

A project development programme
for expanded documentaries

14-18 April 2018
Nyon, Switzerland

General Programme

Promoted by

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




In collaboration with

CROSS
VIDEO DAYS

institút
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**

**ERNST GÖHNER
STIFTUNG**

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Participants:

**Marcin Adamski / Lucía Andújar Llosa
/ Elmira Asadova / Doug Aubrey /
Otilia Babara / Petra Bertalanic / Sara
Bozanic / Sonja Bozic / Oleksandra
Chuprina / Vítor Hugo Costa / Sissel
Dargis / Ricardo de Almeida / Ana
Fraile / Fernando González Blanco /
Piotr Greiner / Jesper Jack /
Christian Nicoletta / Marie Olesen /
Luciano Pinna / María Laura Ruggiero
/ Tamara Shogaolu / Jonathan Weiner**

Trainers:

**Javier Bello Ruiz / Karim Ben Khelifa /
Mark Boulos / Sabine Bubeck-Paaz /
Sandra Gaudenzi / Michael Kaschner /
Sönke Kirchhof / Susanna Lotz /
Robin Mange / John-Paul Marin /
Lina Srivastava**

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. 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 Industry activities.

Day 1 – Saturday, 14. April

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

10.00 - **WELCOME**
12.15

Gudula Meinzolt, Head of Industry
Susanna Lotz, Development Lab Coordinator

Defining and mapping interactive documentary

Lecturer: Sandra Gaudenzi
Venue: Salle Hexagone

12.30 **LUNCH**

14.30 - **Producing content for cinematic VR: opportunities and challenges from preproduction to distribution**
15.45

Lecturer: Sönke Kirchhof
Venue: Salle Hexagone

16.00 - **DEVELOPMENT LAB**
18.30

Susanna Lotz, Sönke Kirchhof, John-Paul Marin, Lina Srivastava
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.

19.00 **DINNER**

Day 2 – Sunday, 15. April

09.00 - **Reimagining story experiences: combining technology with a profound exploration of our shared humanity**
10.15
Lecturer: John-Paul Marin
Venue: Salle Hexagone

10.30 - **DEVELOPMENT LAB**
12.15
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**

13.30 Bus transfer to Nyon

14.30 - **CASE-STUDIES**
16.00
The Enemy
Speaker: Karim Ben Khelifa (CAN/FR)

Elastic Time
Speakers: Marc Boulos, Javier Bello Ruiz, Robin Mange (CH)

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

16.15 - **PANEL**
17.30
Beyond VR: Augmented/Mixed Reality and documentary creation
Speakers: Karim Ben Khelifa, Mark Boulos, Javier Bello Ruiz, Robin Mange
Moderator: Sandra Gaudenzi
Venue: Grande Salle de la Colombière (Nyon)

19.00 **DINNER**
Dinner
Venue: Nyon, Restaurant du Réel

+ **MR showcase of the project “Elastic Time” at Village du Réel - Le Club**
(18.30-22.00, open to the public)

Day 3 – Monday, 16. April

09.00 - **Narrative and social impact. Make your media matter.**
10.15
Lecturer: Lina Srivastava
Venue: Salle Hexagone

10.30- **DEVELOPMENT LAB**
12.15
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**

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

Venue: Salle Hexagone
Salon Vert
Salon Jaune

19.00 **DINNER**

Day 4 – Tuesday, 17. April

09.00 - **DEVELOPMENT LAB**
12.15

**Project-led mentoring
Individual preparation**

Venue: Salle Hexagone

12.30 **LUNCH**

14.00 - **DEVELOPMENT LAB**
18.30

Pitch mentoring

Venue: Salle Hexagone

19.00 **DINNER**

Day 5 – Wednesday, 18. April

09.00 - **DEVELOPMENT LAB**
12.15

One-on-one meetings with mentors

Venue: Salle Hexagone
Salon Vert
Salon Jaune

12.30 **LUNCH**

14.00 - **DEVELOPMENT LAB**
17.30

Final projects presentation

Experts: Sabine Bubeck-Paaz (EsoDoc), Michael Kaschner (ZDF),
more to be announced

Venue: Salle Hexagone

APERRO / DINNER

Case studies and Panel



The Enemy

Speaker: Karim Ben Khelifa (CAN/FR)

The Enemy is always invisible. When he becomes visible, he ceases to be the Enemy. For the first time, in augmented-reality, a new documentary gives users the opportunity to meet soldiers from opposite sides of the same conflict. Each fighter offers personal perspectives on war, in their own words, discussing their motivations for fighting and what their future might look like.

One of the first apps to take full advantage of the new ARKit framework for iOS11, The Enemy takes you to a whole new level of AR experience—an unforgettably real encounter. Blending digital representation of real-life fighters in 3D from information with the environment around you, ARKit allows them to interact with the real world as never before.

When: Sunday 15. April 2018 / 14.30h - 16.00h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

www.theenemyishere.org



Elastic Time

Speakers: Mark Boulos, Javier Bello Ruiz, Robin Mange (IMVERSE, CH)

Mixed reality interactive documentary about space-time narrated by astronomer Tony Stark (Harvard-Smithsonian Center for Astrophysics). A real-time hologram of your body is integrated into the observatory room. Using the controllers, you bend space and time to your will, creating black-holes, worm-holes and time portals.

When: Sunday 15. April 2018 / 14.30h - 16.00h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

MR showcase of the project at Village du Réel - Le Club (Sunday 15 April 2018 / 11:00-13:00 and 18:30-22:00)

www.imverse.ch



Augmented/ Mixed Reality and document- ary creation

Speakers: Mark Boulos, Javier Bello Ruiz, Robin Mange, Karim Ben Khelifa
Moderator: Sandra Gaudenzi

After the boom of "virtual reality", welcome to the world of "mixed reality". Documentaries have always aimed at representing the real, but what happens when technology blurs the limits between physical and digital? Are holograms and AR headsets opening our eyes, or making us slaves to the machine?

When: Sunday 15. April 2018 / 16.15h - 17.30h
Where: Colombière Grande Salle (Rue de la Colombière 18, Nyon)

Trainers



Javier Bello Ruiz



Karim Ben Khelifa



Mark Boulos



Sabine Bubeck-Paaz



Sandra Gaudenzi



Michael Kaschner



Sönke Kirchof



Susanna Lotz



Robin Mange



John-Paul Marin



Lina Srivastava

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Javier Bello Ruiz

Expert

Born in Spain, MSc in Computer Science Engineering by the University of Zaragoza (2010) with focus in HCI and business management, later lab manager at the Laboratory for Cognitive Neuroscience at the Swiss Federal Institute of Technology of Lausanne (2013-2017). Previously managing VR projects for cognitive neuroscience research about brain mechanisms of body perception, body awareness and self- consciousness, he co-founded Imverse SA in 2017.

Karim Ben Khelifa

Expert

Karim Ben Khelifa, 45, is an award winning photojournalist who has freelanced regularly for Time, Vanity Fair, Le Monde, Stern, The New York Times Magazine and dozens of others. He is the director of the breakthrough VR and AR journalism project “The Enemy” which premiered in Paris in 2017. Karim is widely known for his coverage of the Middle East conflicts and troubles, especially the Iraq and Afghan wars, where he covered the insurgent sides. He has worked in more than 80 countries and territories and has had exhibition on four continents. Ben Khelifa was in 2012 Fellow at the Nieman Foundation for Journalism where he has given talks and lectures in different schools of Harvard University. In 2013/2014 he has been an Artist-in-Residence at the Open Documentary Lab at MIT. In the academic years of 2015/2017, he was a visiting Artist at the Center for Art, Science and Technology as well as a fellow at the Imagination, Computation and Expression Lab, both at MIT in Cambridge.

Mark Boulos

Expert

Mark Boulos is a filmmaker and artist working across documentary film, photography, video art, interactive installations, and virtual reality. He is Assistant Professor of Film at Virginia Commonwealth University School of the Arts (VCU Arts) in Richmond, Virginia, USA. His first artist monograph was published in 2017 Hatje Cantz, Germany. In 2015, he received the Rome Prize Fellowship at the American Academy in Rome. His solo shows include LAXART, Los Angeles; FACT, Liverpool; MoMA New York; Perez Miami Art Museum; and the Stedelijk Museum in Amsterdam. His group exhibitions include the Geneva Biennale of the Moving Image (2015), the Berlin Biennale (2010), and the Sydney Biennale (2008). He is represented by Galerie Stigter van Doesburg, Amsterdam.

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Sabine Bubeck-Paaz

Development Lab expert panel

Sabine Bubeck-Paaz is a commissioning editor at ZDF (German public broadcaster) for various documentary slots on ARTE, the European Culture Channel. The ZDF department “Thema”, where she is deputy head of, is dealing with One Offs, Season programming, Theme Evenings, the documentary series “ARTE Discovery” and Cross Media Projects. The investigative and creative documentary projects she is involved in are mostly international coproductions. The topics range from Culture, Science and History to Current Affairs, Human Interest and socio-political issues – always wishing to discover strong and surprising stories. Lately, she has been involved in the Oscar nominated coproductions “The Act of Killing”, “The Look of Silence”, “Claude Lanzmann – Spectres of the Shoah” and other award winning documentaries and cross media productions like “Drone”, “netwars”, “I am Ingrid Bergman”, “The Queen of Silence”, “Sugar Coated” etc. As a tutor, she has been participating in international pitching and training workshops. Since 2015, Sabine Bubeck-Paaz is also Head of Studies of ESoDoc - European Social Documentary (www.esodoc.eu).

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 !F Lab, a new training scheme opened to interactive storytellers, where their projects can be incubated during a period of six months. !F 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 and for the study program Serial Storytelling at the International Film School in Cologne (IFS).

Sönke Kirchhof

Development Lab mentor

Sönke Kirchhof is CEO and executive producer of award-winning VR Full Service Studio INVR. SPACE GmbH. He studied political science in Hamburg and Film – and TV Production at Filmuniversität Babelsberg. He works in the fields of VR, stereoscopic filmmaking, VFX and CGI Postproduction as well as Research and Development in arts and technology since more than 15 years. He is also founder of reallifefilm international GmbH, working as Producer and Stereographer in all kind of projects. At INVR.SPACe he is in charge of all business- related operations as well as deciding on creative and technologic approaches. With INVR.SPACe and reallifefilm international he is involved in international projects with customers and partners such as Samsung, Unicef, BMW, Harman and Porsche, as well as Arte and ZDF.

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.

Robin Mange

Expert

Starting to code at the age of 11, Swiss computer graphics enthusiast and expert, Robin has more than 10 years' experience in volumetric rendering and has been working on virtual and mixed reality for the past 5 years. MSc in Communication Systems by the Swiss Federal Institute of Technology of Lausanne (2008). Previously at the Laboratory of Cognitive Neuroscience at EPFL as a mixed reality engineer in 2013, just before co-founding Imverse SA in 2017.

John-Paul Marin

Development Lab mentor

John-Paul is a highly experienced digital executive who, over the past 15 years, has combined technology with story to produce dozens of interactive experiences across the web, VR and TV. His work has won numerous awards including a Webby, SXSW Interactive Innovation and Walkley Awards for Excellence in Journalism. He currently heads up the SBS Digital Creative Labs in Sydney.

Lina Srivastava

Development Lab mentor

Lina Srivastava is a social innovation strategist and the founder of CIEL | Creative Impact and Experience Lab, a cultural innovation strategy group. Lina has worked on engagement campaigns documentaries including Born into Brothels, The Devil Came on Horseback, Inocente, and Who Is Dayani Cristal? The former Executive Director of Kids with Cameras, and Association of Video and Filmmakers, Lina founded the Transformational Change Leadership project, and has worked with social impact organizations including UNICEF, UNESCO, the World Bank, and FilmAid. She is on faculty in the MFA Program in Design and Social Innovation at the School of Visual Arts. Lina is a Fulbright Specialist candidate, on the US State Department's American Film Showcase roster, Rockwood Institute/ JustFilms Fellow, recipient of a Rockefeller Foundation leadership grant, Civic Hall Labs Fellow, Boehm Media Fellow, and Fellow of the Royal Society of Arts. Lina is a graduate of New York University School of Law.

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 – Industry

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 Industry 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 Industry 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 with information and project presentations as well as co-production meetings on this year's invited country Serbia; 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 13th to the 21st of April 2018.

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

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) 77 436 95 46
hfernandes@visionsdureel.ch

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

Departure Château de Bossey	Arrival Village du Réel	Departure Château de Bossey	Arrival Village du Réel
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
18:00	18:20	16:30	16:50
19:00	19:20	17:30	17:50
20:00	20:20	18:30	18:50
21:00	21:20	19:30	19:50
		20:30	20:50
		21:30	21:50
		22:30	22:50
		23:30	23:50
		00:30	00:50
		1:15	1:35
		2:00	2:20
		3:00*	3:20*

*Only on April 17. and 20.

Festival venues

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



Contacts

Team

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