INGER LE GUÉ

Short Biography

Inger Le Gué studied psychology at the University of Leiden. She holds a Bachelor's degree in Art & Technology (Design for Virtual Theatre and Games, Utrecht School of the Arts) and a Master's degree in Art (Design for Interactive Media, Lansdowne Centre for Electronic Arts of Middlesex University, London).

Inger has applied her multi-disciplinary academic knowledge as an independent entrepreneur since 1979. As a Game Designer she has designed and produced games and game interfaces for major television shows from producer Endemol Entertainment like Love Letters/ Traumhochzeit, Homerun/ Hausfieber and the Staatsloterijshow.

She conceptualized, designed and produced a game show format for the mentally challenged, 'Knoop In Je Zakdoek', which has run for fifteen years, one of the longest running game show formats on Dutch Television.

As Animation Producer she produced 10 episodes of the highly successful animation series 'Mannetje & Mannetje' for Dutch Broadcaster VPRO.

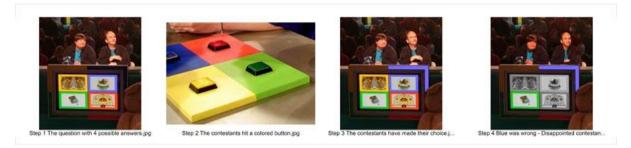
From 1985 till 1992 Inger ran her own computer company which was the main importer of Amiga computer hardware and software in the Netherlands. Her company developed and engineered AmiCue, an Amiga based teleprompter system which was widely used at former Dutch state television facilities NOB.

Together with her husband, producer/director Raymond Le Gué she produced two hi-tech virtual television games with proprietary software and hardware interaction devices for Endemol Entertainment; Klunk-Hi, a physical interface to capture on-screen data during a Eurovision interactive television show; Data Port Rotterdam, an urban development plan for the Wilhelmina Pier in Rotterdam; Lara & Friends, a live dance performance with the dance group Krisztina de Chatel with real-time motion tracking and virtual set generation; De Nooit Gedachte Toekomst, an interactive exhibition in the framework of Rotterdam 2001, Cultural Capital of Europe and managed the development of the Scenario-XR product, a real time virtual set system based on the 3rd generation of Le Gué's proprietary Cross Reality™ production method and technology.

From 2004 into 2007 she managed the production budget and operations of the US\$ 32 million, Bafta Award winning and multiple Emmy nominated 53 episodes children's television series LazyTown in Iceland as Raymond's Associate Producer. In the same period she managed the implementation of the LazyTown studio infrastructure and the development of the Cross Reality 4th generation virtual set system, powered by Unreal Engine 3.

Inger is a Certified Lego Serious Play facilitator.

Inger is a mother of two daughters, Elin (36) and Juno (25).



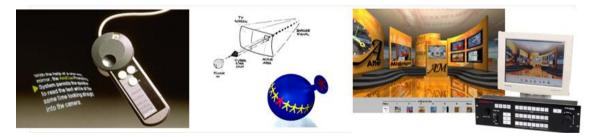
Knoop In Je Zakdoek: a game format for mentally challenged people, using 4 colors and colored buttons as a Q&A mechanism, taking into account that a lot of the contestants (and target audience) can't read or write. Sony's "Buzz" game interface very far avant la lettre.



Homerun: the "biggest" success for commercial television. A game developed for Endemol Entertainment, aired in several countries around the world, using an elephant's circus ball as a navigation device for contestants to run through a 3D CG maze (The Walker, see drawing). A physical challenge in a virtual world (and a lot of synchronization challenges for Raymond and his engineers too).



Lara & Friends: a live dance performance by Dance Company Krizstina de Chatel and Les Entreprises Le Gué. Four dancers activate sensors by their movements. In this way the dancers create a constantly varying stage design, projected on a large screen. Image, light and sound work interactively together.



AmiCue: an Amiga-based teleprompter

Klunk-Hi: a device for interactive tv

Scenario-XR: virtual set system



LazyTown: Bafta Award winning and multiple Emmy nominated children's television series. Live action, puppetry and 3D computergenerated content, produced in the LazyTown Studios in Iceland using Le Gué 's proprietary Cross Reality TM (powered by Unreal) virtual set technology.