

A project development programme
for expanded documentaries

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Development Lab Projects Outlines



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**VISIONS
DU RÉEL**


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**MEDIA DESK
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Can Aksan



Pau Artigas Vidal



Pablo Assandri



Daniel Bilenko



Sonja Bozic



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Michaela Pnacekova



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Elizabeth Rocha Salgado



Maria Eugenia Sanchez Lopez



Beri Shalmashi



Med Arbi Soualhia



Judith van der Velden



Lyangelo Vasquez

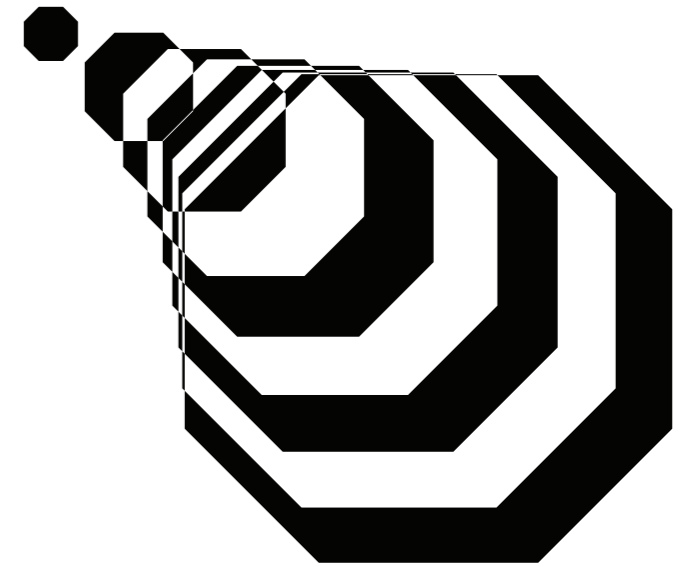


Jan Joost Verhoef



Marc Widmer

Development Lab Projects Outlines



3. Bridge

Team members

- Can Aksan – Director / Producer / Composer / Editor / DOP
- Beyza Meşe – Director / Producer / Editor / DOP

Other team members

- Merve İşeri – Production Assistant
- Kaan Çelik Metin – Sound Mixing / Composer
- Rüstem Öveç – Sound Recorder
- Firat Sezgin – Supporting Producer
- Damla Turhan – Production Assistant
- Yiğit Burak Umutoğlu – Additional Camera
- Özgür Yılmaz – Sound Designer / Composer

Contacts

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Description

The northern forest of Istanbul which cleans the air of the city, where contents the major water resources and the home for the living creatures is disappearing with the 3rd Bridge, the 3rd Airport, and Canal Istanbul projects. These projects can be seen as a package to open Istanbul's last virgin areas to global capital. 3rd Bridge opened to the public on August, 2016. The construction of the airport is in the early stages and Canal Istanbul has not started yet. 3rd Bridge is an experimental multi-platform and interactive fable of a disappearing forest. Nature will be one of the characters, we listen to the sounds of architects and follow the vibrations of activists. *3. Bridge* project enables to observe the problem by looking at the current reality through a distinctive perspective of time and space. Beyza observes the orange light growing while the forest is vanishing. Beyza uses all her senses to perceive the changing in the Istanbul. What is this new space created right now? For whom is it build for? The performances we are following creates the journey. Sounds surround the audience. What is the impact of this superlative constructions on nature and humans? With this project we will question our impact on nature, how Istanbul's growth is affecting society and how we can modify the consequences and evolve to an alternative, ecological lifestyle?

Development status

We are planning to finish the film January, 2019. We received 3.000 EUR by New Film Fund and will attend the IF Lab, 2017. Now on, Zeynep Atakan (producer of Winter Sleep, Climates) is our mentor in this journey. We attended to East Doc Tank as observers. With the curator Fulya Erdemci, we are working on the artistic side of the *3. Bridge* and planning to propose an art installation for the 15th Istanbul Biennial. For the VR project, we are planning to work with Talat Alkan-Muse VR.

Platforms

- Documentary film
- City and gallery scale installations accompanied by live events
- VR project which connects with an interactive website/smartphone application

What are we looking for?

Co-producers, Foreign/national broadcaster, Creative technologists, VR artist and Web portal designers

Estimated rough budget

Documentary Film 50.000 EUR
Art Installations 25.000 EUR
VR & Interactive website 40.000 EUR
Smartphone Application 10.000 EUR

Languages

Turkish / English

Afroroutes

Africa elsewhere

Team members

- Selim Harbi – VR & Multimedia Storyteller / Project Manager
- Med Arbi Soualhia – VR Designer / Creative Director

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Description

Afroroutes is a VR project, an immersive journey through the diverse slavery roads, documenting and exploring today's afro-cultures, rites and traditions worldwide. At the very heart of this project, we want to create an experience explaining and tackling the dynamics of dispersed people and diasporic heritages, to help understand the slavery chapter and look beyond it in a constructive humanistic way. Using a simple and creative storytelling concept: users will take the road to a unknown destination, the departure points will be the last places where slaves were forced to embark. User will be in a dark space (comparable to a slaves cell), surrounded by 3 persons (slaves with chains in their hands) subtly lighted. The user (with user's gaze) can choose a character and start its journey, fading in a 360° video (each slave is a different story) Each journey will be guided by the voice of a character, whatever land road or sea, the user will be immersed in time / SPACE story, to discover at the end the destination. The purpose of designing such an experience is: to reconstruct a real journey: you don't know where you are, and you don't know where you embark to, you discover another reality at the end of every journey. We want to provide the user this immersion.

Development status

MOB APP prototyping in advanced status, Partnership with WONDA VR and METTLE.

Platforms

- Web
- Mobile app

What are we looking for?

Co-producers, Web portals

Estimated rough budget

Mob App and web 30.000 EUR
2 next prototypes development and producing

Languages

English / Local languages

Aleph

Team members

- Iva Radivojevic – Director / Producer

Other team members

- Vilka Alfier – Producer
- Selin Murat – Producer

Contacts

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Description

Aleph is a multi-platform documentary hybrid project inspired by a story from Borges. The protagonist of the story finds a point in space and time which contains the entire universe - past, present, future and everything that ever existed. We interpret this center point, or Aleph, to be a place where everything makes sense, possibly a place of peace or contentment - but it's also different for each person. In this project, we embark on a quest through a magical labyrinth in which we find people from various parts of the world that will help us find Aleph. Each character, through their memories, dreams or desires gives us a clue as to what this center point is and where can we find it. The online platform is constructed as a puzzle-like adventure in which the viewer constructs their own personal journey and path in finding Aleph. They go on a unique search by interacting with a collection of videos, photos, audio, maps, personal objects, symbols and quotes from Borges. The search always ends at the tenth story where we exit the labyrinth to discover Aleph, whatever it may be. The entire experience is a peek into what Borges calls "the unimaginable universe". *Aleph* is also a feature length film as well as a gallery-based installation in which we focus on magic, adventure and serendipity to tell the story. The viewer, having pondered and caught a glimpse of what the center might be for them, is left with a sense of universal connection in which the possibilities are endless.

Development status

The project is at the stage of early development of the transmedia strategy, exploring different platform ideas and concepts. The project is a co-production of Canada, Croatia and USA. The feature film part of the project has undergone extensive development through Ex Oriente workshop and has been presented at the East European pitching forum in March 2016, receiving the Britdoc Genesis Fund in May 2016. The team traveled to Argentina, to perform and record the first step of *Aleph*. We are in negotiations with various partners for production.

Platforms

- Web
- Live installation for museum or gallery

What are we looking for?

- Co-producers, Foreign / national broadcasters, Web portals, Creative technologists

Estimated rough budget

Film budget 345.000 EUR
Gallery work 45.000 EUR

Transmedia Project Component
Back end building 100.000 EUR
Photo, writing and filming 80.000 EUR

Languages

English core frame and subtitles, creative materials in many languages

Big Village

Team members

- Beri Shalmashi – Director / Writer
- Judith van der Velden – Creative Director
- Lyangelo Vasquez – Web Designer

Other team members

- Bas Broertjes – Producer Kaliber Film
- Joost Wilgenhof – Radiomaker

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Description

The transmedia documentary project *Big Village* is a series of narratives in which we puzzle back to the days the bombs fell on a Kurdish mountain village where filmmaker Beri Shalmashi lived until she was two. The peshmerga village was called Gewrêde, Kurdish for 'big village'. Here, on the Iraqi side of the Iran-Iraq border, Beri spent the first years of her life, before the bombs caused her family to flee and start a new life in the Netherlands. Even though those days in the mountains were relatively well documented, with photos, stories, and perhaps audio and video footage, those memories are shattered and spread over the globe and Beri herself hardly remembers a thing. Tracing back to those years she will try to find answers to questions about the meaning of home, about her own identity and about the hard choices her parents made and which shaped her life. Beri's search and the reconstruction of Big Village will be documented in a multitude of forms and stories, and utilize the specific storytelling qualities of different delivery channels. The story of Big Village is told through a podcast about how Beri's parents fell in love after joining the Kurdish movement, a video portrait experience which explores and contextualizes the memories of other former Big Villagers around the world, a novel about the mountain life of a peshmerga, written by Beri's father, a documentary film which takes Beri and her father back to the place they once fled and a website which unites the different modes of storytelling in one place.

Development status

Interactive webdocumentary: We have received development funding from the Netherlands Filmfund and Stimuleringsfonds Creatieve Industrie and just recently got a realization grant from the same institutions. This is all for the interactive part of the project. Partners are de Volkskrant, one of the largest Dutch newspaper and the public broadcaster EO. We are finishing the development phase and preparing for pre-production.

TV documentary: Now in development at the moment. We just applied for a development grant at the Dutch broadcaster in partnership with EO. The theatrical release will be released in the Netherlands by distributor Cinema Delicatessen.

The podcast documentary: Also in development phase at the moment in partnership with EO as well. We are preparing an application for a production grant somewhere in the summer.

Book/Novel: Jürgen Maas Publishers will publish Mustafa Shalmashi's book Life and Resistance, chapters of the book will be made available from our own online platform to create a buzz around Big Village and the book.

Platforms

- Website
- Radio
- TV / Theatre
- Book

What are we looking for?

Co-producers, Foreign broadcaster, Sales agents

Estimated rough budget

Web 120.085 EUR
Radio 30.000 EUR
TV/Theatre 150.000 EUR
Book: not yet decided by publisher

Languages

English / Kurdish / Dutch

Constructing Putin

Team members

- Vladimír Cháb – Interaction Designer / Interface Designer / Music / Sound
- Elizabeth Rocha Salgado – Director / Story architect / Camera / Editor

Other team members

- Jos de Putter – Executive Producer
- Arja Hyytiäinen – Photographer
- Nastia Korkia – Research Crew / Character
- Andrey Loshak – Research Crew
- Dragan Stojčevski – Installation
- Jiří Tobíšek – Interface Designer / Graphic Designer / Programming
- Tatiana Zakr – Interpreter / Translator / Research Crew

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Description

Constructing Putin, is a transmedia documentary project in which we want to experience Vladimir Putin through the eyes of everyday Russians. You can think of the transmedia project 'Life on Hold' with a historic dramatic line. At the centre of our project there are twelve characters who's lives will build the Russian president. In each portrait we will try to dive into the soul of its character, try to experience his/her life. What are the surroundings they live in? Where do they work? What are their rituals and fears? What do they watch on TV? What are their favourite books and poems, their old photos and memories?

The audience will have choice of two interactive experiences. In the first one, the user can follow a crescent dramatic line build along five historic moments in 17 years of Putin's rule. It will be composed of fragments related to the memories of our 12 characters and of archive material concerning the Russian president. The second interactive experience, focused on interactive exploration, will let the audience gain deeper insight into life of each character. The user will have a chance to go through and explore different kind of fragments from characters' life, opening doors to understanding their perception of Russia and their president. We hope to create a perspective, to broaden the debate and invite reflections. Our goal is to assemble a monument in picture, sound, and text, opened in objective way to interactive exploration by the public.

Development status

We were selected and pitched at FIPA Industry 2017 in Biarritz - France and at Doc Tank 2017 in Prague - Czech republic. We just applied for financing at the Netherlands Filmfonds in Holland.

Platforms

- Web
- Mobile app
- Installation
- Photographic book

What are we looking for?

Co-producers, Media partners, Foreign national broadcasters, Creative technology director

Estimated rough budget

Development 25.000 EUR
Realisation 95.000 EUR

Languages

Russian / English

Home

Team members

- Pau Artigas Vidal (Taller Estampa) – Web Programmer
- Adrià Lahuerta (15-L. Films) – Executive Producer

Other team members

- Roc Albarat (Taller Estampa) – Web Designer
- Xavi Garcia (I Am Marylou collective) – Director
- Carlos Villaoslada (I Am Marylou collective) – Director

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Description

There's no specific universal HOME image, but there are a few concepts that could work for all humanity. Warmth, protection, community... we pursue these values in the most adverse situations. Having a home is in our nature. This interactive documentary reflects on the concept of home and asks the viewers "What is Home" for them. *HOME* is an interactive trip in a conceptual map through eight homes around the world, threatened by external conflicts such as war, climate change, sexism, identity conflicts, etc, in Gaza, Tibet, Alaska, Colombia, Maluku island, Greece, Angola and the Blackhills, US. Each home will be visited and portrayed by the very close look of eight different DoPs with experience in social documentary in conflict areas. The interactive journey starts with questions that will be answered by the user, and will trig a personalized experience through the eight different homes, in a non-linear shape, and extra materials related to them by geography or concepts (interviews, articles, extra footage, conferences...). Each trip around *HOME* will be different for each user, who can find his personal answer to "What is home", according to his interests, values, experiences... The webdoc can also be explored as an archive, for a different user experience that can be individual, collective, directed or free. Users will also be able to see other users trips through the web. The project will be completed with a feature film and an 8 chapters' documentary series.

Development status

In each of the eight homes that the project will portray, we have contacted local NGOs, building a network of organizations that are collaborating in the development of HOME and will be essential for the outreach of the project. At the same time, we're working along with our designers and programmers on the web platform; a first design will be ready in the next months. We're applying to different pitching forums and workshops (in DocsBarcelona, Sheffield, etc.)

Platforms

- Website
- Theatrical feature documentary
- TV
- Online documentary series

What are we looking for?

Co-producers, Broadcaster, Funds

Estimated rough budget

Global budget 115.000 EUR

Languages

English / Spanish

Never Whistle Alone

Team members

- Marco Ferrari – Writer / Director

Other team members

- Eugenio Orsi (Riparte il futuro) – Digital Creative Director
- Priscilla Robledo (Riparte il futuro) – Project Manager

Contacts

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Description

Never Whistle Alone is a web-platform and a 60' creative documentary about whistleblowing and corruption in Italy. With a series of chapters and practical tools, the project is an instruction manual that assists whistleblowers along their journey.

What happens when you witness an act of corruption? When should you report to authorities? And to press? How do you record a dodgy conversation? Can you protect yourself from mobbing? How do you keep your family safe?

These are some of the challenges a whistleblower faces everyday. With the help of psychologists, police officers, cybersecurity specialists, lawyers, judges, social workers, former whistleblowers..., we aim to provide tangible tools for real issues in fighting corruption. Question after question, the project reveals its investigatory nature. *Never Whistle Alone* becomes a portrait of our socio-political condition, a journey within a dangerous web, where politics, private business and mafia have joined forces for their thirst of money, especially public money. According to estimates, in Italy 100 billions euros of public funds vanish into the pockets of corrupt people every year; whoever tries to stop that flow is in real danger. This project wants to help them.

Development status

The fundings for the webdoc (film production, design and promotion) are already in place. The project is partnered with Italian anti-corruption NGO *Riparte il Futuro* (=Reshaping the future), campaigning on whistleblowers protection since 2013. RIF is currently working with the director to build the research part.

Platforms

- Web
- TV (60' documentary)

What are we looking for?

Co-producers / NGOs, Foreign / Italian broadcasters,
Fundings for TV production & international versions

Estimated rough budget

WebDoc (film production) 45.000 EUR
WebDoc (design & promotion) 25.000 EUR
TV Doc (film production) 35.000 EUR
International versions 10.000 EUR

Languages

Italian / English

Pick'n Roll

An odd love for giant aliens

Team members

- Daniel Bilenko – Director
- Nathalie Codina – Creative Producer
- Giorgia di Pasquale – Graphic Designer / Editor

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Description

Early '70's, south of the Swiss Alps. A bunch of aliens land in the small town of Lugano. It's a true story. Huge and colored aliens. Some of them are 200cm tall. Instead of abduct and terrorize people or shoot around with laser guns, they jump and fly around acrobatically and shoot an orange ball, and above all make people fall in love with them. *Pick'n Roll* wishes to tell this curious love story: of when some of the best world-wide basket-ball players came to the small and provincial town of Lugano. Giant "aliens" in a country where actually this sport is not particularly popular. Athletic and seductive foreigners that brought a small and provincial Swiss Italian town to display for a brief and glorious period 4 teams in the national major basket-ball league and attract the attention of the European media. In order to explore and illustrate such a collective (and fun) madness, a non-linear narrative and a participatory interaction would be ideal. At a local level, many people still remember those euphorical times: times full of anecdotes, pictures and amateur films that just wait to be called in through social networking and playfully participate to the project. At a global level, the experience would be immersive even for those who know nothing about that period or don't particularly love basketball. Because it's about telling, spreading, sharing emotions through the potential of interactivity and gamification.

Development status

The *corpus* of the core documentary is virtually guaranteed (archive material, protagonists, outline), and the script now needs to be developed. The interactive components of *Pick'n Roll* as a digital non-linear documentary project haven't been developed yet, but it is clear that there is a great potential for all the extra material available to be organized in a web platform, where the public will be able both to interact and contribute (through anecdotes and memories, for example). Funds request will be sent in the next weeks for the writing stage. The RSI knows about the project and has informally shown interest. The core team is composed by Daniel Bilenko (Director), Nathalie Codina (Creative Producer), Giorgia Di Pasquale (Graphic Designer and Editor), and the collective REC (www.t-rec.ch) will provide technical support. We are in contact with a potential co-producer in Romandie.

Platforms

- Cinema
- Web

What are we looking for?

Co-producer, Web portals, Creative technologists, Development suggestions, Technical know-how and skills, Networking

Estimated rough budget

500.000 EUR

Languages

Italian / English

Pre-Crime

An interactive predictive policing simulation

Team members

- Michaela Pnacekova – Creative Producer / Project Initiator
- Jan Joost Verhoef – Leading Designer / Animator

Other team members

- Jamie Balliu – Transmedia Consultant
- Stefan Kloos – Producer
- Mike Robbins, Harmke Heezen – intended Co-writers / Co-producers (Helios Studios – LOI)

Contacts

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Description

Immerse yourself in the world of Predictive Policing, where predictions are made based on data and algorithms, and where everyone is a potential suspect. In this gaming experience, learn how the usage predictive softwares can have consequences in the near future. Pre-Crime techniques empower police to take a more proactive approach to both preventing crime and solving open cases. However, they also present possible moral dilemmas and the underlying datasets and algorithms may lead to injustices along the way. We take the user to the digital world of data, smart cities and algorithms. This game offers a testing method to predictive policing and also a teaching method of these techniques. The goal of the experience is to reduce the crime rate in the chosen city and at the same time protect the citizens rights and be objective and non-discriminatory. In the role of a police officer the user will see how choosing different objectives for the algorithm (e.g. number of arrests, unemployment rate, racially motivated crimes) produces different outcomes with consequences. Will the user and their choices of pre-crime systems be able to assure the public and reduce criminal activity? Can they predict future crimes and criminals whilst also protecting the citizens' fundamental rights? The aim of this project is to show the user how the data, the development of smart cities and powerful algorithms are forging a new version of the way people are being policed. The user will be offered also an in-depth analysis of these topics via documentary footage.

Development status

Applied for development funding at Mitteldeutsche Medienförderung (50.000 EUR) in contact with ARTE and Kickstarter. Helios Design Labs as Co-Producers via Letter of Intent.

Platforms

- Web browser game
- Documentary film Pre-Crime, directed by Matthias Heeder and Monika Hielscher

What are we looking for?

Co-producers, Broadcaster, Web-platforms, Game designers and programmers

Estimated rough budget

Film 500.000 EUR
Browser-Game 150.000 EUR

Languages

English / German

Teslafy.Me

Team members

- Sonja Bozic – Transmedia Concept developer
- Janja Glogovac – Director / Producer / Editor

Other team members

- Walter Krejci – Co-producer
- Igor Luther, Milan Maric – Cinematographers
- Judith Stenneken – Visual Artist
- Michael Manske – voice of voice over
- Interviewers: Marina Abramovic, Nassim Hamein, William Terbo, Gramatik, Eric Dollard, Dejan Krajnc,..

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Description

Nikola Tesla, one of history's greatest minds, spent his whole life attempting to create a more comfortable and connected living on our planet. In the 1900s, he predicted the way we live now: AC power system, remote control, wireless communication, TV, the Internet, cell phones, video communication, and more. Teslafy.Me is a transmedia project consisting of a feature documentary, a web-based interactive film, and a VR installation.

Logline: Nikola Tesla was ignored, betrayed, called a mad scientist, and forgotten - yet without of his inventions we could not imagine our life today.

Synopsis: The past, the present, and the future all being explored and explained through Tesla's inventions. Teslafy.Me is a documentary and the central pillar of a transmedia project that creates a mindscape of the genius 19th/20th century creator of our modern civilization. Some of Tesla's ideas are only being realized today, while others - much more important ones such as wireless power transmission - are still not understood.

The storyline follows how the ups and downs of the inventor Tesla's personal life influenced his discoveries and the understanding of his inventions that shaped the whole history of mankind. The story is an exploration of Tesla's mind through his patents.

Development status

The project was made independently inside of 3 VOX production from Slovenia, with the support of Auriga company (Germany) and with the assistance of artists, scientist, and people related to Tesla's work. The documentary was filmed in many locations: Maribor, Belgrade, Lika, Graz, Prague, New York, Colorado Springs, Mexico, Cuba, Chicago, Philadelphia, Washington, Virginia, Niagara Falls, Budapest, Paris, Strasbourg, Nova Gorica. For now, we have interest from different TV stations in EU and distribution companies in US. The project was presented at the 2015 Lab at Zagreb Film Festival in Croatia. In March 2017, we participated in the East Doc Platform in Prague where we were honored with the prize at DocTank section for our transmedia project that gave us possibility to participate id w workshop at Nyon. *Teslafy* documentary is currently in the post-production phase, and it is planned to be finalized during 2017. Since *Teslafy.Me* is not only a documentary but a transmedia project, and additional platforms such as the interactive web-based documentary and the VR installation are in development phase. We believe that during 2017 we can find funds and collaborators to start the production of the transmedia part of the project.

Platforms

- Documentary Film / Cinema, TV, DVD
- Web-based Interactive Documentary
- VR

What are we looking for?

Funds, Co-producers, Foreign/national Television pre-sale or co-production, Distributors, Collaborators

Estimated rough budget

Documentary Film 360.000 EUR
Web-based Interactive Documentary 50.000 EUR
VR 100.000 EUR

Languages

English / Slovenian / Serbo-Croatian / German

The Cinematic Seaplane

Walter Mittelholzer's Africa Flight Revisited

Team members

- Pablo Assandri (IOIC) – Overall Direction / Flight & Cultural Ground Programme
- Flavio Gerber (Filmgerberei) – Film Production
- Marc Widmer (Palm Beach Interactive) – Digital Strategy

Other team members

- Sibylle Grosjean (grsbox GmbH) – Funding Specialist
- Dr. Mehdi Sahebi (Cinematographer, Cultural Anthropologist) – Director (tbc.)

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Description

The Cinematic Seaplane is a re-enactment of Swiss aviation and documentary film pioneer Walter Mittelholzer's flight on a seaplane from Zurich through the whole African continent to Cape Town. This great intermedia spectacle in the 1920's tradition of the so-called raids through Africa was sponsored by aircraft manufacturers, extensively covered by the news media and, economically exploited in widely circulating travelogue books and films, reaching massive audiences. Our idea is to embark on a transcultural voyage and bring together a variety of contemporary perspectives on this complex historical chapter of late colonialism, where military and economic as well as social and cultural factors are closely intertwined. With a crew of musicians, artists and film makers we will travel by seaplane, allowing us to get off the beaten track. Along the route, we will create temporary arenas and engage in a critical and artistic reflection on the colonial film heritage. Putting Mittelholzer's expedition into perspective we will show a variety of silent documentary and fictional travelogues with live improvised music. Besides the adventurous ground programme, the second sphere encompasses an ongoing blog with audio-visual footage of the live events and the expedition, artist interviews, background information, etc. Finally, the third sphere will arise out of the raw material of the ground and cloud programme: A feature documentary film for cinema which is not simply a retelling of the whole adventure but the result of a dialogical work in progress of all protagonists involved and a standalone product which catches the audience through a variety of personal and emotional narratives.

Development status

Ongoing desk research, ground programme development and partnership with Filmgerberei. Research residency in Cape Town, Addis Ababa and Cairo funded by Pro Helvetia in July 2017. Focus on finding national and international partners and artists as well as presenting our project to potential sponsoring and funding partners (BAK, Zürcher Filmstiftung, SRG SSR). Development of an online digital strategy which will involve not only audience and artists along the route but also lay people, scientists and academics interested in the topic of post-colonial Switzerland. Development of a concept and storyline for the documentary feature film.

Platforms

- Flight & Ground Programme (Silent Films with Live Music, Dance Performances & Photographic Exhibitions in Cape Town, Addis Ababa, Cairo & Zurich)
- Interactive Multi-Language Website & Social Media (including audio-visual reports about the live events, artist interviews, background information, moderated discussions, etc.)
- Documentary Feature Film for Cinema and TV

What are we looking for?

International co-producers, Broadcaster / Media partners, Investors, Communication and Expedition sponsors

Estimated rough budget

Preproduction & Research Residency 65.000 EUR
Flight & Cultural Ground Programme 630.000 EUR
Interactive Web Site & Social Media 75.000 EUR
Film Production 520.000 EUR

Languages

German / English / Amharic / Arabic etc.

There are no victims in this town

Team members

- Maria Eugenia Sanchez Lopez – Script Writer / Director / Producer

Contacts

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Description

This is a trans-media interactive documentary project about been a journalist in the state of Veracruz, Mexico, a place that according to international organizations, is as dangerous to media workers as Afghanistan or Iraq. Since 2006 in Veracruz 19 journalists have been killed, five disappeared, many have been threatened because of what they report, and several have left the state or the profession, if not both. None of these cases has been resolved by the authorities so far. The components for this project are an interactive documentary, a feature length documentary, a photo exhibition/book and a video game. The aim is to use the possibilities of the web and different platforms in order to reach a broad audience that could not only get to know and understand what is happening in Mexico, but also may help to put some international pressure to resolve these crimes against freedom of press and expression. My inspirations for this project are *Journey to the end of the coal*, *Prison Valley* and *El Chaco*. With the use of interactive maps, these documentaries get us to spaces to tell stories happening in a specific place and time. This is one of the interactive elements I want to use in my project. I also want to use the video game structure so the user can take decisions to unfold the story in one way or another, like they do in *Journey to the end of the coal*.

Development status

With the support of the Norwegian Fritt Ord found, I have done two trips to Mexico to interview twenty three persons: journalists, academics, students, public servants and victims. I am currently working on the web-documentary which will be ready by the end of the fall. Jorge Sanchez, one of the main characters, has agreed on his father's story as part of the on-line video game. The Mexican post-production company "Terminal films" is interested in co-producing the feature length documentary.

Platforms

- A web documentary including text, video, sound and photographs
- An on-line video game for computer, Tv and mobile phone
- A photo exhibition and a book
- A feature length documentary, to tour on festivals

What are we looking for?

Co-producers, Distributors, Web portals, Video game developer

Estimated rough budget

Web documentary 22.000 EUR
Video game 500.000 EUR
Photo exhibition/book 40.000 EUR
Feature length documentary 100.000 EUR

Languages

Spanish / English