

Partner search

Culture sub-Program

Strand/category	Cooperation project (Small Scale)
Deadline	October 2015

Cultural operator(s)

Name	A.M.A.	
Short description	The Madrid Audiovisual Association (AMA) is a non-profit association. There are currently around 50 associated companies, dedicated to the audiovisual production contents for theatre, television, advertising, documentaries, digital platforms, etc. The AMA members activity represents approximately 65% of the audiovisual production in the Region of Madrid and around 40% at a national level.	
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Project

Field(s)	Interdisciplinary: Theatre, Literature, Video games and Audiovisual
Description	<p>Since its creation in 2008 AMA has built bridges and sought synergies with other cultural industries with same purposes and related structures.</p> <p>These synergies have led to the transnational project FRAME, STAGE, GAMERS AND WRITERS, a professional meeting between literary publishers of various genres (novels, drama and graphic novel), theater companies, video game and audiovisual producers.</p> <p>FRAME, STAGE, GAMERS AND WRITERS will be dedicated to the interchange of contents, eligible for adaptation, among theatre, audiovisual video games and literary companies.</p> <p>The aim of this event is to highlight the creativity of European literary works, theater plays, video games and audiovisual formats and scripts.</p>

FRAME, STAGE, GAMERS AND WRITERS will be a three days event in Madrid, divided in three sections:

1- Pitch: Selected projects due to their adaptation potential, from the four sectors (audiovisual, theatre, videogames and literature), will be pitched in front of an international audience, in order to find partners interested in adapting a project.

2- Conferences and workshops will also be offered for the four sectors, in order to learn about the upward trends, and to provide information, know how and technical advice to promote and facilitate the exchange of ideas, and adaptation of contents.

3- Finally, the encounter will host meetings between the owners of the rights of the contents and possible buyers interested in their adaptation.

The targeted public will be two: the first one will be focus in an enfant and a young audience from 4 to 16. And the second one will be focus in an adult target from 25 to 50.

This event will promote the access and circulation of European cultural and creative works. This encounter will offer extensive marketplace opportunities for all delegates, in order to exchange and create European high-quality content.

We reckon an estimate budget of 100,000 €. Therefore, we are looking for European partners to apply for the grants that offer the European Union Program “Culture Creative Europe”.

Partners searched

Countries

United Kingdom, Ireland, Italy, Germany, Sweden, Denmark, Belgium, Portugal, Romania, Czech Republic, Poland, Greece, Serbia, Croatia and France.

Profile

Theatre, Literature, Videogames and Audiovisual companies, associations, institutions,

Other

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