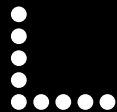


Looking Ahead is Looking at the World

Johanna Koljonen, Nostradamus Project



Göteborg
Film Festival



2016 Topics

- Changes in Distribution
- Rapid Changes in Representation (Diversity)
- Post-TV TV
- The New (Digital) Majors
- Connecting Content With Audiences
- Adblocking
- Changes in Advertising = Changes in Business Models
- VR

2017 Topics

- A Specialising Screening Ecosystem
- A Swell of Films
- The Undiscovered TV Landscape (clues!)
- VR on the Verge

Top of Mind Challenges

- New distribution strategies
- Getting Europeans to see European content
- Film Literacy/ Audience development
- Secure fund's financing and independence

- New distribution strategies

- Developing theatrical while opening other paths to market
- European content on digital platforms
- Not drowning the market + better communications aim
- (Levies) /strategic partnerships
- (Piracy)

- Getting Europeans to see European content
- Film Literacy/ Audience development
 - Identifying core values & mission of cinema
 - Film culture – in schools and society
 - Film heritage - survival and access
 - Awareness of released titles
 - Diversity and representation - RELEVANCE!
 - Ease of experience

Drowning the Market



Too Many
Movies, Too
Little Time

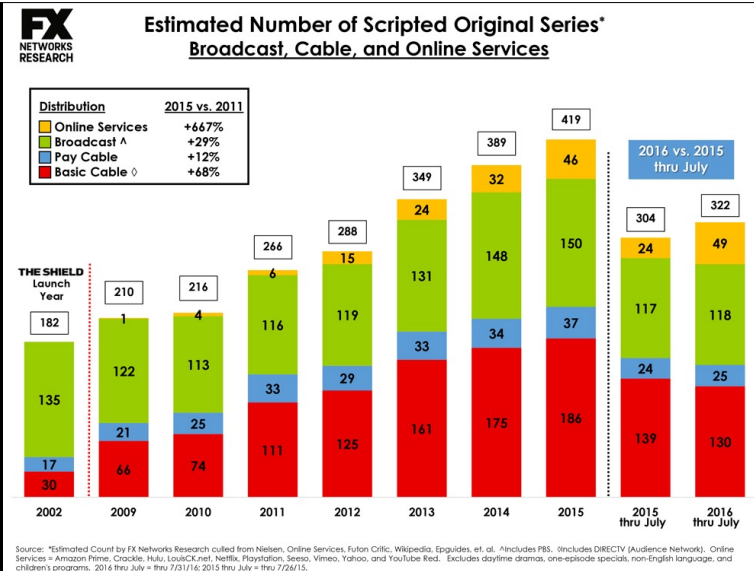
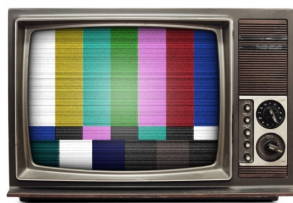
- More good films get made
- More voices, greater diversity
- More bad films get made
- More irrelevant films get made and released
- Tougher competition for funding
- Tougher competition for audience attention
- Tougher competition for distribution channels (especially theatrical)
- Impossible to stay on top of = market fails

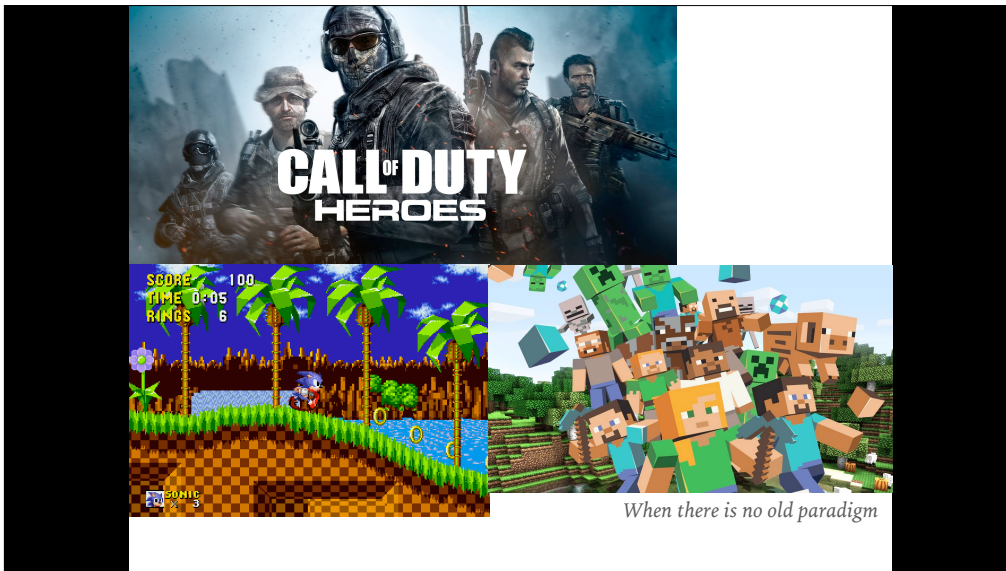
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THE OPPOSITE
OF DESIGN
IS TRADITION

- We need the DVD money back
- Piracy is a major cause of our problems
- Netflix is the spawn of Satan
- The cinema window is still the most important in the chain

- We need the DVD money back
- Piracy is a major cause of our problems
- Netflix is the spawn of Satan and should be taxed.
- The cinema window is still the most important in the chain;
- DVD money is not a human right
- Piracy is a product of our disinterest in technology and audiences
- Yes, and Netflix also funds high quality works which you all watch, builds audiences for our stars and trains its audiences in reading subtitles.
- The majority of films has been consumed in the home since at the very least the 1980s



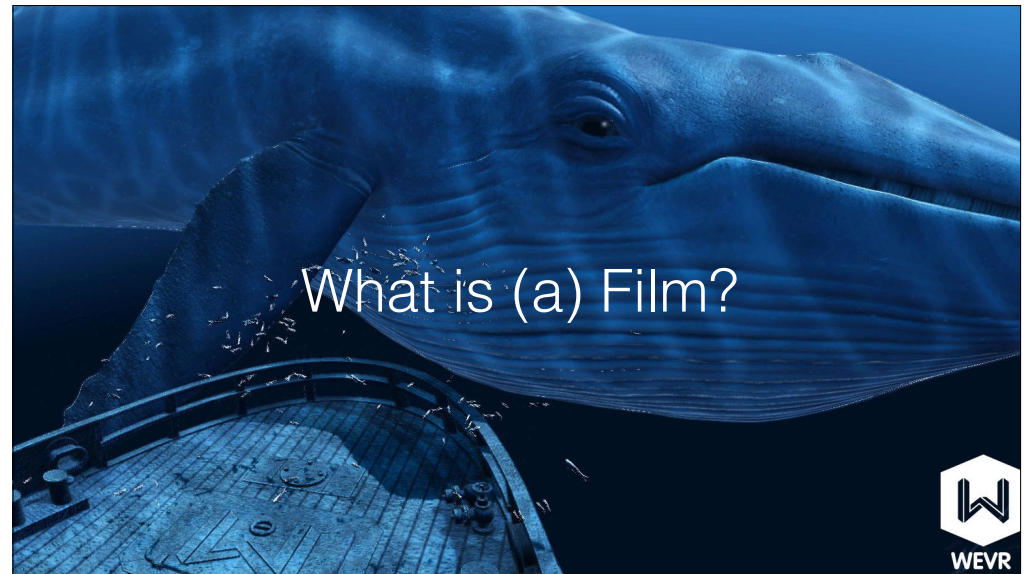


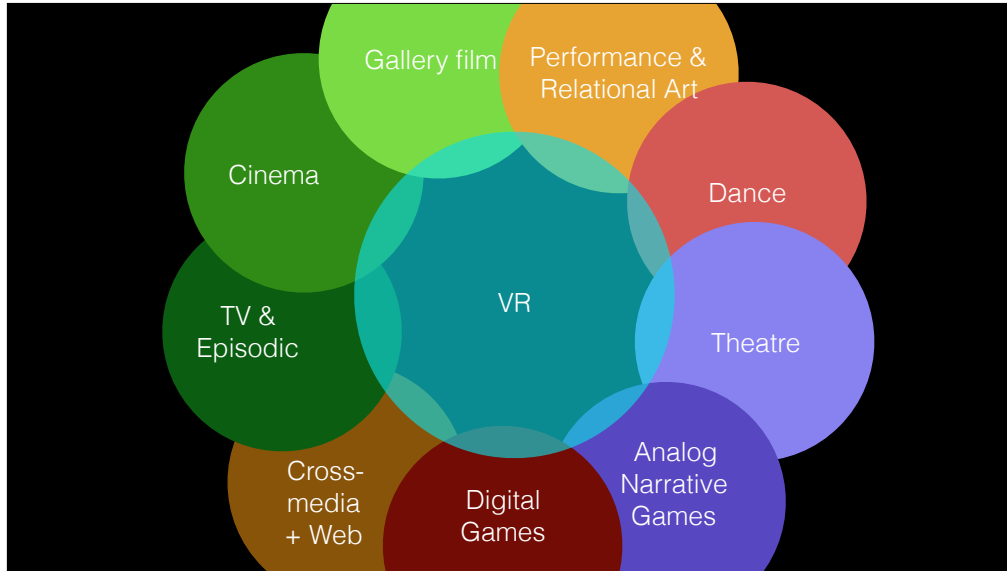
- From the audience perspective the platforms and formats are overlapping and converging.
- Our business models, funding realities and window system is completely incomprehensible to audiences.
- The audiences are active, engaged and social. Some AV consumption is leaned back or solitary – but theatrical cinema is actually “lean-in”

VR on the Verge

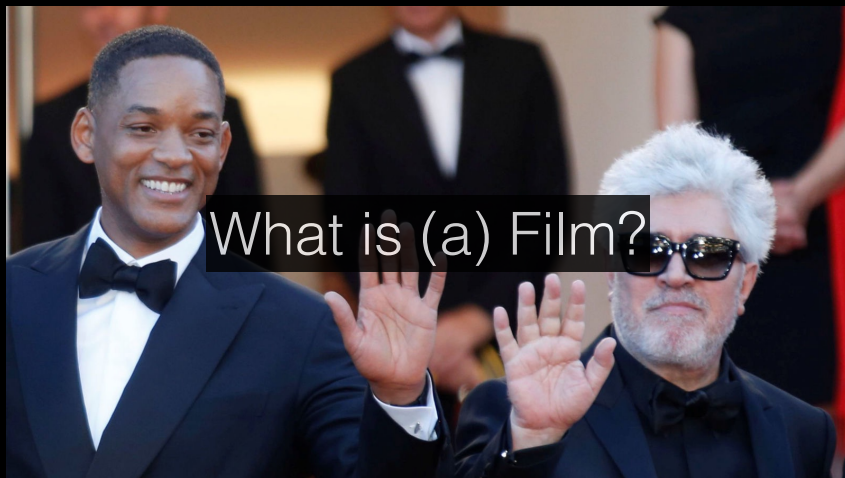


What is (a) Film?





- Even if VR is not film, you will probably decide whether this medium receives public funding.
- The real question is the underlying principle: is interactive or participatory storytelling included in your remit?



- What we're living through is not "digital disruption", it's a shift in the role of film culture in the wider cultural landscape.

“

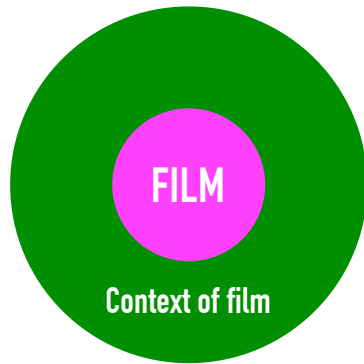
Film and broadcast TV represent a **top-down mode of culture** that is rapidly self-correcting back to **the original order of things** where humans produced cultural artefacts **for their own communities**.



“

The democratisation of mass media in the last decades is fast correcting this **historical blip**. Media content and other kinds of culture are **increasingly produced by many for many**. At the same time, the distribution of top-down [content] is increasingly globalised.





AUDIENCE VALUE OF FILM

- Personally moved or transported
- Shared experience
- Cultural moment/icon
- Establishing role models
- Representing and shaping contemporary culture
- Topic or focus of conversation
- Subcultural identities and social contexts (fandom)
- Social status, expertise



Entry-Level Drugs: Historical discovery, Status & Identity



Entry-Level Drugs: Historical discovery, Status & Identity

**OVERABUNDANCE OF CONTENT,
NATURALLY FRAGMENTING
MARKET
+ DEVALUATION OF CURRENCIES
OF THE OLD SYSTEM**

THE OLD PARADIGM VALUE CHAIN

WHAT STORY
DO I WANT TO
TELL RIGHT
NOW?

WHAT
VERSION OF
THAT FILM
CAN I GET
FUNDED?

SOMEONE
SELLS MY
FILM TO SOME
PEOPLE WHO
SHOULD SEE IT

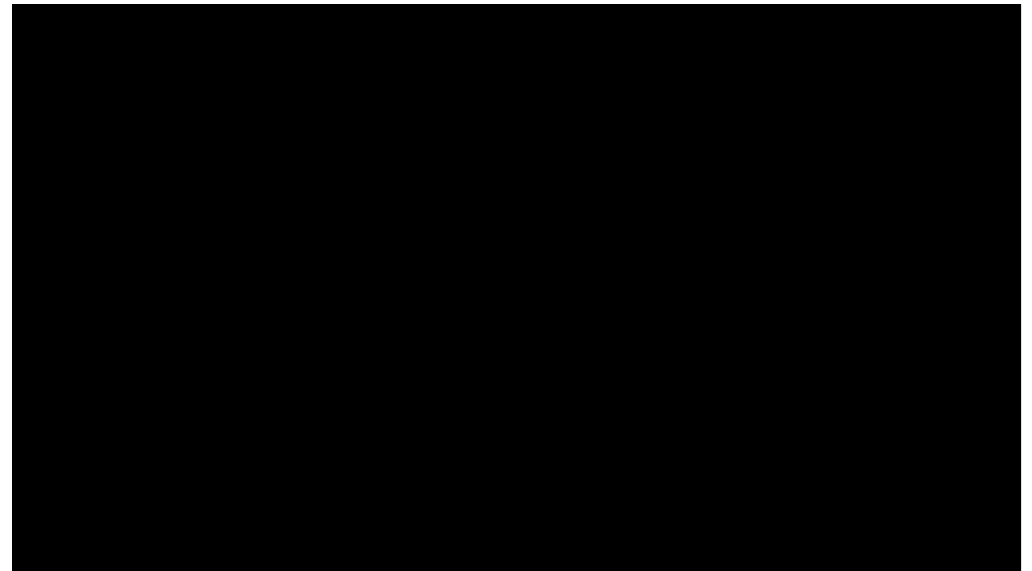
THE NEW PARADIGM VALUE CHAIN

WHAT STORIES ARE INTERESTING, FUN,
RELEVANT, UNDER-TOLD RIGHT NOW?

WHAT STORY DO I WANT TO TELL
RIGHT NOW? **IS IT A FILM?**

**WHO IS THE AUDIENCE WHO
WILL PAY FOR MY FILM?**

DIGITAL
FILES ARE
SOLD
THROUGH
DIFFERENT
CHANNELS



A Film Culture For This Century



“What kind of film culture do we want? What is sustainable? What is healthy? What do we envision the cultural role of feature film to be a generation on?

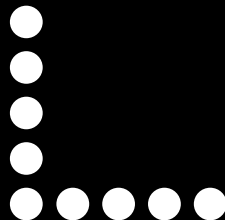
Should our public infrastructure, from film schools to funding, not train and support outstanding filmmaking on all platforms – and then what is film culture?” ”

Thank You!

Johanna Koljonen – johanna@participation.design



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- New distribution strategies
 - How would you change what you fund and/or measure to better reflect the “platform neutral” media landscape in which the audience exists?
- Getting Europeans to see European content
 - How can a fund's actions and choices increase the content's relevance?
- Film literacy/ Audience development
 - What alliances would funds need to build to truly promote film and film culture?
- Secure fund's financing and independence
 - How can we protect public funds and funding from neoliberals and populists?

The outline of the answer is
delineated in the exact shape
of the problem.

If you think about a challenge really hard,
and look at its context,
and consider your resources,
and are no closer to an answer or a next
step – then you're asking the wrong
question = describing the challenge wrong.

(If your challenge is why something is not like when you were young, then
you're also asking the wrong question. Get better data and ask again!)

Vision Time.