

They will all give lectures and workshops to a much selected group of top-notch professionals from European Media - TV, Press & Publishing groups, Radio, Games, and Telecommunications

Attendees will learn about Transmedia issues, and, more specifically, will understand how Games - social games, alternate reality games, pervasive games - will influence Transmedia creation content, technology, business models, and delivery issues.

Morning sessions will be devoted to lectures. Workshops and hands on activities will take place in the afternoon (see schedule at a glance **here**)

The content of each afternoon workshop will be organized in close relationship with speakers of the day and will include hands-on activities, group discussion, analysis and critique. In addition to these analysis-andrevision exercises, attendees will gain further practical experience working with these models through brief

collaborative design projects, brainstorming sessions, critical analysis and discussion.

TIMM is organized by one of the most prestigious universities in France, the Conservatoire National des Arts et Métiers - CNAM - and NX Publishing.

It will take place from May. 9 - 13, 2011, in gorgeous city of Marseille, south of France.

Registration form

