

Deliverable: D3.1

Industry Contact List

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Industry Contact List

(Revised and Updated)

The following industry practitioners will be targeted by promotional and outreach activities of the PROSECCO action at appropriate events throughout the lifetime of the project. The people in the list will also be contacted about membership of the *Association for Computational Creativity* (or ACC; for the proposed charter of the ACC, see deliverable D1.3).

The practitioners below are already acquainted with one or more members of the consortium, and in many cases have already collaborated on research projects with consortium members.

- **Albert Meco**, Minimal Drama Game Studio (www.minimaldrama.com)
- **Alberto Pascual-Montano**, Integromics, S.L. (www.integromics.com)
- **Alexandra Winter**, Interactive Data Managed Solutions (www.interactivedata.com)
- **Alex Mayhew**, Xenophile Media (www.xenophilemedia.com)
- **Alok Nandi**, Architempo, BE (www.architempo.net)
- **Antonio Arrais de Castro**, Edigma, PT (www.edigma.com)
- **Antonio Valderrábanos**, Bitext (www.bitext.com)
- **Aste Amundsen**, Sonic Sideshow (www.sonicsideshow.com)
- **Bruno Antunes**, Wizdee (www.wizdee.com)
- **Carlos Agra Ramos**, GuruGames (www.guru-games.com)
- **Carlos Bezos Daleske**, ValueCreation (www.valuecreation.es)
- **Caroline Gasperin**, TouchType (www.touchtype-online.com)
- **César Puerta**, Electronic Arts (www.ea.com)
- **Daniel Dionne**, Estelar Gaming S.L. (www.estelargaming.es)
- **Daniel Martínez de Leiva**, Totemcat (www.totemcat.com)
- **Daniel Rehn**, LA Game Space (www.lagamespace.org)
- **Dusan Omercevic**, Zemanta d.o.o., Slovenia (www.zemanta.com/about)
- **Eduardo Amo**, Dato Capital (www.netamo.com)

- **Eduardo Basterrechea Molina**, Molino de Ideas S.A. (www.molinodeideas.es)
- **Ehud Reiter**, Data2Text (www.data2text.com)
- **Eleanor Ford**, TimeOut London magazine (www.timeout.com/london)
- **Elga Ferreira**, Nearinteraction, PT (www.nearinteraction.com)
- **Enric Alvarez**, MercurySteam, (www.mercurysteam.com)
- **Eric Nofsinger**, High Voltage Software (www.high-voltage.com)
- **Fernando Piquer**, Bitoon (www.bitoon.com)
- **Francisco Carrero**, BrainSINS (www.socialgamingplatform.com)
- **Francois Pachet**, Sony Computer Science Laboratory (www.csl.sony.fr)
- **Gabriel Amores**, Intelligent Dialogue Systems (www.indisys.es)
- **Gareth Sutcliffe**, Lionhead Studios, Microsoft (www.lionhead.com)
- **Gilberto Sánchez**, Virtual Toys (www.virtualtoys.net)
- **James Spafford**, Media Molecule (www.mediamolecule.com)
- **Javier Arevalo**, Pyro Studios (www.pyrostudios.com)
- **Javier Blazquez**, Trion Worlds (www.trionworlds.com)
- **Jimmy Secretan**, Korrelate (www.korrelate.com)
- **Joao Bicker**, Ferrand, Bicker and Associates (www.fba.pt)
- **Jorge Rosado**, Freedom Factory (www.freedomfactorystudios.com)
- **Jose C. Gonzalez**, DAEDALUS, S.A. (www.daedalus.es)
- **Jose Campos**, Tangivel, PT (www.tangivel.com)
- **Jose Maria Gomez Hidalgo**, Optenet (www.optenet.com)
- **José Coch**, Lingway España (www.lingway.com)
- **Kevin Bezant**, Rebellion Developments Ltd. (www.rebellion.co.uk)
- **Licínio Roque**, Tapestry Software, PT (www.tapestrysoftware.com)
- **Mark Morris**, Introversion Software Ltd. (www.introversion.co.uk)

- **Miguel Mulet**, Genetrix Group (www.genetrix.es)
- **Mitja Jermol**, Quintelligence Ltd (www.quintel-inc.com)
- **Monica Pedro**, Ydreams, PT (www.ydreams.com)
- **Noel Boland**, PlayDemand Ltd. (www.playdemand.com)
- **Nuno Seco**, FeedZai (www.feedzai.com)
- **Paolo Lombardi**, Monte dei Paschi di Siena (www.english.mps.it)
- **Paul Gathercole**, Universal Music Group, London (www.universalmusic.com)
- **Peter Molyneux**, 22 Cans (www.22cans.com)
- **Pilar Orti**, Unusual Connections (www.unusualconnections.co.uk)
- **Ricardo Baeza-Yates**, Fundació Barcelona Media, Spain (www.barcelonamedia.org)
- **Roberto Alvarez**, Over the top games (www.overthetopgames.com)
- **Sam Hill**, Pan Studio (www.panstudio.co.uk)
- **Simon Hade**, PlayFish (www.playfish.com)
- **Thea Baumann**, Metaverse Makeovers (www.metaversemakeovers.com)
- **Tomas Pariente Lobo**, ATOS Origin, Spain (www.atos.net/en-us)
- **Ulli Spankowski**, Boerse Stuttgart (www.boerse-stuttgart.de)
- **Unai Landa**, Digital Legends (www.digital-legends.com)

We aim to use our expanding academic contact set to leverage additional industry contacts for the above list. With this in mind, the following academics have been invited to participate in the First Annual Contact Forum of the PROSECCO network:

- **Penousal Machado**, University of Coimbra, Portugal
- **Lucas Nijs**, Sint Lucas School of Arts, Antwerp, Belgium
- **Oliver Deussen**, University of Konstanz, Germany
- **Konstantinos Zachos**, City University, London, UK
- **Jaime Munarriz**, Universidad Complutense de Madrid, Spain
- **Tarek Besold**, University of Osnabruck, Germany
- **Mark Turner**, Case Western University, USA

- **John Barnden**, University of Birmingham, UK
- **Carlo Strapparava**, University of Trento, Italy
- **Walter Daelemans**, University of Antwerp, Belgium
- **Paolo Rosso**, Universitat Politècnica de Valencia, Spain
- **Mariët Theune**, University of Twente, The Netherlands
- **Licínio Roque**, University of Coimbra, Portugal
- **Georgios N. Yannakakis**, University of Malta, Malta
- **Georgi Stojanov**, American University of Paris, France
- **Bob French**, CNRS/University of Burgundy, France
- **Ursula Martin**, Queen Mary University of London, UK
- **Stefan Rieger**, Open University, UK
- **Jullan Togelius**, ITU Copenhagen, Denmark
- **Rafael Perez y Perez**, Universidad Autónoma Metropolitana, Mexico
- **Francisco Fernandez Vega**, University of Extremadura, Spain
- **Agnar Aamodt**, Norwegian University of Science and Technology, Norway
- **Dan Ventura**, Brigham Young University, USA
- **Tijl De Bie**, University Of Bristol, UK