



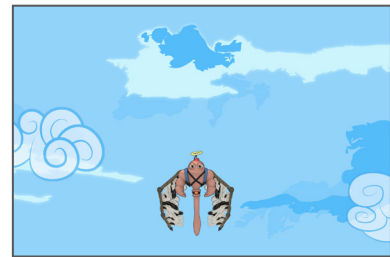
## Festival Via Social Gaming

### Festival setting

A social game was organized in the streets of the town of Mons, early April 2012 as part of the Via Festival of Mons (Belgium). Along the path, there are 3 deployed games using the Kinect technology on the theme of “**The Angels of Mons**”. **Microsoft Innovation Center** and **Fishing Cactus** developed the two first games while the third one was created by **Numédiart**. As for **Black Moon Productions**, they took care of the concept and the grooming. It is produced by **Le Manège**, **CECN** and **Technocité**.

### Social Gaming, what is it?

*“According to one of its various definitions, “social gaming” is a game that fosters social interaction, brings people together, as opposed to games that are played alone. For the first edition of Social Gaming, the digital centre at le manège.mons invites you to a fun and rather unusual urban discovery path. Get off that couch and come and take a (new) look at the town and people! The city is now the playground for a full-scale game.”*



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