

7th September 2020

Press Release

Connexions – Video games and virtual reality



>> LE FESTIVAL EUROPÉEN DU FILM FANTASTIQUE DE STRASBOURG PRÉSENTE

FEFFS 接続/20

CONNEXIONS

JEUX VIDÉO ET RÉALITÉ VIRTUELLE

12 SEPTEMBRE AU
28 NOVEMBRE 2020
AU SHADOK

8^{ÈME} INDIE GAME CONTEST
EXPÉRIENCES DE RÉALITÉ VIRTUELLE
EXPOSITION EN RÉALITÉ AUGMENTÉE
JEUX VIDÉO ALTERNATIFS
CYBERESPACE EN LIGNE

METEOR citiz SHADOK EVEREST RANDOM BAZAR comscore XEAS CINEMA VOX USC SLURP
Strasbourg Grand Est FANTASTOUR SVFV Palau Rue89 Strasbourg bleu fio 3 grand est L'OSPHÈRE VIVACOM CANNON PC

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The 8th video games and virtual reality section has a new name!

Enter the No-Contact Zone, a programme without physical contact that makes digital technology such an excellent response to the pandemic.

Although **the Indie Game Contest** will be relegated exceptionally in the print media this year, a selection of the games can be played hands-free in the **Alternative Games area**.

The **VR Film Corner's** selection of international virtual-reality works will enthral you with the best of immersive stories, while an exhibition in **augmented reality** will convince you of the fading dividing line between real and virtual.

Finally, unravel the mysteries of **Oktopolis**, our online cyber-space city where part of our programme is available free of charge on VRChat.

Now more than ever, it's time to reconnect!

Organised by the Strasbourg European Fantastic Film Festival in partnership with the Shadok.

Indie Game Contest

The **Indie Game Contest (IGC)**, highlighting the creativity and quality of independent video games, has made an important change in the rules this year. For the first time, **games already published from 1 January 2020** onwards may now enter the contest under the same conditions as games in development.

For this exceptional edition, **the prize for the best indie game will be awarded by the editorial staff of Canard PC**, a monthly magazine dedicated to video-game news. The October issue will publish the complete list of winners with a description of the games. At the Shadok, non-playable demo games will be exhibited on display stands.

The selection of finalists:

- A Fold Apart** (Lightning Rod Games – Canada)
- Chicory: A Colorful Tale** (Chicory Team – Canada)
- Conscript** (Catchweight Studio – Australia)
- Exophobia** (Zarc Attack – Portugal)
- Jet Lancer** (Code Wakers – Denmark, Russian Federation)
- Ring of Pain** (Twice Different & Simon Boxer – Australia)
- Rising Hell** (Tahoe Games – Indonesia)
- Solas** (Amicable Animal – UK (Scotland))
- Starstruck: Hands of Time** (Createdelic LCC – USA)
- Trifox** (Glowfish Interactive – Belgium)
- Tunche** (Leap Games – Peru)
- VirtuaVerse** (Theta Division – Italy, Germany)



Alternative Games

Free yourself from the controller's diktat!

The **Alternative Games section** will be exhibiting alternative controller games that provide players with new ways of interacting with video games. Experience games where the player's gesture is all-important.

In partnership with the Strasbourg-based collective Random Bazar.

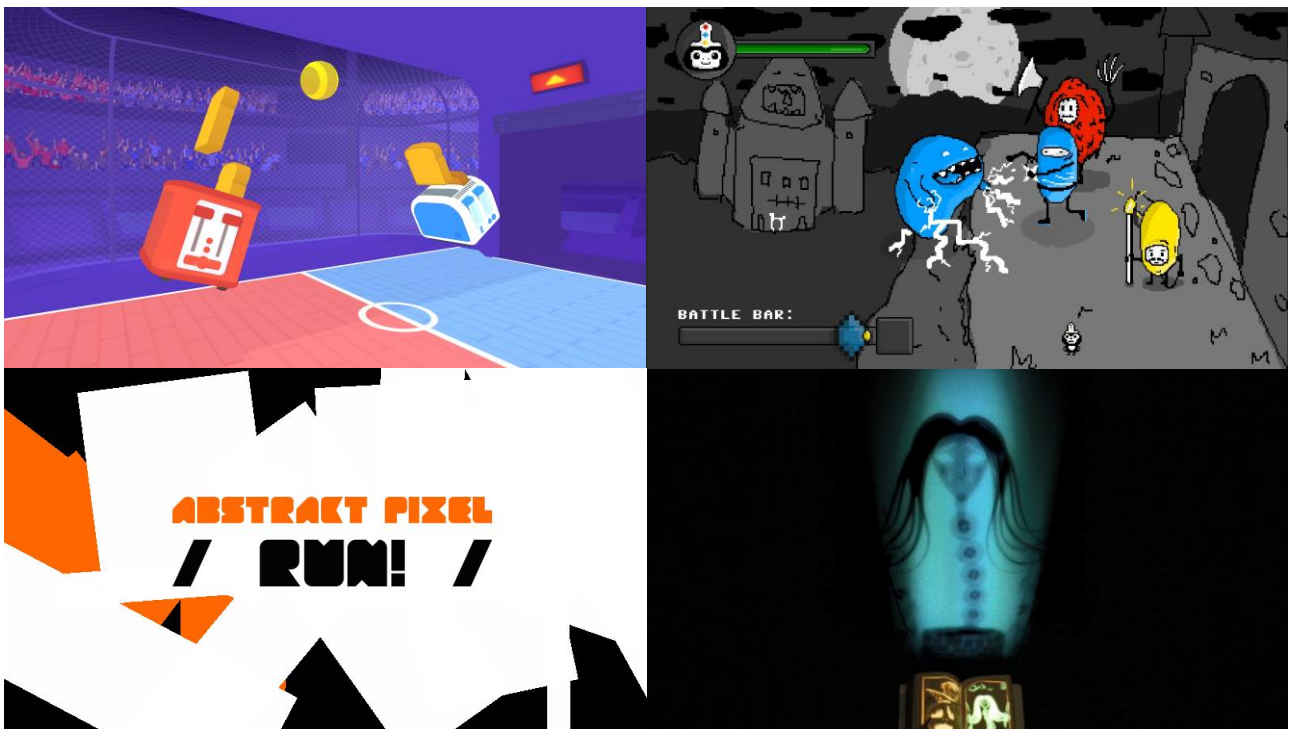
The selected games:

Toasterball (Couch Game Crafters – France)

Kick in the Door (Richard « Raxter » Baxter & Ben Rauch – South Africa)

Abstract Pixel Run ! (Gildas Paubert – France)

One Hundred Ghost Stories (Helen Kwok – Australia)



VR Film Corner

Dedicated as always to bringing the best of VR works to the public, this section will present as usual **an international selection of new films**. From Japanese animation and pure horror to science fiction, these new immersive stories from the four corners of the world once again demonstrate the richly diverse nature of the latest VR experiences.

A Safe Guide to Dying (Dimitris Tsilifonis – USA, Greece)

Ajax All Powerful (Ethan Shaftel – USA, China)

Attack on Daddy (Si-Hup Sung – South Korea)

Fly (Charlotte Mikkelsen – UK, France, Hong Kong)

Great Hoax : The Moon Landing (John Hsu, Marco Lococo – Taiwan, Argentina)

Hominidae (Brian Andrews – USA)

Kaiju Confidential (Ethan Shaftel – USA)

Legends of the Brush : The Answer / Feverland (Sutu – USA)

Lutaw (Samantha Quick – USA, Philippines)

Missing Pictures – Episode 1 : Birds of Prey (Clément Deneux – France, UK, Taiwan)

Mowb (Kazuki Yuhara – Japan)

Odyssey 1.4.9 (François Vautier – France)

The Pantheon of Queer Mythology (Enrique Agudo – Spain)

Saturnism (Mihai Grecu – France, Roumania)

Nine VR : Come See Me (Minhyuk Che – South Korea)

Alone in the same flat, but twenty years apart, two players will meet the other's ghost. An experiment in collective virtual reality, **Nine VR: Come See Me** strikes a special chord in view of the months of self-isolation and the virtualisation of social relationships.



Augmented Reality Exhibition

Connexions will present a first this year – an augmented-reality exhibition. Digital artist Sutu has curated a collection of illustrations untitled “Prosthetic Reality”. To activate the works on display, you need only download the EyeJack application, available free of charge in your smartphone’s app store.

Online Cyberspace - Oktopolis

Connexions will also extend into cyberspace!

A VRChat world, the social multiplayer platform available on Steam, will be accessible for free from 12 September to 28 November.

A cyberpunk city that never sleeps, **Oktopolis** is full of secrets to discover. A cinema will enable the public to watch YouTube videos while an arcade game room **will present the Indie Game Contest programme**. And **part of the VR programme can be found in this online space** by accessing buildings dedicated to the works.

In partnership with VrrOOM.



Organised by the Strasbourg European Fantastic Film Festival in partnership with the Shadok.

Venue: Le Shadok, 25 presqu'île Malraux. 67100. Strasbourg, France.

Dates: From 12th September to 28th November.

Opening hours : From Wednesday to Saturday, 2-6pm.

More informations on www.strasbourgfestival.com/en/

Contact :

Alexandre Lefebvre

33 (0)6 61 94 21 16

Les Films du Spectre / Strasbourg European Fantastic Film Festival

num@strasbourgfestival.com