: The Guardian, Wired, the Evening Standard, and TechRadar.



Wojciech Pazdur

Expert

Wojciech Pazdur, working in video game industry for 18 years already, for most of the time was focused on creating photorealistic 3D content. Had a participation in the first "Witcher", now as head of the studio The Farm 51, responsible, among others, for "NecroVisioN" and "Painkiller Hell & Damnation". Currently focused on "Get Even" and involved into research and development on 3D graphics and interactive storytelling.



Jiannis Sotiropoulos

Expert and Development Lab mentor

Jiannis Sotiropoulos is a Berlin-based producer and technical director exploring the borders between interaction and participation in cross-platform storytelling. After graduating from the film school of Potsdam Germany in 2008, he won an one year innovation grant from the German Ministry of Technology and established Honig Studios to produce story-driven experiences that are playful and memorable across multiple platforms. Currently he is the producer

of "Milli", a series of interactive stories and games for children from 3-6 years old and the technical director of "The Great Depression", a participative feature film about a father's pledge for a tiny coffin for his firstborn son. In 2012 he co-developed the transmedia design of "The Spiral" a participative TV series and online social game broadcasted simultaneously in eight european countries. The project was nominated at the International Digital Emmy Awards for 'Best TV fiction' and in the Prix Europa Awards for "Best online Project". Prior to that and among other projects, he created interactive campaign for Jessie J and Universal Music. The application reached over 10.000 unique players in the first week. After its success, it was translated into eight languages and was distributed in over thirty countries.

About us

Laboratory of Visual Culture University of Applied Sciences and Arts of Southern Switzerland (SUPSI)

The Laboratory of Visual Culture (Department for Environment Constructions and Design – University of Applied Sciences and Arts of Southern Switzerland) is a centre that focuses on expressive and linguistic studies, design theory and techniques, tools and technologies for enhancing and communicating creative works and cultural heritage. The Laboratory represents a national hub for the teaching, research and dissemination activities in the fields of visual communication and of interaction design. Furthermore, the Laboratory of Visual Culture is a specialised and innovative centre that develops visual communication projects for public and private bodies on a regional, national and international level.

The University of Applied Sciences and Arts of Southern Switzerland (SUPSI) is one of the 8 professional universities recognised by the Swiss Confederation. Founded under federal law, SUPSI offers more than 30 Bachelor's Degree and Master's Degree courses, and a rich programme of Continuing education (Master of Advanced Studies, Diploma of Advanced Studies, Certificate of Advanced Studies and short courses) characterised by cutting edge education which unites classical theoretical-scientific instruction with a professional orientation. Great care is given to Research & Development, carried out in key sectors on competitively acquired projects with large European and national agencies or mandated by organisations and institutions.

In a society marked by profound changes, SUPSI produces, develops and disseminates knowledge and expertise as propellant forces fundamental to support the economic, social, technological and artistic progress, and to contribute to the cultural and ethical growth of both society as a whole and its individual members. In order to achieve this goal, SUPSI operates in the fields of first and second level university education, continuing education, applied research, and in the provision of consulting and support services to businesses and institutions, adopting a collaborative and cooperative stance with the main interlocutors.

For more extensive information on SUPSI please visit:
www.supsi.ch/lcv

Visions du Réel – Doc Outlook-International Market

Visions du Réel is one of the most renowned International Film Festivals worldwide providing an overview of the best innovative Cinema du Réel. It is the most important in French-speaking Switzerland, and as one of the three main festivals in Switzerland (along with Solothurn and Locarno) to be recognised by the Swiss Confederation. The Festival offers a diversity of committed and inspired points of view in competitions for features, medium lengths and short films as world or international premieres.

The Doc Outlook-International Market (DOCM) as part of the Festival Visions du Réel ensures excellent working conditions for producers, buyers, decision-makers and distributors supported by optimum facilities and cutting edge tools. It fosters contacts for the funding and promotion of films, as well as for networking and for acquiring film rights. The DOCM consists of a Media Library with around 350 selected films and different events including the co-production forum Pitching du Réel; the Docs in Progress which consists of screenings of nearly finished films and consulting on distribution & marketing; the Rough Cut Lab which offers a tutoring for young filmmakers; the Focus Talk with information and project presentations as well as co-production meetings on this year's invited country Lebanon; the Doc Think Tank with panels, debates and case studies on current documentary issues; and finally many networking opportunities. The next festival edition will take place from the 21st to the 29th of April 2017.

For more extensive information on Visions du Réel please visit:
www.visionsdureel.ch

Practical information

How to reach Nyon

- **From Geneva-Airport**

The best way to travel from Geneva to Nyon Airport is by train. The journey takes 25 minutes, departure every 20 minutes. Be careful some trains do not stop to Nyon. Take an IR train.

- **By train**

To inquire about schedules and routes, please refer to the CFF website (www.sbb.ch/en).

- **By car**

Nyon is situated between Geneva and Lausanne.

From Geneva take Exit n°11 Nyon

From Lausanne take Exit n°12 Nyon

Get down towards the lake.

Continue straight on your way to the first and second roundabout.

At the third roundabout, turn left.

Pass the train station and follow this road until a preset.

Turn left and enter directly into the open car park "Perdtemps".

You're there, the Place du Réel (festival center) is located on the East side of the parking lot.

How to reach the Château de Bossey

→ **Adress:**

Château de Bossey

Chemin Chenevière 2

1279 Bogis-Bossey

phone: +41 (0)22 960 73 00

- **From Geneva-Airport**

Nyon is a 20 minute train ride from the Geneva Airport, and it is also the nearest and more convenient train station to reach the Château de Bossey. From the train station of Geneva Airport or from the main railway station of Geneva you will easily find a connection to Nyon leaving every 15 minutes.

Swiss railway schedule: www.cff.ch

- **From Nyon (by bus)**

In order to reach the Château de Bossey from Nyon railway station you can take bus 811 till the bus stop "Céligny Village". The Céligny Village Bus Stop is a 15 minute walk from the property Château de Bossey. If you call the hotel reception in advance they will be happy to fetch you there.

Bus schedule: www.tprnov.ch

Festival shuttle bus

Nyon Village du Réel ↔ Château de Bossey

A Shuttle bus connects all day until late night the Festival venue with the Château (see the following timetable).

Contact Visions du Réel
(Helder Fernandes)
+41(0) 77 451 24 30
hfernandes@visionsdureel.ch

Contact Château de Bossey
+41(0) 22 960 73 00
bossey@wcc-coe.org

Départ Château de Bossey	Arrive Village du Réel	Départ Village du Réel	Arrive Château de Bossey
8:00	8:20	7:30	7:50
8:30	8:50	8:00	8:20
9:00	9:20	8:30	8:50
9:30	9:50	9:00	9:20
10:00	10:20	9:30	9:50
10:30	10:50	10:00	10:20
11:00	11:20	10:30	10:50
11:30	11:50	11:00	11:20
12:00	12:20	11:30	11:50
12:30	12:50	12:00	12:20
13:00	13:20	12:30	12:50
14:00	14:20	13:00	13:20
15:00	15:20	13:30	13:50
16:00	16:20	14:30	14:50
17:00	17:20	15:30	15:50
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		23:30	23:50
		00:30	00:50
		1:30	1:50
		2:30	2:50
		3:30*	3:50*

* Only on April 27 and 28, 2017

Festival venues

- ① Colombière Grande Salle
Rue de la Colombière 18
- ② Nyon Village du Réel /Restaurant du Réel
Place Perdtemps



Contacts

Team

Head of Programme
Jean-Pierre Candeloro

**Head of Doc Outlook-International
Market/Visions du Réel**
Gudula Meinzolt

Development Lab Coordinator
Susanna Lotz

Programme Coordinator
Elisabetta Lazzaroni

Programme Assistant
Nicole Tagliabue

Advisor
Gregory Catella

University of Applied Sciences
and Arts of Southern Switzerland (SUPSI)
Department for Environment
Constructions and Design
Laboratory of Visual Culture

Campus Trevano
CH-6952 Canobbio

Phone: +41 (0)58 666 62 81
Fax: +41 (0)58 666 63 09

Email:
idw@supsi.ch

Website:
www.idw.supsi.ch

