

spawn

Press release

The next October 23, 24, 25, the first edition of Spawn, an event dedicated to Northern France video game education and industry, will be held in the center of Lille.

Promote local video game industry

The goal of this first edition of Spawn is to promote the several creative industries in Northern France and in particular to shed light on our strong video game industry. Our territory is indeed known for its many video game schools and independent studios, many of which are renowned internationally.

Shape tomorrow's talents

Our project is to create a discussion between the newer generation of game creators and the sector's professionals. In Lille's Tripostal, visitors will be able to discover the schools that train in the different fields of the video game industry, and will also be able to discuss their projects with actual video game professionals.

Conferences and workshops held by pros will also help future students sharpen their understanding and knowledge of the video game industry. Furthermore, they will also answer their questions about the field, just before students register for next year's courses.

Reward independent video game creators

Last day of the exhibition will aim to highlight and reward our local and independent creators. All afternoon, visitors will be invited to explore the jury's selection of independent video games. They'll also be able to vote for their favorites in different categories. To reward our developers creativity and ingenuity, an award show will conclude this very first edition of Spawn.

We're looking forward to see you at Spawn2020 in Lille,
next October 23, 24 and 25 !

