



CASA VALONIA MADRID

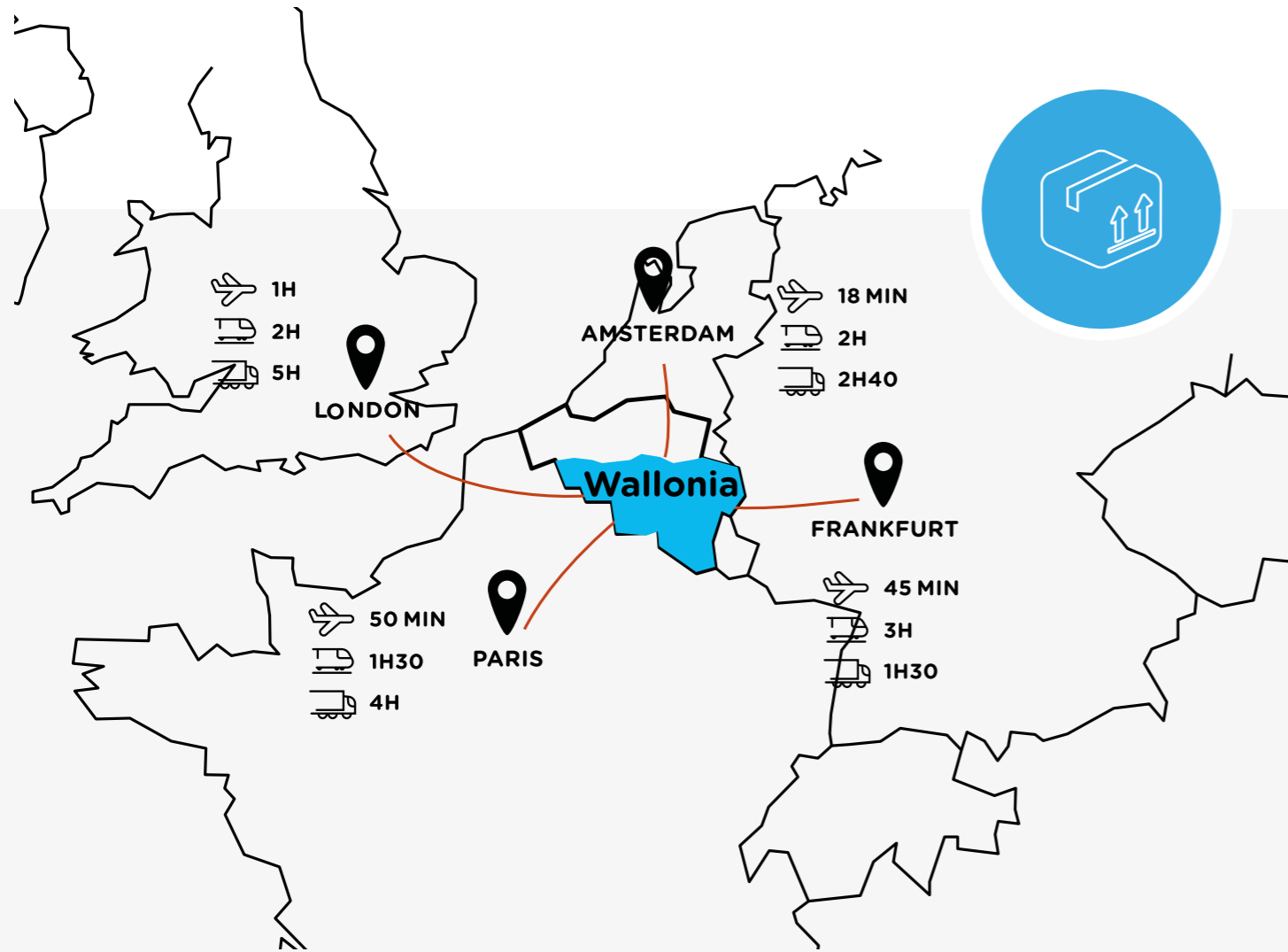
APRIL 25-27 2023

DIGITAL & CREATIVE INDUSTRIES

GAMING // ANIMATION 2D/3 D // LIVE SHOWS // VFX // XR // E-SPORT



Wallonia.be



Wallonia has an excellent logistics infrastructure and «multimodality» is the keyword. **Liege Airport** was awarded the title of **best cargo airport in the world** for the year 2020. You will also find yourself well supported : the actors of the sector are gathered in the «Logistics in Wallonia» cluster.



CASA VALONIA 2023

Casa Valonia 2023 is the 360° mission organised by the Wallonia Export & Investment Agency (AWEX) and Wallonia-Brussels International (WBI) to present the region of Wallonia and the Federation of Wallonia Brussels in its economic, academic, cultural and touristic aspects.

This 3rd edition of Casa Valonia aims to strengthen the ties between Wallonia and Spain by focusing on digital and creative industries, such as gaming, animation, visual effects, live shows, virtual & augmented reality, and eSports.

Guests include Walloon & Spanish entrepreneurs, clusters & training centres, as well as academic institutions.

The event takes place among others at the prestigious Carlos de Amberes Foundation, UDIT (University of Design and Technology) and Rey Juan Carlos University in Madrid.

Interested in participating in B2B sessions

Do not forget to register on the platform B2Match!



Casa Valonia 3-Days program

Day 1 – Tuesday, April 25 - UDIT

13:00-14:00: Networking lunch

Explort & Business delegation participating in the Hackathon

14:00-16:30:

Projects completion in sub-groups

16:30-18:30:

Test of the different projects by the members of the jury and jury votes

Business delegation not participating in the Hackathon

14:00-18:30:

Networking and B2B

Academic delegation

14:30-16:00:

Exchange of good practices

16:30-18:30:

Visit of the University Complutense of Madrid

18:30-19:00: Welcoming of our guests

19:00-19:15: Casa Valonia 2023 Official inauguration

19:15-20:15: Hackathon's Awards ceremony

20:20-21:10: Cultural show «ARDENT» with artists from Wallonia Brussels International:

Mike Latona, Matthieu Beghin and Kowari

21:15-22:30: Reception

Day 2- Wednesday, April 26 - Carlos de Amberes Foundation

9:15-9:25: Welcoming speeches from Belgian Authorities

9:25-11:00: Pitching from Walloon companies

11:00-11:30: Coffee Break

Academic delegation

9:00-11:15: Visit of the University

Autónoma of Madrid

Business delegation

11:20-12:00: Panel Discussion 1:

“Metaverse: Dual Perspectives”

12:05-12h45: Panel Conference 2: “Research, Innovation, Entrepreneurship: A Focus on different structures of Wallonia and Spain”

12:50-13:30: Panel Discussion 3: “Immersion trip to Wallonia!”

13:30-14:30: Walking lunch

14:30-15:20: Panel Discussion 4: European funding programs in the ICC sector

15:20-16:35: Panel Discussion 5: Financial incentives and opportunities of partnerships and co-productions for Belgian and Spanish companies in the audiovisual and cultural sectors

Academic and Explort delegation

16:15-19:15: Visit of the University of Digital Art and Technology (U-TAD) (including travel times)

Business delegation

16:35-17h30: Panel Discussion 6: Financial incentives and Opportunities of partnerships and co-productions for Belgian and Spanish companies in the gaming & animation industry

17:30-18:30: Networking & B2B

19:30-21:30: Reception at the Belgian Ambassador's residence

Day 3 – Thursday, April 27 – URJC, Rey Juan Carlos University (For Belgian guests only)

10:00-10:15: Greetings from URJC's Rector, Mr Javier Ramos López;

AWEX & WBI's CEO, Mrs Pascale Delcomminette; and the Minister-President of the Wallonia-Brussels Federation, Mr Pierre-Yves Jeholet.

Explort delegation

10:15-12:15

Preparation of the Gaming business plans and pitching sessions

Academic delegation

10:15-12:15:

Trade fair and networking sessions among Belgian and Spanish companies

Academic delegation

10:15-10:35:

Presentation of the URJC

10:35-11:05:

Visit of the campus

11:05-12:15:

Exchanges about European & Erasmus programs

12:15-13:15: Presentation of the game jam projects

13:20-14:20: Walking lunch

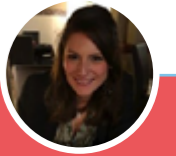
15:00-16:00: Visit of The Core School (audiovisual sector)

16:15-17:45: Visit of Mr Factory (audiovisual production of multimedia content)

List of the Belgian Entities

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ACCENT LANGUAGES



Representative: Laurence Messina

Email address: laurence@elao-test.com

Website: www.accentlang.com

Accent Languages is a language training company developing digital tools for training operators facing the same challenges, such as other language centres, universities, and institutes.

ACTIVE ME



Representatives: Quentin Pringiers - Marie-Eve Pype

Email address: quentin@activeme.be /
Marie-Eve.pype@activeme.be

Website: www.activeme.be

Active Me is an immersive VR/AR/XR and immersive digital content production.

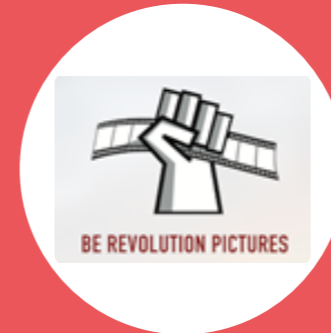
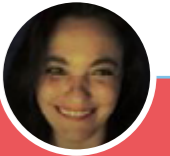
AGENT DOUBLE



Representative: Benoit Rensonnet
 Email address: benoit@agentdouble.be
 Website: www.agentdouble.be

Agent Double is an independent Belgian based production house developing, producing and financing series and documentary films for Cinema and TV.

BE REVOLUTION PICTURES



Representative: Griselda Gonzalez Gentile
 Email address: griselda@be-revolution.com
 Website: www.be-revolution.com

Be Revolution Pictures is an audiovisual production company standing out for the variety of their productions: feature films, documentaries, VR experiences and videogames.

ARTTS



Representative: François Toussaint
 Email address: francois@artts.net
 Website : www.artts.io

ARTTS is a creative company that creates and markets certified digital art collections (non-fungible tokens) providing access to exclusive content and experiences. They also develop digital art collections for businesses and communities (content creation, with connected screen installations, digital signage).

BENUTS



Representative: Stéphanie Pottier
 Email address: stephanie@benuts.be
 Website : www.benuts.be

Benuts, a creative hub in visual effects for cinema, television, scenography, and advertising, has been specialising in compositing, matte painting, aftereffects, motion design, opening credits, photorealistic 3D, Houdini FX, on-set supervision, art concept, and artistic direction for more than 10 years. They are now also known for virtual previsualisation, contents for virtual production and real time experiences.

CORTEX MACHINA



Representative: Julien Quertain

Email address: julien@cortex-machina.com

Website : www.cortex-machina.com



Cortex Machina is a technology start-up developing Plug-and-Play Brain-to-Computer Interface (BCI) technology for the general consumer market. Their goal is to democratize access to BCI by bringing it out of the lab and into the hands of everyday consumers around the world. Their technology development strategy consists of a hardware component and a software component. «Hack your Brain, Hack your game !»

DIGITAL DISTRICT BE



Representative: Virginie Quentin

Email address: vquentin@digitaldistrict-fx.com

Website: www.digital-district.fr



Digital District is a premium Postproduction, Visual Effects & Color Grading company with offices in Paris, Brussels, Wavre and Mumbai.

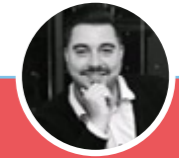
DIRTY MONITOR



Representatives: Arnaud Meulemeester - Adeline Leroux

Email address: arnaud@dirtymonitor.com /
adeline@dirtymonitor.com

Website: www.dirtymonitor.com



The Belgium-based company Dirty Monitor is an enthusiastic creative studio, pioneer in the field of content conception and realisation for video mapping and other audiovisual productions. Since their creation in 2004, they have managed to become a reference for 3D Video Mapping, VJing, and Digital Art.

EVS



Representative: Guillaume Neveux

Email address: g.neveux@evs.com

Website: www.evs.com



EVS is a European broadcast technology company headquartered in Liège, Belgium. Founded in 1994, EVS was immediately characterized by the founding team's pioneering work in tapeless television technology and the launch of the flagship Live Slow-Motion (LSM) system, which quickly became the standard replay technology for all sports events broadcast worldwide.

LITTLE BIG MONKEY STUDIO

POOLPIO



Representative: Corentin De Clercq
 Email address: info@littlebigmonkey.com
 Website: www.littlebigmonkey.com

Little Big Monkey is a video game studio based in Belgium that was founded in 2012. They specialize in creating interactive applications and indie games that are engaging, innovative and fun. Their team of experts includes experienced developers, artists and designers who are dedicated to creating games and applications that are both functional and visually appealing.



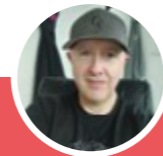
Representative: Hervé Verloes
 Email address: herve@poolpio.com
 Website: www.poolpio.com

Poolpio is an immersive content creation studio that uses the video game engine to create immersive works for culture, museum, cinema, as well as the creation of serious games and playful video games in virtual reality for virtual reality headsets. Poolpio works for the public service, television, cinema, and the private sector.



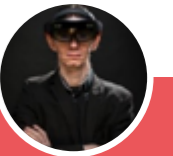
LOGION NETWORK

VIGO CREATIVE



Representative: David Schmitz
 Email address: david@logion.community
 Website: www.logion.network

Logion is a blockchain network that offers digital property security services. Thanks to blockchain technology, new types of digital assets called tokens have been created. Logion is a network that guarantees users the economic and legal framework for all types of tokens. In this way, users are sure of what they buy and markets are sure of what they sell.



Representative: Christophe Hermanns
 Email address: christophe@vigo-universal.be

Management and consultancy company specialized in software development and digital technologies, offering services such as virtual reality, video games, 3D scanning and interactive experiences.

FPS FINANCE - FEDERAL PUBLIC SERVICE FINANCE



Representative: Michela Ritondo
 Email address: michela.ritondo@minfin.fed.be
 Website: <https://finance.belgium.be/en>

The International Investments Department is part of the Belgian Federal Public Service of Finance, and oversees attracting and assisting foreign investors to realize new investments projects in Belgium, thanks to the numerous tax assets of Belgium (Tax Shelter for audiovisual and gaming, Innovation income deduction, Investment deduction and other measures for R&D, Impatriate status, etc.)

LA GRAND POSTE



Representative: Héloïse Devaux
 Email address: h.devaux@lagrandposte.be
 Website: www.lagrandposte.be

La Grand Poste is a creative hub active in the field of media, digital and entertainment. One of their objectives is to encourage the development of synergies between the actors of its ecosystem and to promote its projects in Belgium and internationally. They are defined through 5 internal pillars: the ULiege Media/Journalism department; the Coworking space; the Start-Up incubator; the Brasserie of Liège; and the Food Market.

KIKK



Representative: Gilles Bazelaire
 Email address: gilles@kikk.be
 Website: www.kikk.be

KIKK is a non-profit organisation that promotes digital and creative cultures, and builds bridges between art, culture, science, and technology.

LE CLICK



Representative: Gauthier Renard
 Email address: gauthier.renard@umons.ac.be
 Website: www.le-click.be

Le Click is an innovation platform supporting companies' and citizens' creativity and innovation. They have a FabLab, a Hub and a Living Lab specialized in immersive technologies (AR, VR, XR).

NCP WALLONIE



Representatives: Lison Rabuel - Francisco Santana Ferra

Email address: lison.rabuel@ncpwallonie.be / francisco.santana.ferra@ncpwallonie.be

Website: www.ncpwallonie.be

The NCP (National Contact Point) Wallonia is the main contact for Walloon researchers participating in a European research and innovation project. They inform, assist, and connect Walloon actors with international partners to launch projects and increase their chances of obtaining funding from the European Commission and the region of Wallonia.

TWIST



Representative: Pierre Collin

Email address: p.collin@twist-cluster.com

Website: www.twist-cluster.com

TWIST (Technologies from Wallonia for Image, Sound and Text) is a 14-year-old organization whose mission is to strengthen and facilitate the economic development of companies active in the image industry and mainly the "Sport/Entertainment/Culture" industry.

STEREOPSIA EUROPE



Representative: Alexandra Gerard

Email address: alexandra@stereopsia.brussels

Website: www.stereopsia.com

Stereopsia EUROPE is internationally recognized as a unique event fully focused on immersive technologies, allowing professionals from a variety of disciplines and backgrounds to converge. It is an excellent combination of keynotes, panels, festival, booster labs, B2B sessions, exhibitions, XR showcases and incredible networking opportunities.

WALCHAIN-AGORIA



Representative: Denys Bornauw

Email address: denys@walchain.be

Website: www.walchain.be

The WalChain initiative, born from the gathering of Walloon blockchain startups, aims to promote «Made In Wallonia» blockchain as an innovative tool for building collaborative and transparent ecosystems.

WALGA

WALLIMAGE



Representative: Jean Gréban
 Email address: jgreban@gmail.com
 Website: www.walga.be

Representatives: Odile Malevé - Virginie Nouvelle
 Email address: odm@wallimage.be / vno@wallimage.be
 Website: <https://www.wallimage.be/fr>

WALGA is the official video game trade association supported by the Walloon Region. It represents the industry stakeholders (studios, start-ups, schools...) active in video game creation, E-Sport, XR, gamification, game studies, etc.

Wallimage is the Walloon public fund supporting the audiovisual, film and gaming industries through the co-production of audiovisual projects, the investment of Walloon audiovisual and videogame companies, the film commission and the co-production of gaming projects.

WALLIFORNIA MUSIC TECH



Representative: Coralie Doyen
 Email address: c.doyen@walliforniaventures.com
 Website: www.walliforniamusictech.com

Wallifornia Music Tech is a technology and entertainment hub where start-ups, professionals and investors develop together the future of their sectors. Their main sectors are music, sports, electronic sports, and games.

WALLONIE-BRUXELLES CAMPUS



Representative: Alice Rasson

Email address: a.rasson@wbi.be

Website: <https://www.studyinbelgium.be/fr>

Wallonie-Bruxelles Campus (WBC) is the agency for promoting higher education of French-speaking Belgium on the international stage. It represents well-renowned higher education institutions, including 6 universities, 19 university colleges and 16 schools of arts.

FOREM BUSINESS



Representative: Thomas Feron

Email address: thomas.feron@forem.be

Website: www.leforem.be

FOREM Business is a training centre dedicated to innovation, business, management, and commerce in the region of Wallonia.

ACADEMY FOR RESEARCH AND HIGHER EDUCATION



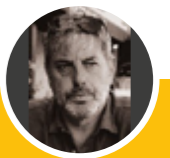
Representative: Aude Segers

Email address: aude.segers@ares-ac.be

Website: <https://www.ares-ac.be/en/>

The Academy for Research and Higher Education (ARES) is the federation of the French-speaking HE institutions of Belgium. As a public interest body, it is responsible for supporting these institutions in their teaching, research, and community service missions. As a unique platform, ARES carries out the general coordination for the HE sectors in the Wallonia-Brussels Federation.

HAUTE ECOLE ALBERT JACQUARD



Representatives: Gretchen Brandt - Christophe Laduron - Gaël Gilson - Lionel Marbehant

Email address: gretchen.brandt@heaj.be / christophe.laduron@heaj.be / gael.gilson@heaj.be / lionel.marbehant@heaj.be

Website: <https://www.heaj.be/fr>

The Haute École Albert Jacquard is a university college offering Bachelors and Masters specialized in video games, transmedia architecture, 3D animation, photo- video editing and VFX. It is a key player in Wallonia in the world of computer graphics education.

HAUTE ECOLE EN HAINAUT



Representatives: Denis Dufrane - Laurence Baras - Joakim Chapelle

Email address: denis.dufrane@heh.be / Laurence.baras@heh.be / joakim.chapelle1@heh.be

Website: <https://www.heh.be>

The Haute Ecole en Hainaut (HEH.be) is a Belgian university college located in the province of Hainaut. HEH.be has 3,600 students and 390 staff members. It offers 29 Bachelor's degrees and 6 Master's degrees in the fields of education, social sciences, economics, and technical engineering. HEH.be has been awarded multiple research grants.

TECHNOBEL



Representative: Simon Fusillier

Email address: simon.fusillier@technobel.be

Website: www.technobel.be

Technobel is a competence centre specialized in IT jobs. It helps companies, schools, and job seekers to acquire new IT skills through technical and innovative training.

HAUTE ÉCOLE LOUVAIN EN HAINAUT



Representative: Pauline Cornil - Michel Petteau

Email address: cornilp@helha.be / petteaum@helha.be

Website: <https://www.helha.be>

University College Louvain en Hainaut (HELHa) offers a Bachelor in 3D Animation & VFX and a Bachelor in real-time 3D with two options: game art & game programming. HELHa has gathered a dynamic teaching staff composed of professionals from the digital and gaming industries. The University College has also obtained labels as Houdini certified school and Unreal Academic partner.

TECHNOCITÉ



Representatives: Savine Moucheron - Florence Defourny

Email address: savine@technocite.be / florence.defourny@technocite.be

Website: www.technocite.be

Technocité places training and digital inclusion at the heart of its project and expertise. Located in Hainaut, its Competence Centre has trained and welcomed nearly 60,000 people (job seekers, teachers, students, employees, companies) over the past two decades. They manage 3 centers (Mons, Hornu, Tournai) with 2 sectorial areas of activity: Information and Communication Technologies (ICT) and Cultural and Creative Industries (CCI).

UCLouvain/MiIL



Representatives: Sébastien Nahon - Alessandro Cierro

Email address: sebastien.nahon@uclouvain.be /
alessandro.cierro@uclouvain.be

Website: <https://uclouvain.be/fr/instituts-recherche/ilc/miil>

The MiiL (Media innovation and intelligibility Lab) is the media innovation platform of the Catholic University of Leuven. MiiL offers an original set of equipment, techniques and scientific competences. Bringing together information and communication experts, linguists, computer engineers, lawyers and economists, it offers solutions adapted to each problem.

UNIVERSITÉ DE MONS



Representatives: Florence Dasty - François Vermeersch

Email address: Florence.DASTY@umons.ac.be /
Francois.VERMEERSCH@umons.ac.be

Website: <https://web.umons.ac.be>

Ideally located in the heart of Europe, the University of Mons (UMONS) offers a wide variety of courses in an enriching environment, as well as close teacher-student relationships. Despite the small size of UMONS, it is nonetheless open to internationalization. Its research excellence contributes to the socio-economic development of the entire region.

UNIVERSITÉ LIBRE DE BRUXELLES



Representative: François Heinderyckx

Email address: francois.heinderyckx@ulb.be

Website: <https://www.ulb.be>

Located in the capital of Europe, ULB is one of the most multicultural Belgian universities. It has a long-held tradition of excellence in all fields thanks to its 12 faculties, schools and institutes, more than 220 research units, over 2000 PhD candidates and more than 3600 researchers and members of academic staff. Very active internationally, ULB is a proud member of the CIVIS European Alliance.

UNIVERSITÉ DE NAMUR



Representative: Véronique Dethier

Email address: Veronique.dethier@unamur.be

Website: <https://www.unamur.be>

Major player in the Belgian higher education and research landscape, the University of Namur contributes to the creation and the transmission of knowledge and promotes excellence in teaching and research. Its Creativity and Innovation Research Center (CIRCE) contributes to the development of the creative indust.

VISIT WALLONIA



Representatives: Marine Devière - Etienne Claude -
Pierre Coenegrachts - Nathalie Devos

Email address: marine.deviere@visitwallonia.be /
etienne.claude@visitwallonia.be /
pierre.coenegrachts@visitwallonia.be /
nathalie.devos@visitwallonia.be

Website: www.visitwallonia.be

VISIT Wallonia is a public agency responsible for promoting Wallonia's tourism in Belgium and internationally. Their main missions are to define the content of the tourist image, to structure and inform about the tourist offer, and to set up an innovative and cooperative marketing.

VISIT NAMUR



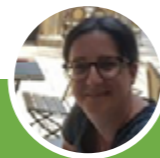
Representative: Thomas Detry

Email address: info@visitnamur.eu

Website: www.visitnamur.eu

Namur offers the charm and tranquillity of a town nestled at the confluence of the Sambre and the Meuse, protected by its Citadel and surrounded by a beautiful green setting. Proud of a rich past, Namur is also a city looking to the future with its new space: the NID (Smart and Sustainable Namur)

VISIT CHARLEROI



Representative: Valérie Demanet

Email address: valerie.demanet@charleroi.be

Website: <https://www.cm-tourisme.be/fr>

Museums, expositions, Street Art, Art Nouveau, Unesco Heritage, urban walks or on the slag heaps, shopping, nightlife... Try the unexpected in Charleroi! Great discoveries in prospect for solo travelers, couples, families, urban explorers, or culture aficionados!

VISIT MONS



Representative: Natacha Vandenberghe

Email address: Natacha.vandenberghe@ville.mons.be

Website: www.visitMons.be

VisitMons is the Tourist Office of the City of Mons, Cultural Capital of Wallonia, and surroundings.

VISIT TOURNAI



Representative: Eva Demeulemeester

Email address: eva.demeulemeester@tournai.be

Website: <http://www.visittournai.be/>

VISIT Wallonia is a public agency responsible for promoting Wallonia's tourism in Belgium and internationally. Their main missions are to define the content of the tourist image, to structure and inform about the tourist offer, and to set up an innovative and cooperative marketing.

BRUSSELS AIRLINES



Representative: Javier Equisoain Blanco

Email address: bjorn.cornelis@brusselsairlines.com

Website: <http://www.brusselsairlines.com/>

Brussels Airlines is the home carrier of Belgium and one of the four network airlines of the Lufthansa Group. It connects the European capital from Brussels Airport with over 85 destinations, 17 of which are in Sub-Saharan Africa. The company employs 3,100 people and operates 41 aircraft. Brussels Airlines aims to emit 50% less CO2 by 2030 compared to 2019 and plans to be carbon neutral by 2050.

CULTURAL SHOW "ARDENT"

Belgian music band KOWARI (kowari.be) and the artist Mike Latona (<https://loshermanos.be>) join forces for a show combining music and digital art: laser show, light show and videos around the neoclassical and electronic music of the duo Kowari (piano / violin).



WALLONIA EXPORT & INVESTMENT AGENCY

The Wallonia Export & Investment Agency (AWEX) is the institution in charge of the development and management of Wallonia's domestic and international economic relations.

Through a personalized, innovative, and sustainable approach, AWEX supports Walloon companies - regardless of their size, sector, or target market - in every step of their international endeavors. This includes exports, technological partnerships, and development abroad.

The agency's vast network of connections ensures the best advisors are always by your side. Our local anchors and agents abroad are capable of providing unparalleled insight to take your company to the next level. In addition, our connections will help establish your business in the global marketplace and promote it throughout the world. Training, incentives, and international financing are also available.

AWEX is also committed to strengthening Wallonia's position as the premier gateway for international investors seeking success in the heart of Europe. We work closely with them to inform, convince, and advise in every stage of their development.

Feel free to get in touch with one of our local or international agents via our websites listed above.

In our network of more than 400 employees in nearly 100 countries around the world, there is always someone ready and willing to support you in your approach.

Place Saintelette 2
1080 BRUSSELS
BELGIUM
info@awex.be

Mrs Pascale DELCOMMINETTE | CEO



www.awex-export.be
www.investinwallonia.be
www.wallonia.be

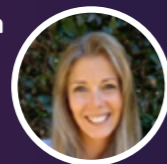
Patrick Lefebvre, Area Manager (Spain, Portugal & Greece)
Email address: p.lefebvre@awex.be



Nicolas Ravenel, Coordinator of the Explort program, n.ravenel@awex.be



Iris Telles De Menezes, Communication and Events Officer
i.tellesdemenezes@awex.be



WALLONIA-BRUSSELS INTERNATIONAL

Wallonia-Brussels International (WBI) is the body responsible for Wallonia and Brussels international relations. It acts as an international policy instrument for Wallonia, the Wallonia-Brussels Federation and the French Community Commission of the Brussels-Capital Region (COCOF).

Under agreements with 70 countries and regions but also in its position within multilateral fora, WBI's mission is to increase the impact, influence and reputation of the Wallonia-Brussels area and of its representatives (creators, artists, entrepreneurs, students, higher education institutions, researchers, etc.).

WBI promotes the constituent parts of Wallonia and Brussels as entities empowered to act on the international stage and defends the values and interests of each of the parties in a spirit of cooperation and mutual support.

WBI channels its activities within a framework of partnership with its users, public stakeholders and policy makers and with a focus on "users" supported by continuous consultation and information.

Place Saintelette 2
1080 BRUSSELS
BELGIUM
wbi@wbi.be

Mrs Pascale DELCOMMINETTE | CEO



www.wbi.be

Vinciane Périn
Email address: v.perin@wbi.be



Maxime Couvreur, Area Manager (Spain & Portugal)
m.couvreur@delwalbru.be



Minister-President of the Wallonia-Brussels Federation

Pierre-Yves Jeholet



Wallonia-Brussels Federation is part of the Belgian political system, made of public services, a Parliament and a Government. In his capacity as Minister-President, Pierre-Yves Jeholet, coordinates and communicates the government's policy. He oversees intra-Belgian and international relations, including relations with the European institutions; development cooperation; the French-speaking world and European structural funds.

The Minister-President guarantees respect for the Community Policy Declaration: "A strong ambition for a forward-looking Wallonia-Brussels Federation".

Education, culture, sport, youth outreach, scientific research and legal advice centres are the main areas governed by the Federation at the service of the French-speaking people of Brussels and Wallonia.

Email address: vincent.duvigneaud@gov.cfwb.be

Website: <https://jeholet.cfwb.be/home.html>

ORGANIZATION TEAM



Wallonia Export & Investment Agency (AWEX) Wallonia-Brussels International (WBI)

Florence Vanholsbeeck

Trade and Investment Counselor for the Wallonia Export & Investment Agency (AWEX) at the Embassy of Belgium in Spain.

Official Representative for Wallonia-Brussels International (WBI).

Email address: f.vanholsbeeck@awex-wallonia.com



Wallonia-Brussels International (WBI)

Clémence Bouchat

Cultural, academic, and scientific projects officer for Wallonia-Brussels International (WBI) at the Embassy of Belgium in Spain.

Email address: c.bouchat@awex-wallonia.com



Wallonia Export & Investment Agency (AWEX)

Sonia Piera

Assistant of the Trade and Investment Counselor for the Wallonia Export & Investment Agency (AWEX) at the Embassy of Belgium in Spain.

Email address: s.piera@awex-wallonia.com



Odile Hallet

Intern at the Wallonia Export & Investment Agency (AWEX) at the Embassy of Belgium in Spain.

Email address: o.hallet@awex-wallonia.com



Eva Battaglia

Intern at the Wallonia Export & Investment Agency (AWEX) at the Embassy of Belgium in Spain.

Email address: e.battaglia@awex-wallonia.com



List of the Spanish Entities

- 35 DIGITAL AND CREATIVE INDUSTRIES
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ALVEARIUM



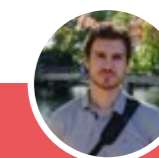
Representative: Luis Manuel Fernández Pola

Email address: l.m.f.pola@gmail.com

Website: <https://alvearium.io/>

Alvearium creates a WEB3 platform to recreate real cities in a metaverse in order to generate a real socio-economic impact.

ARTGONUTS



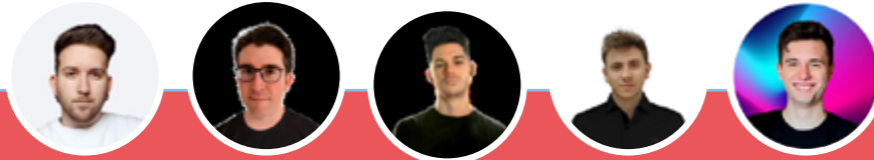
Representative: Javier Toral Conde

Email address: javier.toral@espectre.es

Website: <http://artgonuts.com/>

Artgonuts is the aggregator platform of immersive touristic, artistic, and cultural experiences of cities and destinations, where all agents are compensated for their activity and contribution through gamified blockchain technology.

CIVERSIA



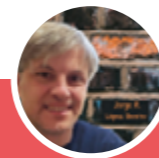
Representatives: Alejandro Bonnin Martin - David Bonnin Martin - Gonzalo Valverde Carrasco - Héctor Montes Díaz - Santi Moreno

Email address: alejandre.bonnin@gmail.com / david@civersia.com / gonzalo@civersia.com / hector@civersia.com / santiago@civersia.com

Website: <https://www.civersia.com>

CIVERSIA is a company dedicated to the creation, development, and consulting in the AR/VR/XR field whose main business focus is based on the commercialization of proprietary software that provides 3D scanning utilities, creation of realistic multiplatform spaces with interaction and communication capabilities.

CREATIVITIC



Representative: Jorge R. López Benito

Email address: jrlopez@creativitic.es

Website: <https://creativitic.es> / <http://metaclass.studio/>

CreativiTIC is a SME founded in 2011 and located in Basque Country and La Rioja (Spain). CreativiTIC has R&D experience in FP7, H2020 and Erasmus+ EU programs and is specialized in empowering the human development through Interactive Technologies such as Augmented, Mixed and Virtual Reality combined with Artificial Intelligence. The company researches the latest technologies to offer innovative solutions for Industry40, eHealth & Education. Our main product is MetAClass Studio, an easy platform to Create and Share Augmented Reality Contents and Interactions for Education!

DEAPLANETA ENTERTAINMENT



Representative: Carlos Biern

Email address: cbiern@deaplaneta.com

Website: <https://deaplanetaentertainment.com/>

For over 20 years, DeAPlaneta Entertainment has acquired, produced, and distributed unforgettable content and experiences. It works on everything: from films, fictional series, animation, and licensed products to live shows, sports competitions and, more recently, NFT development and metaverse.

DELUXE CONTENT SERVICE SPAIN S.L.U



Representatives: Yolanda Hurtado - Salvador Di Salvo - Nacho Platero

Email address: yolanda.hurtado@bydeluxe.com / salvador.disalvo@bydeluxe.com / Nacho.Platero@bydeluxe.com

Website: <https://www.deluxe-spain.com/es>

Deluxe brings your ideas to life to share them with the world. They offer services from shooting to final delivery for film, advertising and television contents; Dailies; Image Postproduction; Sound Postproduction; Visual Effects; Motion Graphics; Graphic & Dubbing Localization and Mastering.

DIXPER



Representatives: Alejandro Leal Lainez - Andres Fajardo

Email address: alejandro.leal@dixper.gg / andres.fajardo@dixper.gg

Website: <https://dixper.gg>

Dixper is an interaction and monetization platform for content creators, it helps streamers increase their revenue and make their content more entertaining through technology, allowing viewers to participate in what happens during micropayments to «launch» interactions.

ENTORNO VIRTUAL 3D



Representative: Luis Manuel Cortes de la Millar

Email address: info@entornovirtual3d.com

Website: <https://entornovirtual3d.com/>

Entorno Virtual 3D is a video game developer, specializing in VR.

EL VIAJE IMPOSIBLE P.C.S.L.



Representative: Gerardo Alvarez Leon

Email address: gerardo@evipc.com

Website: <http://www.casosimposibles.com//>

El Viaje Imposible is a production company developing and producing animation feature films and series with a strong international commercial projection. Their last short film, "Blue & Malone, Impossible Cases" won the Spanish academy Goya Awards in 2021. The founders have held positions of the highest responsibility in top Spanish projects such as feature animation Dragonkeeper, Mummies or Klaus, and series such as Money Heist.

GOTMY



Representative: Faustino Castro

Email address: fcastro@gotmy.com

Website: <https://gotmy.com/>

In the late 2020s, Gotmy developed and launched an app for iPhone, Android and PC that allowed content creators and influencers to organise and monetise virtual events with their followers and fans. Now their technology has evolved into a white label 3D environment that allows big brands and influencers to have their own complete metaverse on their website, where they can host events for thousands of attendees who can interact with the brand itself, with other attendees with audio and video, and even shop in the brand's online shop without downloading any app or connecting any wallet.

HAMPA STUDIO SL



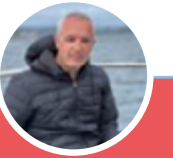
Representative: Alessandro Sarno

Email address: asarno@hampastudio.com

Website: <http://www.hampastudio.com>

In 1997, in Valencia (Spain), Hampa Studio started as an animation and illustration studio, but in 2006, Hampa evolved into an independent production company. Hampa is right now one of the most important and largest animation companies in Spain, having more than 120 employees.

IRALTA



Representative: César Urbina Vitoria

Email address: cesar@iralta.com

Website: <https://iraltavr.es/en/>

Iralta is a studio specialized in the creation of immersive experiences and virtual production. It innovates in the generation of virtual content in real time and develops immersive XR, VR and AR experiences for the Metaverse. Their passion is to create content with the latest technologies that best suit each narrative and audiovisual format.

INFINITE THREAD GAMES



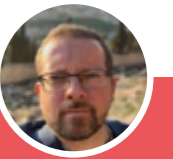
Representative: Juan Pablo Guzmán Fernández

Email address: infinitegames@gmail.com

Website: <https://infinite-thread.com/>

Infinite Thread Games is an emerging Spanish studio founded in 2020. Hitori Kakurenbo was their debut title released in December 2020, a single player based on the ritual of the same name. In March 2021, the team was chosen to join the Preincubation Program by LevelUp (Barcelona). In 2023 Infinite Thread Games has become a part of the Madrid In Game Incubator Ecosystem.

KLUEST



Representative: Alberto Saldaña Navedo

Email address: asn@sonsofabit.com

Website: <https://kluest.com>

With more than 1000 AR/MR experiences created by users and companies, Kluest is the leading metaverse in the App Store in Spain and the Spanish metaverse with the greatest international projection. In Kluest, everything happens in the physical world, and thanks to this differentiated approach, both individual creators and public or private entities are using the platform for a multitude of use cases.

MAGIC FENNEC



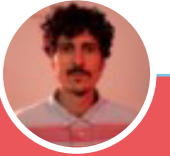
Representative: Santiago Navarro

Email address: navarros@magicfennec.com

Website: <https://www.magicfennec.com>

Magic Fennec develops and creates immersive experiences in unlimited realities. Thanks to creativity and real-time technology they produce globally, a new way of conceiving reality. Through Unreal Engine they diversify its applications in different industries improving society through first-class technological solutions.

MEDIAPRO



Representative: Anibal Santaella

Email address: hola@anibalsantaella.com

Website: <https://www.mediapro.tv/>

GRUP MEDIAPRO is a leading group in the European audiovisual sector, unique in content integration, audiovisual production, and distribution. It provides the creativity and technical solutions needed to design, produce, and distribute any audiovisual or multichannel project.

MARE FILMS, S.L.



Representative: Antonio Gómez Olea

Email address: antonio@marefilms.com

Website: <https://www.marefilms.com/>

Mare Films is a fiction and documentary film production company. Mare Films is developing a documentary film project with part digital animation. They are looking for a Belgian co-producer to carry out part of the animation and/or the post-production of the image and the sound.

They also receive proposals to co-produce with Belgium.

MECHANIC GAMES



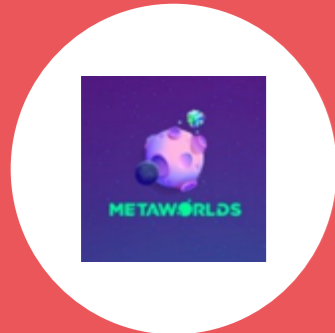
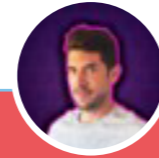
Representative: Rafael Garrido Toledano

Email address: rafael.garrido@mechanicgames.net

Website: <https://www.mechanicgames.net/>

Mechanic Games creates games and apps that improve our world. From an innovative and versatile perspective, this awarded Andalusian company designs, develops and distributes worldwide their own videogames and applications. Apart from that, they also work with other companies and public entities, offering a wide range of custom developments, including Gamification, Serious Games, ArchViz, 3D Animation, VR, AR and more.

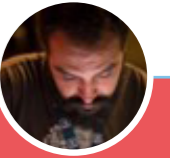
METAWORLDS



Representative: Vicente Horcajada
 Email address: vicen.gomez@metaworlds.games
 Website: <https://www.metaworlds.games>

Metaworlds is a gaming blockchain mobile studio.

MONSTERS PIT



Representative: Igor Heras
 Email address: hello@monsterspit.com
 Website: <https://www.monsterspit.com/>

Monsters Pit is an illustration and concept art studio.

MONDO TV STUDIOS



Representatives: Maria Bonaria Fois - Piergiacomo Pollonio
 Email address: mb.fois@mondotvstudios.com / p.pollonio@mondotvstudios.com
 Website: <http://mondotvstudios.com>

Mondo TV Studios is an animation studio based in Tenerife. Since 2008, it distributes and produces animation and fiction content for a global audience. Their business model is oriented towards co-productions. It builds international alliances and design strategies to offer original and high quality content. It is a company with a global soul, with a vocation to create stories that last over time.

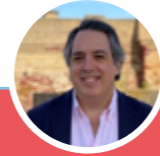
MORGANA STUDIOS



Representative: Daysi Cruz
 Email address: daysi@morganastudios.com
 Website: <https://morganastudios.com/es/>

Morgana Studios is specialized in Creative Direction, 3D Animation & Visual Effects (VFX) for film, advertising and Web3. Their creative qualified team with experience in 3D production design have been working on 3D animation and VFX films such as Fortnite, Frozen, Goosebumps Movie; and much more. As a Creative Studio, they are shifting the Web2 idea of a digital studio to a Web3 environment, closing the gap between these two worlds and creating opportunities for the NFT space & blockchain technology in general.

MR FACTORY



Representative: Óscar Olarte

Email address: oscarolarte@mrfactory.es

Website: <https://www.mrfactory.tv/> www.vimeo.com/mrfactory

MR Factory is a Spanish audiovisual multimedia content production company specialising in real-time virtual production and the generation of photorealistic 3D scenography with cinematographic quality. Also specialising in the design, production and implementation of innovative content, services and solutions based on audiovisual, interactive multimedia and metaverse technologies.

NAYSEL ENTERTAINMENT



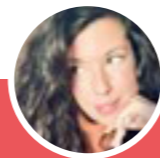
Representative: Rubén Pérez Carretero

Email address: ruben.perez@naysel.com

Website: <https://www.naysel.com>

Naysel Entertainment is an audiovisual production company specialized in animation. They produce both their own ideas, such as animation series or comics, as well as the ideas of third parties who want to show their products or services in a clearer and more entertaining way.

MR. KLAUS STUDIO



Representative: Dune Blanco

Email address: dune@mrklausstudio.com

Website: <http://www.mrklausstudio.com>

Mr. Klaus is an Animation Studio created in 2015 and located in Madrid, Spain. Dedicated to create quality content for the Animation Industry, they have worked with companies such as Disney Channel, Cartoon Network, Nickelodeon, Anima, Clan TV, Canal+, BRB International... They are a multidisciplinary team specialized in creating new ideas for Animated Films, Series and Short Films.

NÓMADA OMNIMOTION



Representative: Jaime Comes Diaz

Email address: jaime@nomada.tech

Website: <https://nomada.tech/>

Nómada Omnimotion develops a device that solves the problem of locomotion in VR. This device allows the user immersed in a VR experience to walk in a totally natural way, in any direction and with no space limit.

ONGOING GAMING ACADEMY



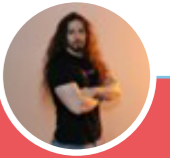
Representative: Santiago Benencia

Email address: santiago.db@ongoinggamingacademy.com

Website: <http://www.ongoinggamingacademy.com>

They are dedicated to consulting and B2B strategy within the E-sport ecosystem. They help companies and institutions that want to join the sector and are not sure how to do it, all with a fundamentally educational approach and placing value on the use of responsible gaming. They strongly support gender equality in E-sport as you can see in the content they create.

PENTAKILL



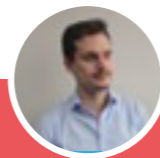
Representative: David Lorenzo

Email address: dlorenzo@pentakillstudios.com

Website: <https://pentakillstudios.com/>

Pentakill Studios is the video game development studio behind the award-winning The Occultist. The Occultist is a first-person narrative horror video game.

OUTRIGHT GAMES



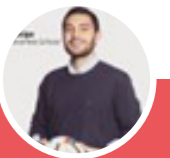
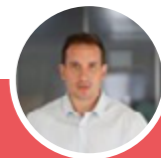
Representative: Diego Pascoal González

Email address: diego.pascoal@outrightgames.com

Website: <https://outrightgames.com/>

Outright Games has established itself as a global leader in the world of video game publishing, having delivered high quality and engaging games that feature the most beloved global family favourite franchises. Outright Games works with some of the biggest names in entertainment like Sony Pictures, Dreamworks, Nickelodeon and Cartoon Network to bring their stories and characters to life.

QUASAR DYNAMICS S.L.



Representatives: Javier Ortizá Palomares - Nicolás Terol Tortosa

Email address: jortiza@quasardynamics.com / nterol@quasardynamics.com

Website: <https://quasardynamics.com/>

Quasar Dynamics is a creative company passionate about finding surprising solutions to complex problems through design, technology, and innovation.

SECUOYA STUDIOS



Representative: Patricia Spa García Lujan
 Email address: pspa@secuoyastudios.com
 Website: <https://secuoyastudios.com/>

Secuoya Studios is expert in fiction, film, entertainment, co-productions, and services for national and international audiovisual productions in Spain.

SOPA DE SOBRE



Representative: Santiago Verdugo Alonso
 Email address: dibus@sopadesobre.com
 Website: <https://www.sopadesobre.com/>

“Sopa de Sobre” has its origin in the association, in 1996, of several professionals in the field of illustration and traditional animation. The Group offers a wide range of services, including all forms of 2D & 3D animation, animation direction services and creative publicity and cinema.

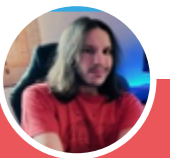
SOEDESCO IBÉRICA S.L.



Representative: Bernardo Hernandez
 Email address: bernardo.hernandez@soedesco.com
 Website: <https://www.soedesco.com/>

Soedesco Ibérica is a video games publisher from Netherlands. Soedesco Ibérica in Spain oversees all the Southern Europe productions. We also develop our own IP's.

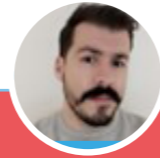
STENDHAL GAMES



Representative: Alberto Alcázar
 Email address: sevenwordsmusic@gmail.com
 Website: <https://stendhalgames.com/>

Founded in 2021, Stendhal Games is a studio passionate about creating experiences that captivate gamers with their extreme beauty, deep storytelling, and immersive gameplay. Made up of young people from diverse backgrounds who are embodying that shared vision on their first commercial video game, Arcanima: Mist of Oblivion.

STONELAKE 3D



Representative: Mateo Franco Labrador
 Email address: stonelake3d@gmail.com
 Website: <https://stonelake3d.com>

The team has extensive experience working with some of the best companies in the entertainment industry, which allows them to reach the highest quality standards in their art. Character art, environment development, prop art, hard surface modelling, scanning, optimization, render, stylized work... are some of their main areas of expertise.

THE HOOK



Representative: Christian Grinbank
 Email address: christian.grinbank@thehook.es
 Website: <http://www.thehook.es>

Generation of virtual environments for streaming. Metaverse. Generation of virtual environments and digital twins. Digital content generation through AI. Immersive UX through personalization and geolocation.

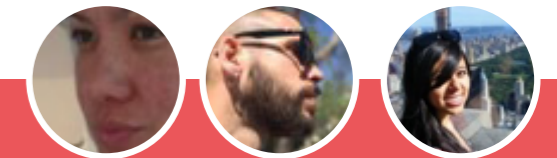
TRES60



Representative: Maria Jose Martin
 Email address: mjmartin@tres60.tv
 Website: <https://www.tres60.tv/>

TRES60 is a group of companies belonging to the Mediapro Group that covers the entire value chain of the audiovisual sector. A company specialising in TV and event production, image and sound post-production, set design, styling and play out for television channels. Its flexibility and the complementarity of the different business areas allow it to provide a global, 360-degree audiovisual support.

THE THINKLAB



Representatives: Adriana Malfatti Chen - Eneko Gutiérrez Sola- Julio Soto Gúrpide - Zayra Muñoz Domínguez
 Email address: adriana@thethinklab.com / eneko@thethinklab.com / julio@thethinklab.com / zayra@thethinklab.com
 Website: <http://www.thethinklab.com>

The Thinklab is a long-standing film production company established in 2006 that specializes in film production, 3D animation, and Visual Effects.

TOONZ ANIMATION



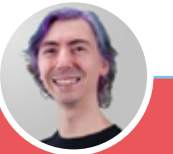
Representative: Marijo Arnaiz Cuesta

Email address: marijo.arnaiz@toonzentertainment.com

Website: <https://toonz.co/>

Toonz Animation is one of the world's leading animation production companies that creates, produces, and distributes premium content for children and families worldwide.

VERMILA STUDIOS



Representative: David Carrasco Lopez

Email address: dcarrasco@vermila.com

Website: <https://vermila.com>

Vermila Studios is a video games studio.

TV ON PRODUCCIONES



Representative: Paloma Mora Iñesta

Email address: palomamora@gmail.com

Website: <http://tvonproducciones.com>

TV ON Producciones is a production company created in Valencia (Spain) with 23 years of experience in Film and TV production, real image and 2D, 3D and Stopmotion animation.

VIRTUAL ZONE NEXUS, S.L.



Representative: Pablo Palazuelo Basaldua

Email address: pablo@palazuelo.org

Website: <https://virtualzone.es/>

Company with the largest and most advanced virtual reality game rooms in Europe, with a powerful in-house development studio, and that applies the latest VR technologies to a multitude of fields, from training and recruitment to medicine.

VR AIRSOFT - VIRTUAL REVOLUTION



Representative: Alberto Collada Perez

Email address: central@vrairsoft.es

Website: <https://vrairsoftrevolution.com/>

Franchise pioneer in the world of entertainment and virtual reality. The first to offer free roam multi-player experiences, with total freedom of movement without the need to use cables or backpacks. They offer experiences for all ages from 4 years old.

ACCENTURE



Representative: Roberto Romero Pérez

Email address: roberto.romero.perez@accenture.com

Website: <http://accenture.es/>

Since Accenture was established in Spain in 1965, it has been a key player in the modernisation and internationalisation of companies across all sectors and industries. Today, they continue to lead the transformation and generate 360° value for all our stakeholders. Always at the forefront. Always committed to results.

V-VISION



Representative: Rafael Izquierdo Blanco

Email address: rafael.ib@vvision.eu

Website: <https://vvision.eu>

V-Vision is a developer of software for virtual reality equipment for the treatment and follow-up of ophthalmologic patients.

ASOCIACIÓN MADRID NETWORK



Representative: Gema Sanz Sanz

Email address: gema.sanz@madridnetwork.org

Website: <https://www.madridnetwork.madrid/>

Madrid Network is Madrid Region's innovation network, integrated by small, medium and large companies, universities and research centres, as well as professionals. It is a non-profit private association promoted by Madrid's Regional Government. Its aim is to promote economic growth through innovation.

CÁMARA DE COMERCIO DE BÉLGICA Y LUXEMBURGO EN ESPAÑA



Representative: Teresa Olasabal - Marc Mazi

Email address: direccion@ccble.com

Website: <https://ccble.com/>

The Belgian-Luxembourg Chamber of Commerce in Madrid is a private non-profit association whose aim is to support and develop the companies of the two countries in Spain and Latin America.

DEV - DESARROLLO ESPAÑOL DE VIDEOJUEGOS



Representative: Emanuele Carisio

Email address: info@dev.org.es

Website: <https://www.dev.org.es/>

The Spanish Association for the Game and Entertainment Software Development and Publishing Industry, DEV, represents the interests of more than 60 companies and organizations committed to the development of this sector and aims to encourage its institutional recognition as a strategic and high-tech sector, one driving new business models, creating jobs, and acting as an international exponent of Spanish culture.

CENTRO PARA EL DESARROLLO TECNOLÓGICO Y LA INNOVACIÓN (CDTI)



Representative: Enrique Angel Pelayo Campillos

Email address: enrique.pelayo@cdti.es

Website: <https://www.cdti.es/>

CDTI is a public business entity, which depends on the Ministry of Science and Innovation and promotes innovation and technological development of Spanish companies. It is the entity that handles Spanish companies' applications for support and aid in R&D&I projects at national and international level.

EUROPA CREATIVA - OFICINA MEDIA ESPAÑA



Representative: Peter Andermatt

Email address: peter@oficinamediaespana.eu

Website: <http://www.oficinamediaespana.eu/>

Peter Andermatt has 30 years of experience in the audiovisual business, mainly in the fields of international distribution, market research, project development and scriptwriting. He is member of the Spanish and the European Film Academies, and he teaches in different Master's of several film schools and Universities. Since 2014, he has been in charge of managing the MEDIA Office in Spain.

ICEX - SPAIN TRADE & INVESTMENT



Representative: Pablo Conde Diez del Corral

Email address: pablo.conde@icex.es

Website: <https://www.icex.es>

ICEX - Spain Trade & Investment

High Government Official of the Spanish Administration since 2010, his professional career is linked to commercial policy and foreign trade, having held various positions of responsibility in the Financial Promotion of Internationalization unit within the Secretary of State for Trade. He has also been Chief Economic and Trade Counselor at the Embassy of Spain in Warsaw (Poland). Additionally, he has collaborated as speaker in academic courses at George Washington University and at the Centre for Trade Studies.

FUNDACIÓN ESPAÑOLA PARA LA CIENCIA Y LA TECNOLOGÍA



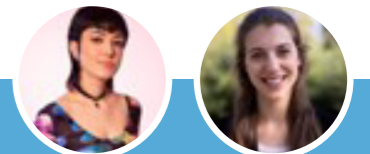
Representative: Adeline Marcos Talva

Email address: adeline.marcos@fecyt.es

Website: <https://www.fecyt.es/>

The Spanish Foundation for Science and Technology, F.S.P. (FECYT) is a public foundation that depends on the Ministry of Science and Innovation. It promotes the relationship between science and society, encouraging the growth of Spanish scientific culture and promoting the transfer of knowledge through communication, education, training, information, and consultancy.

INMERSIVA XR - ASOCIACIÓN DE REALIDAD EXTENDIDA DE ESPAÑA



Representatives: Vicky Vasán - Lorena González

Email address: conecta@inmerisvaxr.com

Website: <https://inmersivaxr.com/>

The Spanish Extended Reality Association is a non-profit association that provides a meeting point for XR fans, professionals and companies to create synergies, exchange knowledge and connect with each other, giving visibility to Virtual, Augmented and Mixed Reality technologies.

MADRID IN GAME



Representatives: María Jesús Villamediana Diez / Félix A. Martín Gordo

Email address: eventos@madridingame.es

Website: <https://www.madridingame.es/>

Madrid In Game is the result of an initiative launched by the City Council of Madrid to boost the city's innovative strength, the creative potential of its citizens and professionals and the most outstanding and visionary talent in such an important industry as that of video games, with a single goal: to take the city to another level on the international scene.

MIA - MUJERES DE LA INDUSTRIA DE LA ANIMACIÓN



Representative: Mariana Loterszpil

Email address: secretaria@animacionesmia.com

Website: <https://animacionesmia.com/>

MIA was born in 2018 driven by a group of professional women linked to animation, an industry where less than 35% of the people employed are women according to the MIA 2021 Report. During various meetings and festivals, this movement began to develop with the aim of giving a voice and improving the conditions of women in this sector, eliminating obstacles and making visible the poor representation and recognition of their talent. A situation that, according to MIA, must change and that will significantly enrich all sectors of the Animation Industry.

MINISTERIO DE CULTURA Y DEPORTE



Representative: María Azcona

Email address: maria.azcona@cultura.gob.es

Website: <https://www.culturaydeporte.gob.es/>

María Azcona has a degree in History from the Autonomous University of Madrid. Since 2008, she has been part of the Facultative Body of Museum Curators. She has developed her career as head of the education departments of the National Museum of Anthropology and the Costume Museum in Madrid and since 2015 she works in the Coordinating Body of the Creative Europe Desk Spain.

SIMPLECLOUD



Representatives: Olivier Wolff - Fernando Viñuales Allué - Jorge Bazaco Francia

Email address: olivier.wolff@simplecloud.io / fernando.vinuales@summus.es / jorge.bazaco@simplecloud.io

Website: <http://Www.simplecloud.io>

SimpleCloud is a global service of virtual PCs with CPU/GPU for the creation and management of digital content, working in the cloud and in hybrid environments. It has unique references in animation, filmmaking, visual effects, video games, publishing and education in Europe and the US.

SPAIN AUDIOVISUAL HUB



Representative: Francisco Asensi - Cristina Morales

Email address: HUB_AUDIOVISUAL1@economia.gob.es

Website: <https://spinaudiovisualhub.mineco.gob.es/>

Spain Audiovisual Hub is the centralised point of information on the Spanish audiovisual industry including its different aspects: cinema, series, animation, videogames, VFX, Esports. The Hub website offers news, information on subsidies and funding for projects, events, etc. with the collaboration of the different industry associations.

TITANIS MARKETING



Representative: Marcos Chamizo - Diana Villarino

Email address: hola@titanismarketing.com / info@dianavillarino.com

Website: <https://titanismarketing.com>

Titanis Marketing is a digital marketing company specialized in creating strategies for advertising on social networks.

TELEFÓNICA



Website: <https://www.telefonica.com/>

At Telefónica we believe in the huge potential that technology can offer to individuals, companies, and society. But we are also aware that this digital revolution brings with it uncertainties that make us wonder about the role of technology in our lives.

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FUNDACIÓN UNIVERSIDAD ALFONSO X EL SABIO



Representative: Jose Antonio Blanco

Email address: jablanco@uax.es

Website: <https://www.uax.com/>

The university of the company. They base their training on academic development focused on practice, generating an environment of innovation and deep learning, where the university community and companies contribute to the sustainable development of society. The UAX Foundation completes the mission of the university with the encouragement, promotion and development of research, innovation, training and transfer between university and business.

UNIVERSIDAD COMPLUTENSE DE MADRID



Representative : Pedro Gonzalez

Email address : pedro@padaonegames.com

Website: <https://www.ucm.es/>

The Universidad Complutense of Madrid (UCM) is the oldest public university in Madrid, considered one of the most important and prestigious universities in Spain and the Spanish-speaking world.

UNIVERSIDAD AUTÓNOMA DE MADRID



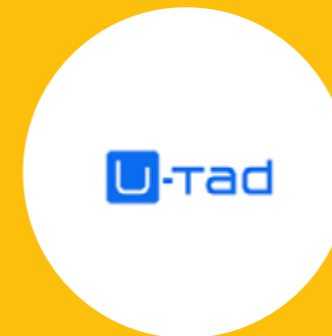
Representative: Irene Martin Cortés

Email address: vicerrectorado.internacionalizacion@uam.es

Website: <https://www.uam.es/>

The Universidad Autónoma de Madrid (UAM) is a public university that combines quality teaching, intensive research and a high level of employability with a strong social commitment, being a benchmark in these areas, as recognised by various global indicators.

CENTRO UNIVERSITARIO DE TECNOLOGÍAS Y ARTE DIGITAL



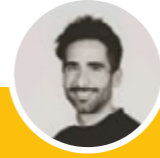
Representative: Mercedes Rey

Email address: mercedes.rey@u-tad.com

Website: <https://u-tad.com/>

As a top-level educational institution, academic excellence is one of our basic pillars. U-tad offers students a training ecosystem with all the theoretical and practical tools, not to mention the prestigious teaching staff, to turn them into professionals capable of facing any type of challenge, as well as evolving at the same pace as the digital industry.

UNIVERSIDAD DE DISEÑO Y TECNOLOGÍA



Representative: Sergio Reyes
 Email address: sergio.reyes@esne.es
 Website: <https://udit.es/>

UDIT, the University of Design and Technology, is a higher education institution based in Madrid with over 2,300 students enrolled in various Bachelor's and Master's degree programs. UDIT fosters the education of the designers of the future by promoting international activities and programs.

UNIVERSIDAD REY JUAN CARLOS



Representative: María Eugenia Castellanos
 Email address: maria.castellanos@urjc.es
 Website: <https://gestion2.urjc.es/pdi/ver/maria.castellanos>

Professor at the Department of Informatics and Statistics and deputy director of Research and International Relations from Escuela Técnica Superior de Ingeniería Informática (ETSII) at Rey Juan Carlos University in Madrid. She teaches Statistics in several undergraduate degrees and Ms degrees at Rey Juan Carlos University.

UNIVERSIDAD REY JUAN CARLOS



Representative: Daniel Palacios Alonso
 Email address: daniel.palacios@urjc.es
 Website: <https://www.urjc.es/>

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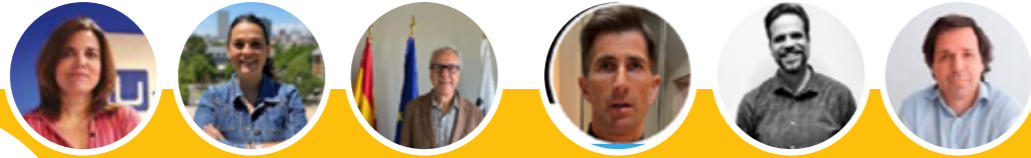
SQUAREBOX



Representative: Lidia Pons - Marta Díaz Such
 Email address: lidia.pons@squarebox.pro / martadsuch@gmail.com
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Representatives: Marta Izquierdo Vaquero - María Mercedes Agüero Pérez - Segundo Píriz - Alberto Ribas - Rodrigo Mesonero - José Jesús García

Email address: mmaguero@thecoreschool.com
marta.izquierdov@universidadunie.com

Website: <https://www.thecoreschool.com>

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AUREN



Representatives: Jose Pablo Martin Bueno - Rubén Illescas

Email address: josepablo.martin@aren.es / ruben.illescas@aren.es

Website: <https://aren.com/int/>

They are a multidisciplinary professional services firm whose mission is to create value and contribute to the sustainable development of society, organizations and individuals. They also have a specific department for startups, media and technology, e-sports and Metaverse.

GRUPO SIA



Representative: Álvaro Martínez Crespo

Email address: alvaromartinezcrespo@gmail.com

Website: <https://www.sia.es/>

With more than 30 years of experience, more than 1,600 professionals and a broad international presence, they lead the sector in Spain. They take the concept of cybersecurity further than their competitors, both for the scope of the services they provide, as well as for the level of commitment, agility, innovation and proximity that characterizes their way of doing things.



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