

Pierre Boulaton - Producer

By taking the opposite side of conventional project management, the conference will focus on the question of the best way to fail your project in order to maximize its chances of success and minimize its investments in case of failure.

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/
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Pierre was a producer at Bandai Namco Entertainment Europe for 7 years. He contributed to a wide variety of franchises, including Dark Souls, Soulcalibur or Ace Combat. Yet he gives more credit to his failed projects when it comes to the experience he has accumulated.



17 décembre 2019
10h45 - 11h30