

# International Conference Art, Media and Games



June 3

## University of Silesia

VGaVSD, Paderewskiego street 13

11 am–2 pm

Lectures, exhibitions, presentations

3 pm–5 pm

A workshop panel led by a team  
of international experts

### Workshops:

**Aleksandra Giza**, associate professor,  
Northern Illinois University, USA and University  
in Opole, Poland

Workshop: *Level up Typography*

**Iwona Pomianowska**, information and audiovisual  
designer, lecturer at the Warsaw University and  
at The Schiller National Film School, Postproduction  
& New Media, Belgium and Poland

Workshop: *VR Technology*

**Jan Drozd**, graphic and animation expert,  
Department of Graphics and Drawing, University of  
Ostrava, Czech Republic

Workshop: *Basic principles of animation*

June 4

## University of Silesia

Bielska street 62, Conference room

9 am–10 am

Registration

10 am

Opening the lecture panel

10.30 am–11.00 am

Conference

### Lectures:

**Dalibor Bartoš**, coder, game designer, owner  
of small indie game studio "Bartoš Studio",  
Trnava, Slovakia

Title of speech: *Sweeten your game  
development with a jam*

**Francois Serre**, director of the «Courant 3D»  
Festival, France

Title of speech: *New storytelling / new technologies  
applied to cinemas*

**Julio Broca**, designer and sociologist, School  
of Plastic and Audiovisual Arts of Puebla  
in the Department of Digital Art, Mexico

Title of speech: *Expand the life of your shadow  
/ What would say Stanisław Lem about  
Augmented Reality*

1 pm–2 pm

Coffee break

2 pm–4 pm

Conference

### Lectures:

**Vincent Langouche**, festival director, Leuven  
International Short Film Festival, Belgium

Title of speech: *Bridging (short)film and gaming*  
**Lukas Najbrt**, expert in computer animation,  
Faculty of Education, University of Ostrava,  
Czech Republic

Title of speech: *Problems of Real Actors  
in Animated Film*

**Silvester Buček**, game designer and teacher  
at Masaryk University Brno and University St Cyril  
and Methodius in Trnava, Slovakia

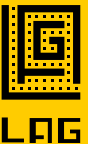
Title of speech: *Educational potential of Games:  
motivation of player to learn*



# PROGRAM



Festival of Art and Independent Games  
Cieszyn, June 3–5, 2019



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## June 4

6 pm

Art Gallery 12  
National House, Market 12

Presentation of the final works of  
the international poster competition LAG  
Poster Contest *Real world / virtual world*

Cieszyn, City Center

7 pm

Stage

Concert  
Company of Crisis  
Game Jam

## June 5

Cieszyn, City Center

11 am–2 pm

Stage

Official opening of the Art and  
Independent Games Festival

conducted by:  
Dean of the Art Faculty  
prof. Małgorzata Łuszczak

Presentation of projects created during the Art  
and Independent Games Festival – Cieszyn, the  
best works of the LAG Arena, diplomas 2018-  
2019 VGaVSD, the best independent game 2019



11 am–3 pm

City Center

Presentations of companies  
from the gaming industry

3 pm

Stage

Concert  
Game Annihilators  
Free Flow Electric

Organizatorzy:

