

08:15	ARRIVAL AND REGISTRATION
09:00	WELCOME & INTRODUCTION
09:10	<p>REMIX TREND BRIEFING: CULTURE DISRUPTED</p> <ul style="list-style-type: none"> • Peter Tullin – Co-Founder, REMIX Summits • Simon Cronshaw – Co-Founder, REMIX Summits <p>Following the seismic upheavals caused or accelerated by the global pandemic, REMIX London 2022 provides an opportunity to come together once more and take stock. In this introductory session, the REMIX co-founders set the scene for two days of discussion and discovery. It provide an overview briefing on key trends and opportunities for creative entrepreneurs, innovators and policy makers at the point of intersection between culture, technology and entrepreneurship.</p>
09:40	<p>SPEED NETWORKING</p> <p>REMIX is the place to meet new collaborators and get projects started. Start REMIX London 2022 by rapidly meeting and greeting a long line of potential new collaborators within your first hour of arrival. Using our innovative networking format, you'll be asked to exchange your ideas with other innovators from the creative industries (freelancers, start-ups and established businesses), arts and culture institutions, brands, policy makers, media, technology businesses and more.</p>
10:10	<p>THE FUTURE OF CULTURAL INSTITUTIONS? THE GROWING DEMAND FOR EDUCATIONAL IMMERSIVE EXPERIENCES</p> <ul style="list-style-type: none"> • Rob Kirk – Head of Touring Experiences, Grande Experiences (Creators of global immersive sensation Van Gogh Alive and new permanent venue The Lume) <p>This sessions explores how audience demand for cultural experiences is fundamentally changing, and the role of technology and new models in this. Grande Experiences are the creators of touring and permanent multi-sensory art and cultural experiences, including Van Gogh Alive and The Lume. Their experiences have been visited by 17 million people across 150 cities so far.</p>
10:10	<p>INNOVATION STORIES</p> <p>What successful social enterprise models are used to engage the hard-to-reach; unite communities and drive arts-led regeneration as well as positioning creativity at the forefront of social change? In this session, we hear from a range of creative pioneers working to deliver sustainable income and social change through social and creative business models.</p> <p>10:10-10:20 When art meets hospitality: social enterprise The Art Hostel, Leeds Jon Wakeman – Creative Director, East Street Arts, Leeds</p> <p>10:20-10:30 Dismantling poverty by creating opportunity: how the global network of street papers use social enterprise Mike Findlay – CEO, International Network of Street Papers</p> <p>10:30-10:40 <i>To be announced</i></p>
10:40	<p>RECURRING INCOME: PATREON STRATEGIES THAT WORK</p> <ul style="list-style-type: none"> • Ronny Krieger – General Manager Europe, Patreon (\$3.5 billion+ generated for Creators) <p>The best strategies for turning fans and communities into active participants in the work they love. How does the rise of recurring income streams compare to ad revenue and per-stream payouts? How can monthly membership models lead to greater creative control and deeper connections with audiences? In this session Rob shares some tried-and-tested approaches that work.</p>
11:00	BREAK

<p>12:00</p>	<p>COMMUNITY-DRIVEN BUSINESS MODELS</p> <p>12:00-12:20 Building a Membership Business: How Tortoise Media shunned ads, crowdfunded £710,000, reimagined digital publishing and built a thriving membership business Katie Vanneck-Smith – Co-founder & Published, Tortoise Media (former President, Wall St Journal & Dow Jones)</p> <p>12:20-12:30 Speaker to be announced</p> <p>12:30-12:40 Data-Driven Experience Design: Tapping Behavioural Data to ride the new experience economy Ignacio Bachiller – CEO, FEVER (Stranger Things Experience, The Queen’s Ball: A ‘Bridgerton’ Experience)</p>	<p>FOLLOW THE SPEAKER</p>
<p>12:40</p>	<p>DISCUSSION: LESSONS FROM UNBOXED 2022 (CREATIVITY IN THE UK) – TOP TIPS FOR GREAT MULTI-DISCIPLINARY PARTNERSHIPS</p> <ul style="list-style-type: none"> • Hilary O'Shaughnessy – Director Of Commissioning, Unboxed (Creativity In The UK) • More speakers to be announced <p>UNBOXED: Creativity in the UK is a once-in-a-lifetime celebration of creativity, taking place right across the UK and online from March to October 2022. It features 10 awe-inspiring new ideas, shaped across science, technology, engineering, the arts and mathematics by brilliant minds working in unexpected collaborations. As the festival nears the end, what lessons and insights can we take forward to influence how we collaborate and commission?</p>	
<p>13:30 LUNCH & NETWORKING</p> <p><i>Day 1 lunch provided free of charge courtesy of host partner Google</i></p>		
<p>14:30</p>	<p>CULTURAL ORGANISATIONS REIMAGINED: CHAMPIONING INNOVATION</p> <ul style="list-style-type: none"> • Freya Murray – Creative Lead, Google Arts & Culture • More speakers to be announced <p>Future cultural experiences are right now being imagined within innovation labs in creative institutions around the world. How do we challenge and respond to the creative audiences of today and tomorrow? How do we harness changing trends in technology, society and the wider world around us? How do we inspire audiences across digital, physical and hybrid interactions with us? How do we resource and balance creative experiments for the future whilst continuing to deliver current services? In this session, we hear from several leading organisations to explore best practices for managing successful innovation and R&D programmes within non-profit cultural institutions.</p>	
<p>15:15</p>	<p>FUTURE OF PLACEMAKING & PUBLIC SPACES</p> <p>15:15-15:30 Making a Mark on London – Co-creating the new Museum of London brand</p> <p>15:30-15:45 Future of Going Out: Unleashing Manchester’s Night Time Economy Sacha Lord – Night Time Economy Adviser, Greater Manchester</p>	
<p>15:45</p>	<p>THE NEW EXPERIENCE ECONOMY</p> <p>15:45-15:30 Immersive Storytelling and Lessons in Experience Design Joint CEO, Immersive Everywhere (Dr Who: Time Fracture, Peaky Blinders: The Rise, The Great Gasby)</p>	

	<p>15:30-15:45 Mapping the new experience economy Adam Scott – Exec Creative Director, FreeState & Co-Author, The Experience Book for Designers, Thinkers and Makers</p> <p>15:45-16:00 Speaker to be announced</p>
16:00	<p>CLOSING KEYNOTE: INDUSTRIAL LIGHT & MAGIC</p> <ul style="list-style-type: none"> • Sue Lyster – Executive in Charge, ILM London • David Vickery – Senior VFX Supervisor, ILM <p>Since 1975, Industrial Light & Magic (ILM) has set the standard for visual effects, creating some of the most stunning images in the history of film. At the forefront of the digital revolution, ILM continues to break new ground in the field not only in visual effects but now virtual reality, augmented reality, immersive entertainment, and virtual production.</p> <p>Founded by George Lucas, ILM is the leading effects facility in the world, with studios located in San Francisco, Singapore, Vancouver, London, and Sydney. The company serves the motion picture, television, streaming, commercial production, and attraction industries. ILM has created visual effects for over 350 feature films.</p>
16:20	CLOSING REMARKS
16:30	CLOSE & NETWORKING

08:15	ARRIVAL AND REGISTRATION	
09:00	WELCOME	
	<ul style="list-style-type: none"> • Speaker to be announced 	
09:20	KEYNOTE: LESSONS IN DIGITAL STORYTELLING FROM MARSHMALLOW LASER FEAST	
	<ul style="list-style-type: none"> • Nell Whitley – Exec Producer, Marshmallow Laser Feast (Mixed Reality Mavericks, Digital Storytellers & Tech Artists) 	
09:40	NEW FRONTIERS: ARTS MEETS TECH	
	09:40-09:50	Speaker to be announced
	09:50-10:00	Creating moments that matter: Immersive Entertainment & Storytelling John Cassy – CEO & Co-Founder, Factory42
10:00	KEYNOTE: FROM GAMING TO VIRTUAL PRODUCTION – POWERING DIGITAL STORIES	
	<ul style="list-style-type: none"> • Speaker to be announced 	
10:20	KEYNOTE: THE FUTURE OF IMMERSIVE LEARNING	
	<ul style="list-style-type: none"> • Monica Arés – Head of Immersive Learning, Meta 	
10:40	DIGITAL TRANSFORMATION IN THE CULTURAL SECTOR: INSIDE NATIONAL GALLERY X	
	<ul style="list-style-type: none"> • Chris Michaels – Director of Digital, Communications & Technology, National Gallery <p>Chris sits on the National Gallery board with a remit to bring real, meaningful and lasting change to an institution which will be 200 years old in 2024. In this session he explores how immersive media, particularly VR, holds rich potential for the arts.</p>	
11:00	WORKING WITH THE CREATOR ECONOMY	
	11:00-11:15	Successful Strategies for Working with Creators: Latest Trends Mobbie Nazir – Global Chief Strategy Officer, We Are Social
	11:15-11:30	Speaker to be announced
11:30	BREAK	
12:00	KEYNOTE: IS IT POSSIBLE TO PLAN & PREPARE FOR YEARS AHEAD IN SUCH A FAST-CHANGING ENVIRONMENT?	FOLLOW THE SPEAKER
	<ul style="list-style-type: none"> • Speaker to be announced 	
12:30	TIME FOR ACTION: CREATIVE LEADERSHIP IN A CLIMATE CRISIS	
	<ul style="list-style-type: none"> • Speaker to be announced 	
13:00	LUNCH & NETWORKING	
14:00	DISCUSSION: CULTURAL ORGANISATIONS REIMAGINED	
	<ul style="list-style-type: none"> • Claire Spencer – CEO, Barbican • More speakers to be announced 	
15:00	KEYNOTE: MAKING IT HAPPEN – PUY DU FOU HISTORICAL IMMERSIVE THEME PARK	
	<ul style="list-style-type: none"> • Nicolas De Villiers – President, Puy Du Fou 	

	<p>Created in 1978, Puy du Fou is totally unique. It has twice been named 'Best Park in the World', in March 2012 in Los Angeles (Thea Classic Award) and in November 2014 in Orlando (Applause Award). Today, it is the second largest theme park in France, with 2.3 million visitors in 2018. Its Grand Park features 63 daytime and evening shows, 4 period villages, 22 restaurants and 5 themed hotels; its Academies train over 700 young people every year in performing arts and techniques; and the organisation is launching new parks around the world. In this session, Nicolas shares the vision for Puy Du Fou as well as insights from the journey so far.</p>
15:25	<p>CLOSING KEYNOTE</p> <ul style="list-style-type: none"> • Speaker to be announced
15:50	<p>CLOSING REMARKS</p>
16:00	<p>CLOSE & NETWORKING</p>