

# PROGRAM SCHEDULE | The Extended Realities: Essentials and Legal Aspects

December 4, 2025, 14:00 – 18:00 (CET), online via Zoom

**14:00 Welcome and Introduction**

**Katarzyna von Mathiessen**, Project Manager, Erich Pommer Institut (Germany)

**14:05 What to know about Immersive Experiences (in 1 hour)**

At a time when new forms of immersive creation are asserting themselves at international cinema events (including Venice Immersive, Cannes Film Festival, Tribeca,...) and have confirmed their first business models, let's decipher a still young industry that promises to take audiences into new cultural experiences.

**Mathieu Gayet**, XR Must (France)

**15:00 Break**

**15:15 XR Distribution**

Marc will present the different technologies behind Immersive & XR, highlighting which formats have gained market attention so far. He will then explain what are the monetisation challenges faced by this industry. He will illustrate these with a few case studies taken from Diversion's distribution line-up.

**Marc Lopato**, Diversion (France)

**16:00 Break**

**16:10 Legal Essentials for XR: Navigating Rights, Risks & Regulations**

A compact legal session tailored for XR creators and producers, covering key topics including contracting, AI, privacy, and data protection, and IP / copyright – what you need to know to protect your work in immersive environments.

**Prof. Dr. Péter Mezei**, University of Szeged (Hungary)

**17:00 Break**

**17:10 Case Study: Floating with Spirits**

Gain behind-the-scenes insights into the project's financing model, technical production challenges, and innovative strategies for distributing immersive work in today's evolving XR landscape.

**An Oost**, Cassette for timescapes (Belgium)

**18:00 End of Workshop**