



Press release – For immediate distribution

French and Québécois artists revisit the universe of video games

Montréal, October 4, 2016 – Three emerging French and Québécois artists are coming together to develop an exciting, experimental, interactive project. This interdisciplinary digital work situated at the crossroads between different art forms will be free of commercial restraints.

The team consists of two young French independent game developers (François Kmetty and Pol Clarissou) and a Québécois playwright (Marie-Hélène Larose-Truchon). Throughout the process, they will be supported by two French doctoral students (Benjamin Gattet and Sylvain Payen) from Concordia University's Technoculture, Art and Games (TAG) research centre.

The creation of this unique work will take place in two stages over the course of a residence programme hosted by the TAG research centre. The first phase, which runs October 8–16, 2016, will consist of a week of concept work and prototyping. The second phase, in April 2017, will focus on development and may involve a number of other artists.

The project will culminate in an official presentation at the 2017 edition of the Blue Metropolis international literary festival. It will be the subject of various round-table discussions between creators and researchers, particularly those affiliated with the TAG centre, Hexagram (the inter-university media arts network), and Milieux (Concordia University's new Institute for Arts, Culture, and Technology).

Members of the public are invited to meet and exchange with the artists during the first week of the residence programme, starting at 5PM on Friday, October 14th, 2016. This session is also open to the media. Refreshments will be provided.

WHEN: Friday, October 14th, 2016, at 5:00PM

WHERE: TAG Centre, Concordia University EV Building, 1442 rue Mackay, EV 11.435 (11th floor)



Contacts:

Consulate General of France in Québec

Michèle-Ann Okolotowicz

514-943-3539

michele-ann.okolotowicz@diplomatie.gouv.fr

Concordia University TAG

Lynn Hughes

514-961-5942

Lynn.Hughes@concordia.ca

Blue Metropolis

Kaven Gauthier

514-932-1112 x 25

kaven.gauthier@metropolisbleu.org

APPENDICES

The artists

Pol Clarissou

A French video game designer, Pol is a member of Klondike, a collective which is becoming very well known in the independent games development community. He is particularly fond of exploring the sensory nature of interactive experiences and pondering subjects such as the fallibility of memory and mortality.

<http://polclarissou.com/>

François Kmetty

A French video game designer, François is particularly interested in manipulating the rules of time and space in abstract productions. With *Antimatière*, he won the People's Choice award at the international Unity-Kongregate Contest in 2010.

<http://ludumdare.com/compo/author/chronodrax/>

Marie-Hélène Larose-Truchon

Québécois playwright Marie-Hélène Larose-Truchon won the *Théâtre jeune public et la relève* contest thanks to her work entitled *Reviens!* She also received honourable mentions at the 2013 and 2015 Gratien-Gélinas awards. She is currently teaching dramatic writing at the National Theatre School of Canada.

The organizers

About Concordia University's TAG research centre

The Technoculture, Art and Games (TAG) research centre is an essential platform for interdisciplinary collaboration between interactive design and game studies. TAG develops game analysis, critique, and creation resources in order to highlight game culture and, more broadly, to facilitate and contribute to political, sociological, technical, and aesthetic discussions about emerging media. TAG also cultivates very active relations with digital culture in Montréal more generally, organizing large-scale events like *Critical Hit*, *Arcade 11*, and *GAMERella*, among others. TAG is now part of Milieux, the umbrella Institute for Arts, Culture and Technology at Concordia.

<http://tag.hexagram.ca/> ; <http://milieux.concordia.ca/> ; <http://www.hexagram.ca/>

About the Consulate General of France in Québec

Through its Cultural Service, the Consulate General of France in Québec works to stimulate and promote cooperative initiatives between French and Québécois artists. This creative residence program -the result of a partnership between Concordia University's TAG research centre and the Blue Metropolis international literary festival- aims to highlight emerging Franco-Québécois creative projects. <http://www.consulfrance-quebec.org/-Culture->

About Blue Metropolis

The Blue Metropolis Foundation is a not-for-profit organization that brings together people from different cultures to share the pleasure of reading and writing and encourages creativity and intercultural understanding. The Foundation produces an Annual Literary Festival of international calibre and offers a wide range of educational and social programmes year-round, both in classrooms and online. These programs use reading and writing as therapeutic tools, encourage academic perseverance, and fight against poverty and social isolation. <http://metropolisbleu.org>