

N Novembre Numérique

One month to discover digital cultures

FIRST INTERNATIONAL EDITION



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l e s
c u l t u r e s

INSTITUT
FRANÇAIS



With Novembre Numérique, the Institut français and the French Cultural Network Abroad, propose highlighting, each year in November, digital culture in all its diverse forms.

WHAT ?

- Interdisciplinary programs: digital production, performing arts, music, visual arts, discussions, education and language sector, cinema, books, etc.
- An invitation to discover technology, practices and content
- Opening up a dialogue between French and foreign talent toward public, to serve innovation

WHEN ?

- Every year, in November
- Programs from several days to one month

WHERE ?

- All over the world
- In the institutions of the French cultural network abroad, more specifically in their media libraries, theaters with digital cinema and exhibit halls
- Hosted at local partner venues
- Rooted in local festivals

FOR WHOM ?

- The general public:
 - To promote access to digital knowledge, art and culture for everyone
 - To assist the youth in their digital practices
 - To develop collaborative and participative uses for a public that becomes the creator of digital content and tool production
- Professionals in the field of digital communication, culture and knowledge:
 - To assist and promote French digital culture professionals abroad
 - To strengthen the ties between French and local players who are active in making the public aware of digital culture

(DE)CODE

Decoding the digital revolution.
Learning how to use tools,
understanding their uses.
Being introduced to computer
programming, social networking,
conducting a web search,
receiving training in digital
communication. Making the
most out of the Institut français'
(IFprofs, Culturethèque) platforms.



1 month.



PLAY

Applying participatory and hands-on formats to our missions, by making a cultural video game, via mashup cinema, appropriation and reappropriation. Selecting fun digital offerings in our fields of action. Use of gaming (minecraft, serious game) as media for communication and dialogue..

4 keywords.

CREATE

Meeting digital designers,
exchanging with digital
entrepreneurs from the
cultural, educational,
language, social sectors, etc.
Organizing workshops for the
creation of connected objects,
websites, U-application.
Offering the best in French
creation via transmedia,
innovative books, video games,
virtual reality, performance,
etc.).

THINK

Giving the keys to
understanding the digital
society: digital humanities,
open source, big data,
democratization of knowledge,
smart cities, etc. Fostering
innovative digital formats
(hackathons, participatory
exchanges, co-creation) to
offer new forms of discussions.





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