

# VISUALANTICS

PRESENTS

WE DON'T REALLY PLAY FOR FUN. MOSTLY, WE PLAY FOR WORK.



이재동  
박요한 김주혁

# STATE OF PLAY

A DOCUMENTARY  
BY STEVEN DHOEDT

VISUALANTICS PRESENTS "STATE OF PLAY" A STEVEN DHOEDT FILM CO-PRODUCTION BDFP - TV CLAYSON SHAWING LEE JIE DOONG - PARK YO HAN - CHOI JUNG HUIKE - TAN WANGHUI MUSIC BY REGINA TO EDITED BY SEBASTIEN DEBEELBAER  
DIRECTION OF PHOTOGRAPHY STEVEN DHOEDT CO-PRODUCED WITH-CRUIE NM 1-21 1-21 1-21 LONG PRODUCED TOHWI THE HON NM 1-21 1-21 PRODUCED BY SEBASTIEN DEBEELBAER STEVEN DHOEDT ANNECKHA STEVEN DHOEDT

WWW.STATEOFPLAYDOC.COM

VISUALANTICS flanders® MONTAGEWINKEL NFK V&F FILM rtbf CANVAS SFC GOM7V MDC GAME SVT



## CONTENT

Short synopsis	p3
Long synopsis	p4
cast	p5
crew	p6
production company	p7
full cast & crew	p8
technical specifications	p10
contact	p11



## SHORT SYNOPSIS

*"Man only plays when in the full meaning of the word he is a man,  
and he is only completely a man when he plays."*

— Friedrich Schiller

A feature documentary about the world of South-Korean professional gamers.

Every year thousands of South-Koreans flock to the game stadiums in Seoul to watch the Pro League, a live sports event where professional gamers compete to be the best at one single video game: Starcraft.

It's a title many young South Koreans dream of. The game itself is more than a decade old, almost ancient in the fast developing world of video games, but in South Korea it has become a national past-time. Like most specator sports, this world of eSports rapidly evolved in a multi-million dollar business.

In this story, we follow 3 boys in different stages of their career as a Pro-Gamer in South Korea. For some it will be a struggle to stay on top of their game, for others it might be the turning point of their lives



## LONG SYNOPSIS

Every year thousands of South-Koreans flock to the game stadiums in Seoul to watch the Pro League, a live sports event where professional gamers compete to be the best at one single video game: Starcraft.

It's a title many young South Koreans dream of. The game itself is more than a decade old, almost ancient in the fast developing world of video games, but in South Korea it has become a national past-time. Like most specator sports, this world of eSports rapidly evolved in a multi-million dollar business.

The stars of the Starcraft league are national celebrities, participating on all levels of popular culture. 24hr TV networks devote entire theme shows to a single player, while teenage girls from Seoul devote their entire teenage life to the fan club of their favourite gaming star.

As top players earn hundreds of thousands of euros, being a Starcraft player isn't only a wise career move, it is also the path to respect and credibility in the highly competitive society of South Korea. They are envied and admired because they do what they love and make a lot of money doing so. Unfortunately few people realise these gamers live a spartan life of training and competition - just as any other professional athlete.

However, a series of radical events has broken the status quo of the Korean eSports scene. First there was the match-fixing scandal, where several high profile players were caught losing games in exchange for money.

Soon after that, Starcraft II, a follow-up to the game was released.

New players entered the scene and brand new tournaments were established. As eSports finally became global, the South-Korean professional gaming scene faced a clear-cut choice: adapt or perish.

In this story, we follow 3 characters in different stages of their career as a Pro-Gamer in South Korea. For some it will be a struggle to stay on top of their game, for others it might be the turning point of their lives

# CAST

## LEE JAE DONG



Jae Dong began his Pro-League career when he was only 17 years old. When he turned 18, he was making 115,000 euros per year and was on track to be one of the best players of all time. It was that year that his parents realized they had incorrectly judged the career plans of their son.

Lee Jae-Dong is now 24 years old and already a senior in a game with so much unrelenting competition. What started as a game for Lee Jae-Dong has now become hard work. His current dreams are his future victories. His main motivation is to stay mentally strong and to become the best ever player in the history of e-Sports.

## PARK YO HAN



Park Yo Han is 16 and lives with his parents, older brother and younger sister in Cheonan, a city 200km south of the capital Seoul. Yo Han has been dreaming for years to become a ProGamer. With the help of his older brother he could convince his parents to interrupt his high-school studies for one year.

Each month he takes part in the "Door to Challenge, a tournament in Seoul where many Korean amateur players come to participate. The prize: a Pro Gamer license and a spot in one of the team houses where their career as a Pro Gamer can officially begin. So far, he hasn't won any of the tournaments but he is determined to realise his dream.

## KIM JOON HYUK



Kim Joon Hyuk is 16 years old. Unlike Park Yo Han, he made it to the finals of the "Door to Challenge. He was selected by the Woongjin team at the annual official draft in March 2010. It was one of the key moments of his life. That day, the Woongjin coach handed him the official team uniform. Shortly after the selection Joon Hyuk left the apartment of his parents and moved into the Woongjin team house in Seoul.

However, the real test begins once he arrives at the house. New members of the team have to train extra hard to prove themselves. Only players with the greatest perseverance will make it to the top. Each year over half of the new trainees decide to quit.

# CREW

## AUTHOR / DIRECTOR / STEVEN DHOEDT



Steven studied film at the RITS Film Academy in Brussels and graduated as a Master in Audiovisual Arts.

After his studies he settled in Hong Kong for several years where he gained experience as a freelancer producer and director in the local video- and TV commercial industry. In 2003 he founded the Belgian based production company VISUALANTICS, focusing on creative documentaries, fiction films and new media projects.

He made his documentary debut in 2009 with 'INSIDE THE METAVERSE', a journey through online virtual worlds. His most recent film is STATE OF PLAY, a creative documentary where he follows the career of several South-Korean professional gamers.

## PRODUCER / GERT VAN BERCKELAER



Gert Van Berckelaer (°1973, Antwerpen) lived in Colorado, USA after his high school where he got his degree in Liberal Arts. Back in Belgium he studied social and political sciences with a specialization in communication at the KULeuven and audiovisual arts at Sint Lukas in Brussels.

After his studies he settled in Brussels and started working as a freelance editor and director for commercials and tv programs in close collaboration with the major production houses of Belgium. At the same time he started creating original content, music videos and trailers for various international artists.

As a producer for Visualantics, he currently has several feature documentaries in development and production.

## CO-PRODUCER / MIN-CHUL KIM



After going through a number of production and various non-production related jobs and projects since 2003, Min-Chul Kim accidentally became an award winning producer with Iron Crows (2009) which won the best mid-length documentary award at IDFA.

After a few interesting projects such as My Barefoot Friend (2010), he successfully completed a very special but also challenging film titled Planet of Snail (2011) which has been screened at over a hundred festivals, cinemas and broadcasters in Korea, Japan, America and Europe winning over a dozen awards including IDFA Joris Ivens award, Silverdocs best feature documentary and Asia Pacific Screen Award.

Min-Chul co-produced several projects with Finland, Japan and Belgium while collaborating with production and post-production talents from Netherlands, Croatia and Serbia.

# PRODUCTION COMPANY



## VISUALANTICS

Founded in 2003, the Brussels based production company **VISUALANTICS** specialises in independent projects for an international market and is involved in the field of new media, fiction and creative documentary. The company enjoys a growing reputation with contemporary documentaries; Inside the Metaverse (on virtual worlds), the Brussels Business (on lobbying in Brussels) and with the award winning shorts such as 'The Extraordinary Life Of Rocky. Today, VISUALANTICS has had collaborations with national and inter-national broadcasting companies such as VRT, RTBF, LICHTPUNT, ARTE, ZDF, NRK, SVT, etc. and government funding institutions such as the Flanders Audiovisual Fund (VAF), Le Centre du Cinéma (CFWB), Le Centre de l'Audiovisuel à Bruxelles (CBA) and the European MEDIA+ program

VISUALANTICS is a founding member of FlandersDoc, the Belgian-Flemish association of documentary producers.

### FILMOGRAPHY

- 2013 STATE OF PLAY / documentary / 85' & 52' / in HD
- 2013 THE SOUND OF BELGIUM /documentary / 85' / in HD
- 2013 HALLO ISTANBUL! / documentary / 75' & 52' / in HD (in development)
- 2013 EXPRMNTL / documentary / 75' & 52' / in HD (in development)
- 2013 REACH FOR THE SKY / documentary / 75' & 52' / in HD (in development)
- 2013 THE DRUNKEN HORSEMAN / short fiction / HD (in production)
- 2012 THE BRUSSELS BUSINESS / documentary / 90' & 52' / in HD
- 2010 INSIDE THE METAVERSE / documentary / 52' / in HD
- 2010 THE EXTRAORDINARY LIFE OF ROCKY / short fiction /15'/ 16mm
- 2009 NIGHTHAWKS / short fiction /13'50"/ 35mm
- 2008 VERBRANDMAN / short fiction /14'/ RED ONE 2K

# FULL CAST & CREW

## STATE OF PLAY

starring

**Jae-Dong Lee**  
**Joon-Hyuk Kim**  
**Yohan Park**  
**Kim Jee Seon**

Written and directed by  
**Steven Dhoedt**

Producer  
**Gert Van Berckelaer**  
**Steven Dhoedt**

Original Music  
**Regina Lok Yan To**

Co-Producer **Min-Chul Kim**

Line producer **David Taehoon Kim**

Production Assistant **Chan-Woo Ahn**

Director of Photography **Steven Dhoedt**

Additional Camera **Ho-Yeon Won**  
**Yeon-Taek Seo**  
**Byung-Gyu Park**

Editing **Gert Van Berckelaer**

Offline Facilities **De Montagewinkel**

Motion Graphics **Joost Jansen**

Color Grading **Olivier Ogneux**

DI **Arnout Deurinck**

Online supervisor **Wim De Rick**

Compositing & retouche **Annelies Vaes**  
**Robin Sinnaeve**

Online Facilities **Mikros Brussels**



STATE OF PLAY - PRESSKIT

Sound design and re-recording mix **Raf Enckels**

Dialogue editor **Alexander Baert**

Foley Artist **Julien Naudin**

Foley Recordist **Patrick Ghislain**

ADR Recordist **Jérémy Hassid**

Post production organization **Sandra De Moyter  
Sylvie Scapini**

Audio facilities **AGeNT Brussels**

Voice Over Recording Korea

Producer **Seung-Joo Lee**

Recording Engineer **Gook-Pil Hwang**

Audio facilities **Studio M Union**

Sound Samples **Saewoolim Studio  
Hyun-Dong Park**

Driver **Hyun-Joon Kim**

Cineflex Aerial Camera unit **UI Helijet**

Pilot **Hyun-Joong Lee**

Cameraman **Tae-Soo Lee**

Still camera **Seyoung Ha**

Transcription **Mi-Kyung Bae  
Gun-Young Lee**

Translation **Sona Jo Jin-Ho Hong  
Jeff Shin  
Deok-Jin Yun  
Jae-Min Sa  
Sun-Hyung Kim  
Jin-Sol Choi**



## TECHNICAL SPECS

Title	<b>STATE OF PLAY</b>
Year of Production	<b>2013</b>
Country of Production	<b>BELGIUM/SOUTH-KOREA</b>
Length	<b>85'</b>
Language	<b>Korean</b>
Subtitles	<b>English</b>
Colour	<b>Full Colour</b>
Shooting Format	<b>HD 1080p25</b>
Screening Format	<b>DCP / HDCAM / BluRay / DVD</b>
Sound	<b>Stereo LtRt / 5.1 Surround</b>

[WWW.STATEOFPLAYDOC.COM](http://WWW.STATEOFPLAYDOC.COM)

[WWW.FACEBOOK.COM/STATEOFPLAYDOC](http://WWW.FACEBOOK.COM/STATEOFPLAYDOC)

# CONTACT

## PRODUCTION COMPANY

**VISUALANTICS**  
RUE BARA 173-177 BARASTRAAT  
B-1070 BRUSSELS, BELGIUM

TEL. + 32 (0)2 560 21 27  
FAX. + 32 (0)70 416095

[WWW.VISUALANTICS.NET](http://WWW.VISUALANTICS.NET)  
[INFO@VISUALANTICS.NET](mailto:INFO@VISUALANTICS.NET)

## SALES

**CAT & DOCS**  
18 RUE QUINCAMPOIX #133  
F-75004 Paris, FRANCE

TEL. + 33 6 33 64 86 02

[WWW.CATNDOCS.COM](http://WWW.CATNDOCS.COM)  
[INFO@CATNDOCS.COM](mailto:INFO@CATNDOCS.COM)

## PARTNERS

