



## TALKS AND PANELS DESCRIPTIONS

**Speaker:** Branislav Siles (Atomontage)

**Title:** *How to prepare for the inevitable volumetric future*

**Description:** The games market has shown a strong preference for designs that are deeply systems- and physics-driven, which enable replayable and emergent gameplay for many networked users, all able to create and destroy everything dynamically in the same rich simulation. Since truly deep interactivity, procedural generation, and user-generated content will only be fully realized through volumetric ordered sampling of the world, at resolutions high enough to make the individual samples (aka voxels) 'disappear', how can developers prepare for this shift? Just as with other media types before it (e.g. audio, images, 2D video), when 3D content finally becomes viable for sampling (in its case, voxelization), a universal compressed format emerges that all games and other interactive experiences will use and exist within. As complexity from traditional workflows and legacy asset pipelines fall away, creativity on both the production and end-user sides explode, also blurring the line between the two. This talk helps prepare the game developer audience for this fundamental shift by making them aware of its inevitability and implications.

**Speaker:** Jakub Dvorsky (Amanita Design)

**Title:** *CHUCHEL, Our Problem Child*

**Description:** How hard is it to make and launch a comedy adventure game? I will dive deep into the development process of CHUCHEL, explain our approach to marketing, analyze the business side of things and audience's reaction and reflect on a number of issues and controversies we faced before and after the game was released.

**Speaker:** Neil Alphonso (Splash Damage)

**Title:** *Out of the Box: An AAA Studio's Journey from Boxed Product to Service*

**Description:** The highlights, lowlights and lessons learned from the development of a seven-plus year labour of love. By many metrics Dirty Bomb is a game that never should have seen the light of day, and its longevity in the face of this is down to events that are both somewhat cliché and sometimes surprising. It is a story of a studio trying to evolve within a changing industry and its service models, and what we'll do differently next time!

**Speaker:** Stefan Randelshofer (Ubisoft Blue Byte)

**Title:** *From Top Down to First Person in a Blink of an eye - Audio Environment System in Anno 1800*

**Description:** What makes Audio creation for RTS games so hard? Doing something that you cannot do in the real world - e.g. changing position, zooming in and out and jumping on the minimap within the blink of an eye. We will talk about the creation of systems and sound design that helped us to tackle those challenges. The advantages of an informative and rigorous sound design language in Anno 1800 will be the main focus of this talk.

**Speaker:** James Green (Creative Assembly)

**Title:** *The Sweet Spot of Asymmetric Design*

**Description:** For the last 20 years, Creative Assembly has built upon a deep understanding of asymmetric design in its games: the enemy ecosystems of Alien: Isolation, the faction-based grand strategy of Total War, and the diverse sub-factions of Halo Wars 2. The talk discusses why inherent asymmetry is important, its value to the player, and its popularity among audiences. At its core the talk is about how much asymmetry is too much, and how much is too little. How do developers find what's right for their game amongst all their other considerations? How do you master this essential design challenge? James shares what Creative Assembly has learnt about asymmetry through their history - Its costs, challenges and opportunities.

**Panel Speakers:** Michal Grno (Pixel Federation), Jakub Marek (SuperScale), Ante Odic (Outfit7) moderated by Mariusz Gąsiewski (Google)

**Title:** *Free to Play, Profitable to Produce: Maximizing Monetization through Analytics*

**Description:** Hosted by Google's Mariusz Gąsiewski, this panel discussion will explore the role of analytics in the effective monetization of free-to-play games. Each expert represents a different revenue model: ads (Outfit7), differently approached mix of ads and IAPs (Pixel Federation and Boombit) and custom approach to use the data for better game monetisation, so there'll be a wide range of useful insights on offer.

**Speaker:** Quentin Guislain (EG Group)

**Title:** *The Road to Launch - Marketing dos and don'ts when developing your f2p mobile game*

**Description:** It's a long road to launching a f2p mobile game - exciting at times and challenging at others. In this quest of getting your game ready to market, which marketing efforts are worth investing in, how and when? In this talk, Quentin Guislain will give you insights into the marketing dos and don'ts when developing your f2p mobile game, with takeaway tips you can directly apply to your current project.

**Speaker:** Renaud Charpentier (Tower Five)

**Title:** *Gameplay patterns theory to practice*

**Description:** Gameplay patterns are the systemic structures defining the nature of a video game. After a recap on their theory and how they can be worked on, this talk proposes to look at a practical application... on a game you have never heard about before, but will be the first to discover.

**Speaker:** Renaud Charpentier (Tower Five)

**Title:** *Difficulty balancing*

**Description:** There are many specific techniques to balance the difficulty of a given game. This talk looks at the question of difficulty as an upfront design choice and not a final

consequence to handle; this by proposing a workable relationship between key factors: agility, culture and power.

**Speaker:** Stefanie Scherer (Bongfish)

**Title:** *A romantic relationship between community & studio*

**Description:** The talk focuses on the importance of listening to your community and how this factor can improve many aspects of your game. It will be discussed how relevant it is to create player-based content and that “giving in” is sometimes the right thing to do.

**Speaker:** Hendrik Lesser (remote control productions/EGDF)

**Title:** *Oh brother, have patience - how to master the way of your indie studio*

**Description:** You have the love and you have the passion for making games. But you’ve started a marathon when you founded your studio, now you need to nurture it with essential strategy and prepare for failure to survive! In his talk, rcp CEO and serial entrepreneur Hendrik, will share his best recipes and concrete advice for bootstrapping your strategic thinking: from finding and refining your studios vision, mission and values to rolling it out to your team and the day-to-day operations of making great games. And if you think, you got SWOT analysis right, you’re wrong! Let Hendrik disrupt your view on SWOT and show you a better way of doing it.

**Speaker:** Graham Wihlidal (EA SEED)

**Title:** *Halcyon: Rapid Innovation using Modern Graphics*

**Description:** In order to innovate in this industry, the ability to rapidly prototype is essential. When developing a game engine, the best techniques at the time are implemented, and then users flood in and build amazing experiences with the technology. As more users rely on the technology, the ability to affect major architectural or visual change is greatly diminished due to risk and resources. Graphics is an area that improves frequently, and requires constant evaluation of all the techniques to measure viability. Having an agile research platform act as a scout alongside the large technology platform greatly reduces or

eliminates risk when evaluating and developing new techniques. In this talk, Graham will discuss the architecture behind SEED's R&D engine 'Halcyon', and how it enables exploration of advanced technology and future experiences, with a focus on fast iteration and high performance.

**Speaker:** Johannes Kuhlmann (Deep Silver FISHLABS)

**Title:** *Turn your frame rate up to 60 with Vulkan on the Nintendo Switch*

**Description:** This talk is about how we brought the latest Galaxy on Fire to the Nintendo Switch using the Vulkan graphics API. It shows how we adapted the renderer for this unique platform and how we improved the visual quality using a few easy techniques. It then goes into detail on how we achieved a constant 60 frames per second highlighting CPU and GPU optimization approaches as well as improving parallelization - all of this in light of rendering with Vulkan.

**Speaker:** Kristofer Rose (Khronos Group)

**Title:** *Vulkan: Shipping 7 Platforms with a single GPU API*

**Description:** How do you ship on as many platforms as possible whilst minimising technology overheads and maintenance? This talk offers a suggestion and will take a look into the latest developments with Vulkan, a powerful graphics and compute API with broad support from major hardware & software manufacturers. After a whistle stop review of Vulkan's past we will cover some of the APIs advantages as well as the realities of implementing it into your project. We will then look at recent developments and improvements that have been made based on developer and community feedback. The latter part of the session will cover the momentum building behind Vulkan as a whole and the wide array of platforms available with just a single API. Attendees should come away with more context on how Vulkan has progressed and the reasons why they should be seriously considering implementing the API now and in the future.

**Goethe Institute Panel:** Hendrik Lesser (remote control productions/EGDF), Renaud Charpentier (Tower Five), Anne Toole, Andrej Kovacevic (Exordium Games), moderated by Srdan Laterza

**Title:** *Interactive Empathy - Citizenship and Storytelling in Video Games*

**Description:** Games that tackle serious social issues have the power to inspire players' empathy by letting them feel the world from the outsider's standpoint. As the most immersive medium, games also change our everyday lives by impacting economy, storytelling, and culture. Do games have the power to change the world by enhancing empathy amongst the worldwide audience?

\*\*\* The round table panel is a part of Interactive Empathy, a project by Goethe-Institut Kroatien and Institut français de Croatie, within the framework of the Franco-German Cultural Fund\*\*\*

**Speaker:** Zeb West (Stoic)

**Title:** *Banner Saga: Inception to Conclusion*

**Description:** Banner Saga began as a passion project by three indie developers and blossomed with the support of a remarkable crowdfunding success story. Over 7 years the team grew and fulfilled the promise of completing all three parts of the epic trilogy, releasing across all major platforms, in 12 different languages, and with multiple additional game modes and DLC. Now that the Saga has ended, two of the key team members look back on the journey and reveal their process, challenges, and victories.

**Speaker:** Don Daglow (AIAS Foundation)

**Title:** *The Art of the Interview: Adding and Integrating the Right Kinds of People into Your Dev Team*

**Description:** Teams may start out with a group of friends who've worked together, but as a project grows you have to bring in new people. Interviewing, selecting and integrating the right people is a lot harder than it looks, and I'll walk through ways to do those interviews and add people.

**Speaker:** Ilari Kuittinen (Housemarque)

**Title:** *Reinventing Housemarque - From Arcade to AAA*

**Description:** In order to succeed you need to survive first. Housemarque faced the fact that the arcade game genre it has arguably mastered wasn't financially successful enough to sustain the company. The talk is concentrating on discussing the beliefs of what new capabilities and direction the company had to take in order to move forward during the past few years. The thought process has been turned into a big strategic change for the company providing new challenges of building AAA game production capacity. While making profound changes of how we develop games, Housemarque is also updating the company culture, which is aligned with the twofold purpose of the company – making awesome games and creating a great place to work. The speech is concentrating on the key factors on why the company has changed its strategy direction and how to tackle issues of growth. Housemarque is currently building a biggest team in the company history working on one game, so we are also facing new challenges with the growth. The talk is also going through some principles on how we are thinking about building a vibrant company culture, while keeping focus on the purpose of the company - making awesome games and creating a great place to work.

**Speaker:** Ziva Cizman (Outfit7)

**Title:** *Influencer Marketing: The Truth Behind the Hype*

**Description:** Spearheaded by the games industry, the influencer revolution is changing the marketing landscape at a breakneck pace. But what's the truth behind the hype? Drawing from Outfit7's extensive experience working with influencers, this talk will outline the whos, the whats and the whys of effective influencer marketing.

**Speakers:** Larisa Percinlic & Eran Alboher (Ekipa2 of Outfit7)

**Title:** *The Art of Creating A Successful Sequel*

**Description:** Making a sequel to a phenomenally successful game like My Talking Tom is an obvious choice, but the process of actually producing My Talking Tom 2 was riddled with

pitfalls. This talk will demonstrate the important role art played in taking a 5-year-old formula and transforming it into something fresher and more successful than ever.

**WORKSHOP Speaker:** Eran Alboher (Ekipa 2 of Outfit 7)

**Title:** *Character Design Live Demo*

**Description:** Character development specialist Eran Alboher will talk you through some key principles of the character design process. Starting with a basic idea, and working through to a finished, irresistibly appealing character. The workshop will conclude with a live drawing demo and Q&A session.

**Speakers:** Luka Hrabar & Robert Sajko (Croteam)

**Title:** *Four Million Acres, Seriously: GPU-Based Procedural Terrains in 'Serious Sam 4: Planet Badass'*

**Description:** 'Serious Sam' games were always about huge levels and 'Serious Sam 4: Planet Badass' will set the benchmark once again with single maps that are 128 x 128 km in size – or bigger! Croteam engine ninjas will talk about their approach to creating big terrain in 'Serious Engine', tessellated down to 1 cm, using GPU-based procedural generation of terrain features, forests and shrubs, grass, rocks and other fine details. They will not discuss small woodland animals. Bring coffee.

**Speaker:** Catherine Channon (PR Expert)

**Title:** *Is PR as we know it dead?*

**Description:** Beginning her career in independent retail and trade marketing Cat moved into journalism in 1998. She worked in radio, TV, specialist online and print media. At Vivendi she launched World of Warcraft and Half Life 2. At Take-Two she was behind the scenes for the launch of Grand Theft Auto: Vice City. As Head of International Communications at Warner Bros. she led publicity, community, social media and influencer campaigns for huge gaming and entertainment brands including: LEGO, Harry Potter, Mortal Kombat and Lord of The Rings. An avid campaigner with an ethical but commercial approach to comms she has also



spent the last decade working on pro-bono and not-for-profit communications campaigns both inside and out of the games industry with no budget and limited resources.

**Speaker:** Benjamin Charbit (Darewise Entertainment)

**Title:** *The Making of AAA: What it takes to build a studio with the best of credentials*

**Description:** Setting out to build a AAA studio is a bold endeavour. The gravitas of such resource and funding heavy videogames is not for the faint hearted. Benjamin Charbit and his team are a year into building all that it takes to obtain the holy grail of video games success. Between Charbit and his executive board they have a wealth of AAA experience that covers just about every major video gaming brand of the last decade and beyond: Assassin's Creed, Half Life 2, HALO, Doom, Call of Duty to name but a few.

In his talk, drawing on his experience working on successful AAA games, building his own studio and his financial and investment past Charbit will cover the following key topics: Funding, Technology, Talent, Publishing and Scheduling.

**Speaker:** Saku Lehtinen (Remedy Entertainment)

**Title:** *Art of Storytelling – The Remedy way*

**Description:** Remedy's veteran developer Saku Lehtinen presents techniques and technologies that Remedy has used over the years successful story-driven action games — sometimes turning the weaknesses to their finest moments. We take a closer look of storytelling of Max Payne (2001, 2003) and Alan Wake (2010) all the way to their state-of-the-art character tech of Quantum Break (2016) and the upcoming game Control.

**Speaker:** Tero Virtala (Remedy Entertainment)

**Title:** *The Transformation of Remedy Entertainment*

**Description:** The one constant in the video game industry is change. Remedy Entertainment, which got its start in 1995, knows this better than most. The studio has gone through many transformations over the years, but none so complicated and challenging than going from a single game development studio to a multiproject organization, working both on partner-

and own brands, growing from 130 to over 220 professionals. Remedy set on this strategy three years ago and also became a Plc to have the ability to fund its projects and have more means of Control over its future. CEO Tero Virtala will go through the reasons for this strategic change with a look on what was the starting point and the challenges and opportunities encountered in the process. What development steps and changes were taken, and looking back, what has gone right, what hasn't, and what has been learned along the way. The presentation ends on discussing where Remedy is at the moment and what the next phase of Remedy will be, including some news on our next game Control. Takeaway: For anyone in a key leadership position in a studio, big or small, who is interested in the inner workings of a veteran game development studio and their learnings from a big transformation.

**Speaker:** Kate Edwards (Geogryfy)

**Title:** *Game Creators and the Quest for Worker Rights*

**Description:** Within the game industry, we continue to hear reports of sudden studio closures, unplanned layoffs, and challenging working conditions, and 2018 was particularly negative in highlighting some of the worst issues still facing the game industry. As a result, the dialogue around finding new forms of labor protection for game creators has become very open and vocal movement, and the possibility of unions arising in game development seems closer to reality than ever before. Join this lecture and open discussion about why game creators are considering unionization, guilds, legal defense funds, and other forms of leverage to strive to improve the relationship between studio management and talent.

**Speaker:** Tetsuya Mizuguchi (Enhance)

**Title:** *The Future of Enhanced Synesthesia Experiences*

**Description:** We design memorable experiences with games. How will new and emerging new technologies such as XR enhance these experiences in the future? From Lumines, Child of Eden, Rez Infinite to the recently released Tetris Effect, we take a look at how designing synesthesia driven experiences have changed over the years, as well as the future of such experiences and future of games.

**Speaker:** Deborah Guzman (Oculus)

**Title:** *True Tales of VR Success Stories*

**Description:** Success in VR...what does it look like? How do I find it? This talk will share insights and learnings built from years of working with developers to navigate this growing industry.

**Speaker:** Matt Conte (Oculus)

**Title:** *Down the Rabbit Hole with Oculus Quest (and Rift S)*

**Description:** With 6DoF VR platforms, presence and fidelity are built-in. However, building interactivity and truly immersive environments can be challenging. Developing a compelling game requires a deep understanding of input, tracking, performance optimization, and more. This talk will cover the unique considerations for Oculus Quest and Rift S and will provide practical guidance on how to target, develop, and launch a 6DoF game.

**Speaker:** Justin Ma (Subset Games)

**Title:** *Into the Breach & Lessons in Non-Attachment*

**Description:** Co-founder of Subset Games, Justin Ma, speaks about the process of designing their second title. Creating a minimalist tactics game turned out to be a challenging prospect, resulting in years of effort being abandoned in the search for streamlined gameplay. Join Justin as he details the ways *Into the Breach* shifted throughout development and distils Subset Games' design approach into a useful toolset.

**Speaker:** Nikola Nikita Jeremić (Waveform Studio)

**Title:** *The Interactive Music of Starpoint Gemini 3*

**Description:** Witness a completely interactive lecture with actual examples straight out of the LGMs space saga currently in development. No power point presentations, Just practical

examples. Learn the creative ways in which to approach composing the interactive music, which makes gameplay a lot more immersive for players.

**Speaker:** Celia Hodent (Independent UX Consultant)

**Title:** *How Cognitive Science and UX Can Impact Game Design*

**Description:** User experience (UX) and neuroscience are becoming trendy in the industry, but how can these disciplines concretely help a team to develop a game? Some designers might think that this knowledge is not easy to apply, or even fear that it will distort the experience they intend to offer. However, UX and neuroscience (mostly cognitive psychology) combined are at the service of design, and can provide very concrete and easy-to-use tips to anticipate and solve design problems, sometimes even before the play testing phase. By having a general understanding of how the brain works and by following UX guidelines, the designers increase the chance of their audience experiencing the intended design. This talk offers an introduction to cognitive science (i.e. limitations of the human brain in terms of perception, attention, and memory) and UX applied to video game development (i.e. how to make a game more usable and engaging), illustrated by examples from various titles, including Fortnite.

**Speaker:** Tom Crago (Tantalus)

**Title:** *Art & Meaning in Video Games*

**Description:** Tantalus CEO Tom Crago will talk about his seven-year passion developing the VR game 'Materials', which was showcased last year at Australia's premiere art institution during the inaugural NGV Triennial. Coinciding with a PhD, this work marked a significant departure from the mostly commercially-orientated titles developed by Crago's company, and represented an opportunity to make an original and artful contribution in the videogame space. It had its ups and downs, but it became probably the most played videogame ever commissioned by a major art museum, anywhere in the world.

**Speaker:** Igor Cesi (Ubisoft Paris)

**Title:** *Tidy your room! (... and keep it that way)*

**Description:** Reduce dependencies and compilation times by improving the physical architecture of your code. After finishing Mario + Rabbids Kingdom Battle game, the engineering team decided it was time for the spring-cleaning! They took the challenge of redesigning the physical architecture of their engine. Less dependencies in the code, faster compilation times and more tests were amongst the goals of the new design. And probably the most important: once in place, the rules should be enforceable automatically! The talk starts by quickly reminding what the physical architecture in code is all about, continues by the presentation of team's design goals, the final design and how it matches those goals. It finishes by giving a short experience report after a year in production.

This presentation might give some inspiration on how to approach the changes in physical design to those who are starting a new game, a new engine or are not satisfied with the existing situation in their code.

**Speaker:** Sebastien Benard (Motion Twin)

**Title:** *Dead Cells: what the f\*n?!*

**Description:** "This talk is all about revealing how unexpected things like cheating in favor of the player all the time, or taking too much time tweaking the player controls proved to be really important for the success of our game, Dead Cells. We'll also discuss how the co-op company structure of Motion Twin actually helped building this game.

**Speaker:** Jason Sussman (Bungie Studios)

**Title:** *Building Worlds in Destiny – The Dreaming City*

**Description:** Learn about the process for building worlds at Bungie from an Art Director who has been part of the development team for 13 years. Jason Sussman will document the production methods at Bungie, illustrating how different disciplines work together to create complex worlds for players to explore in Destiny. Audience members will receive a deep dive into this process, from incubation to release, as he relives the creation of The Dreaming City, one of the centerpieces of Destiny 2: Forsaken.

**Speaker:** Leigh Alexander (Narrative Designer)

**Title:** *Going beyond 'Yes, Queen': The Narrative Design of Reigns: Her Majesty*

**Description:** In the sequel to popular mobile kingdom management swipe-em-up 'Reigns', the team wanted to push past "Yass Queen" and "go girl!". Writer Leigh Alexander shares her narrative design process around the tricky political tightrope of women's power, especially when it has to be both violent and funny -- and talks about how procedural storytelling appeals to our fantasies of controlling the uncontrollable

**Speaker:** Daniel Rantala (Fingersoft)

**Title:** *Automating data-driven mobile game evaluation*

**Description:** Daniel Rantala, the CEO of Fingersoft's mobile game publishing label Round Zero, introduces the KPIs that are used for evaluating and forecasting a mobile game's success factor within Fingersoft. He also gives a sneak peek into Round Zero's self-developed game publishing technology that handles user attribution, game analytics, cross-promotion, and business intelligence.

**Speaker:** Andrew Parsons (Devolver Digital)

**Title:** *Mental Health, Brain Chemistry and You: How understanding neuroscience can help you become a better game developer*

**Description:** Creating games is all about decision-making. So, what happens when you are no longer able to make those decisions and find yourself stuck in a maze of possibilities? Through basic neuroscience principles and practical examples, this talk aims to highlight the positive effects of making proactive decisions, both on your mental health and on your work.

**Speaker:** Christina Seelye (Maximum Games)

**Title:** *How to Launch a Game in the New Digital Game Landscape.*

**Description:** Learn more on how someone could benefit from using a publisher, how to navigate a launch in the new digital landscape, how to self-publish, and how to pitch to a publisher.

**Speaker:** Tsahi Liberman (Funnel)

**Title:** *Into the twisted lore of Grime's foul existence – No Hands!*

**Description:** Born from death and the ashes of chaos, you must fight your way through a surreal world and devour all that stand in your way. Bring the world to its end, before it ends you! In this talk, we will touch, with our trembling hands, the forgotten lore of Grime, a fantasy world mixed with theological symbolism, surrealist architecture, and deformed, terrifying creatures.

**Speaker:** Renee Blair (Six Foot)

**Title:** *Children and Video Games: Let's Not Mess This Up*

**Description:** According to a Pew Research Center survey, 90% of United States teens play video games, while a UK study has found that teen girls who are heavy gamers are more likely to pursue a PSTEM degree. With the ESA further reporting that 70% of parents believe that games are a positive part of their child's life and a body of research starting to show positive outcomes for children who play games, what can developers do to reinforce the value of games in personal development for kids and teens? This talk will reflect on why developers, and not just parents, should consider the impact of their work on the development of children and teens.

**Speaker:** Warren Spector (OtherSide Entertainment)

**Title:** *Stay On Target: Game Goals and the Definition(s) of Success.*

**Description:** For a project to have any chance of success, everyone involved - developer, publisher, team and even players - must be in alignment. They must all be aiming for the same target, defining success in the same way. Business goals and personal goals must be determined, agreed upon and balanced. This talk will focus on the different needs of the

various participants in the development process and on strategies for creating and agreeing upon goals that maximize the likelihood of success, however that elusive word is defined.

**Speaker:** Dino Patti (JUMPSHIP)

**Title:** *Playing Dead? On Building a Vision-Driven Studio*

**Description:** Dino Patti is breaking down some of his key concepts he utilized when building Playdead in the early years. Concepts which are still relevant to new or curious founders.

**Speaker:** Jose Emilio Munoz (Arm)

**Title:** *Create performant games with Vulkan and the Arm Mobile Studio*

**Description:** In this in-depth talk, Arm will cover its new set of open-source Vulkan API samples and best practises to help you make the right performance choices to build your game optimally for mobile. It will also include an overview of Arm's new generation of tools that enhance existing CPU and GPU profiling tooling, so that graphics developers can perform plug-and-play application profiling without the need of rooting a device. The talk is suitable for all range of graphics development expertise: from novices up to the most advanced graphics API developers.

**Speaker:** Mihai Pohontu (Amber)

**Title:** *Innovation in Games*

**Description:** Innovation in games often occurs on the bleeding edge of tech. Games are the leading form of content on new platforms and they drive hardware evolution in the process of always seeking to maximize available specs. In this talk, I attempt a brief review of blue ocean innovations currently taking place in games, a useful primer for startups or new studios seeking to claim an emerging niche or carve out a new market.

**Speaker:** Tamara Popovic (Mad Head Games)

**Title:** *Human side of System Design*



**Description:** Designing comprehensive, scalable and, most importantly, fun systems in video games is not easy. But apart from making a system work, game designers also have to be mindful of the way their system is going to be perceived by the players. In this talk, we will examine numerous biases concerning the human perception and understanding of probability and the effect that this perception can have on the way players feel about the game as a whole.

**Speaker:** Vanja Todoric (Mad Head Games)

**Title:** *Approaching Character Design*

**Description:** Vanja will talk about fundamentals of drawing and the importance it carries, "talent", visual library, tips on how to approach character design for better results and in the end he'll sum it all through a live art showcase.

**Speaker:** Hidetaka Swery Suehiro (White Owls Inc.)

**Title:** *Why did I make "The MISSING: J.J. Macfield and the Island of Memories" as first career step in my new studio?*

**Description:** N/A

**Speaker:** Dragan Jerosimovic (3Lateral)

**Title:** *Uncanny Valley 2: Beyond Faces. The next set of challenges for creating believable digital characters*

**Description:** A bird's-eye view, with occasional deep dives, into digital life & digital characters for interactive storytelling. What hard problems await game developers and other interactive storyworld builders? What are "storyworlds" anyway, how do we make them and why, and what is a minimal set of requirements to populate them with believable characters?

**Speaker:** Mark Estdale (OM)

**Title:** *Creating powerful and memorable voice content*

**Description:** An interactive session getting under the skin of the power that developers have at their fingertips to transform their VO performances. With audience participation the session demonstrates what transforms "What the hell!" to "Hell Yes!"

**Speaker:** Jen MacLean (IGDA)

**Title:** *The Revolution is Coming: How the Next 5 Years Will Bring the Most Change Gamedev Has Ever Seen-And How to Thrive in Chaos*

**Description:** The advent of a new console cycle, new subscription services, new platforms and business models, and new development opportunities are about to introduce the most concentrated, and disruptive period of change the game development community has ever experienced. Learn more about the causes of these changes as well as strategies to not just survive but thrive in the coming gamedev revolution.

**Speaker:** Rami Ismail (Vlambeer)

**Title:** *Game Development from A to Z 2.0*

**Description:** N/A

**Speaker:** Patrice Desilts (Panache Digital Games)

**Title:** *Full Circle*

**Description:** After having first announced Ancestors: The Humankind Odyssey at Reboot Dev 2015, Patrice is coming back this year to come full circle. From where it all started to how he and his team at Panache Digital Games developed this unique open-world survival game, he will tell you everything the game is not. Add to that a live play session of the game to release this year!

**Speaker:** Graham McAllister (UX Consultant)

**Title:** *Saving the Games Industry: Becoming Player-driven*

**Description:** The games industry is in a state of crisis. It always has been, but now, in 2019, something has to be done. Crunch, stress, under-performing games, and studio closure reports have been rife in the last 12 months alone, what can be done to fix this industry? This talk shows 25 examples of the failings common in our industry, and how a player-driven development approach can maybe, just maybe, steer us out safely.

**Speaker:** Julian Mautner (stillalive studios)

**Title:** *Stable.Steady.Stillalive - lessons from 13 years of growing a sustainable studio*

**Description:** One Kickstarter success, plenty of project pains and four releases later: How to find your strengths and the money to grow an independent studio into a powerful multi-project team, developing cross-platform games on two engines by taking one step after the other.

**Speaker:** Dave Gilbert (Wadjet Eye Games)

**Title:** *Narrative design as character study: creating empathetic characters in Unavowed*

**Description:** In this talk, developer Dave Gilbert will discuss how he took a two-pronged approach to creating characters that are likable as well as fun to play.

**Speaker:** Marco Minoli (Slitherine)

**Title:** *When niche is big enough for a success: the process of marketing a game for a limited audience*

**Description:** The market is flooded weekly by hundreds of releases across all platforms. Finding an audience and reaching out to it has become an integral part of the development process and is a necessary requirement to make a product successful and a business sustainable. Niche audiences and vertical segments of the market are a resource that's often untapped and unexploited and this leaves vast areas of the market open for enormous business opportunities. Identifying these areas and creating games to please them is the key to success.

**Speaker:** Ivan Trancik (SuperScale)

**Title:** *Launching and Scaling Games: Case Studies*

**Description:** Taking the momentum of a global launch and scaling a mobile game profitably afterwards is a not a small feat in today's hyper-competitive environment. We'll deconstruct several game launches and scaling phases we helped to deliver at SuperScale, identify various moving parts (analytics, live-ops, UA, ASO, creative pipeline) of a game launch and provide actionable tips that a successful game (self-)publisher needs to tackle to be able to scale their game after launch.

**Speaker:** Eugen Harton (Bohemia Interactive)

**Title:** *Security in Games*

**Description:** With the rise of multiplayer titles the demand for cheatless experience has been growing. This requires a different look at how we do games from both design and technology. Understanding its complexity to avoid the biggest mistakes is crucial to survive long-term. I would like to share some of the lessons learned along the way.

**Speaker:** Anya Combs (Kickstarter)

**Title:** *Everything You Wanted to Know About Kickstarter But Were Too Afraid to Ask*

**Description:** Anya Combs, Senior Games Outreach of Kickstarter, will walk you through the dos and don'ts of running a project. She'll highlight some fun facts and figures and maybe even tell you how to get featured on Kickstarter. Come with your questions!

**Speakers:** Alon Or-bach (Samsung Electronics) & Karlo Jez (Croteam)

**Title:** *Some Seriously Explicit Lessons in Vulkan*

**Description:** Croteam's Serious Engine was one of the first to port to Vulkan, the open standard explicit compute and graphics API. Since then, they've worked together with Samsung's Galaxy GameDev team to optimize their renderer for mobile GPUs. This talk will

share the lessons learnt to improve performance through efficient pipelining and resulting changes to Serious Engine's pipeline management.

**Speaker:** Richard Huddy (Samsung Electronics)

**Title:** *Accelerating the Evolution of a Platform*

**Description:** Samsung has made a deep and lasting commitment to improving the gaming experience on its phones more rapidly than evolution alone would have allowed. This has empowered developers to bring phone gaming to the stage where it now competes with the best console experience. Here is your chance to take a look at the reasoning and the key strategic decisions which Samsung took over recent years to bring that about.

**Speaker:** Alen Ladavac (Croteam)

**Title:** *Myths and Misconceptions of Frame Pacing: A Pre-Sequel to the Infamous Elusive Frame Timing*

**Description:** Uneven framerate and stutter has been a bane for PC games for quite some time. This talk discusses why faster is not always better and shows examples demonstrating that the stutter is not always caused by poor performance.

**Vulkan Panel Speakers:** Christian Forfang (Arm), Graham Wihlidal (SEED), Karlo Jez (Croteam), moderated by Alon Or-bach (Samsung Electronics)

**Title:** *Vulkan: One API to rule them all – Exploring the benefits and challenges of a cross-platform API*

**Description:** Vulkan, Khronos' open standard explicit graphics and compute API, is supported across multiple platforms – from embedded and mobile through to console and workstation. This session will explore the benefits as well as the challenges of bridging a wide range of markets and GPU designs with a single API. Come armed with your questions and opinions for a lively discussion with our panel on their experience of developing, implementing and using Vulkan.

**Speaker:** Martin Eder (Bongfish)

**Title:** *Specifics of making a map for World of Tanks Frontline*

**Description:** Insights in how we create environments for open world maps, including a follow-up of the whole process - from paper designs to a release ready map.

**Speaker:** Catalin Butnariu (Carbon/RGDA)

**Title:** *The Role of Star Games in Building Game Dev Ecosystems*

**Description:** What do The Witcher and Angry Birds have in common? One is a highly acclaimed AAA PC/Console success, the other is one of the first smash hit games on mobile and a brand that has transcended the medium, so at first glance the answer is “Not much”. Yet, both of those games are largely responsible for the advanced development of the games industry in Poland and Finland, respectively. Join this talk to take a closer look at the impact star games can have on an entire industry.

**Speaker:** Joachim Ante (Unity)

**Title:** *DOTS - the new core of Unity*

**Description:** Unity’s new data-oriented technology, DOTS, is enabling a massive leap in performance and scale across games. Joachim Ante, CTO of Unity, will give an overview of the principles of the new Unity features and demo DOTS.

**Speaker:** Hrvoje Kelemenic (LGM)

**Title:** *Starpoint Gemini 3: a Bold change in direction*

**Description:** A franchise established more than a decade ago is back and set to stun. LGM's lead engine developer showcases some of the surprising twists behind the development of Starpoint Gemini 3. LGM Games is a studio developing critically acclaimed Starpoint Gemini series. Over a decade old franchise is now preparing to receive its fourth iteration, but with some bold changes to concept in order to prepare it for the next ten years. The studio uses

its own advanced WhaleX game engine as the main creation tool, but recently started exploration of Unity technology for a brand new game series as well.

**Speakers:** Jean-François Boivin (Panache Digital) & Loius-Felix Cauchon (Le Guild)

**Title:** *La Guilde*

**Description:** Learn how and why over 160 game developers from Quebec joined forces to create a cooperative structure and how it could be implemented in other countries.

**Speaker:** Youichiro Miyake (Square Enix)

**Title:** *AI Technologies in FINAL FANTASY XV*

**Description:** AI technologies for digital games have been developed in these 20 years. In FINAL FANTASY XV, many of AI technologies are implemented. Main AI technologies are categorized into three types such as Meta-AI, Character AI and Navigation AI. Meta-AI controls all game components such as characters, terrains and stories to make a game more exciting. Character AI is a core of character's brain. It contains many AI technologies such as perception, decision-making, motion-making and so on to make a character autonomous. Navigation AI means pathfinding and finding a tactical point. In the session, for the first, Youichiro will explain a general AI system for any game, and the case of FINAL FANTASY XV is explained.

**Speaker:** Ste Curran

**Title:** *KILLING THE GAMES INDUSTRY 2019*

**Description:** The games industry's definitive murder mystery returns exclusively to Reboot. Join Ste Curran for this year's updated countdown as he uncovers who or what really killed the games industry, speeding through 2019's list of likely suspects with the aid of friends, hyperbole and alcohol. Drinks will be provided and vocal support will be encouraged.

**Speakers:** Kiki Wolfkill (343 Industries) & Dan Murray (Skybound Interactive), hosted by Matt Handrahan

**Title:** *Master Chief vs Rick Grimes*

**Description:** The story of expanding Halo and The Walking Dead into other mediums. 343 Industries and Skybound compare notes.

**Speaker:** Swen Vincke (Larian Studios)

**Title:** *Publishing D:os 2*

**Description:** The inside story of how we brought D:os 2 to market and got people excited.

**Speaker:** Tomasz Kaczmarczyk (Superhot Team)

**Title:** *How to sell two million indie games? Fancy charts, solid numbers, and controversial advice for fellow underdogs and business people.*

**Description:** In this data-heavy, rapid-fire word soup of a talk, Tom will talk about insights and learnings from three years of selling SUPERHOTs and growing as an indie franchise. The hour will be spent veering between concrete evidence-based advice with exciting charts and numbers, and impassioned calls for meaningful change in the way we make decisions and run our studios. We'll try to figure out what makes a good business developer and how do you know if you're doing a good job yourself.

**Speaker:** Damjan Mravunac (Croteam)

**Title:** *Sound processing in game audio design - getting the best out of your sound recordings and effects libraries*

**Description:** Using vst plugins to create unique sound effects, plus techniques for making audio better fit your game and a quick look into sound designer's toolbox (essential software and hardware).

**Speaker:** Benjamin Mitchell (Imagination Technologies)



**Title:** *Hands-on Profiling Mobile Graphics Applications, presented by Imagination Technologies*

**Description:** Graphics applications on mobile devices are increasingly complex and power intensive, bringing a wide range of challenges. Using dedicated tools for identifying performance problems can save developers a lot of time and effort. This presentation gives a hands-on introduction to the process of profiling mobile graphics applications on PowerVR platforms. Learn valuable profiling techniques you can use to optimise your mobile applications using PVRTune, our PowerVR hardware profiler. PVRTune enables the visualisation of real-time performance metrics emitted by the GPU, CPU, and drivers. PowerVR offers the most efficient GPU architecture in the market, along with a groundbreaking toolset for profiling, analysing, and optimising applications.

**Speaker:** Philomena Schwab (Stray Fawn Studio)

**Title:** *Community based marketing and development*

**Description:** Building a community around your game in development is not only beneficial for financial success, but provides the developer with constant feedback and can serve as a motivator to push through the tough times of development. This talk is based upon the experience Stray Fawn Studio gained from their games 'Niche - a genetics survival game' and 'Nimbatus: The Space Drone Constructor'. Topics include exhibiting your game, crowdfunding, social media, community hubs, cross-promotion, and Steam Early Access.

**Speaker:** Richard Franke (Magic Notion)

**Title:** *Theater and Video Games - Crossing the Fourth Wall*

**Description:** A look at the relationship between Interactive Entertainment and Theater and how pioneers are evolving them in unique and exciting ways. From Drag Queens to Game Shows to VR and Immersive Theater, how can bending the rules and crossing the fourth wall make an experience innovative and exciting for its audience.

**Speaker:** Vitor De Magalhaes (Improbable)

**Title:** *Automating Business Development - How to do more, with less*

**Description:** Running a studio is a juggling act - How do you find the right balance between time spent on day to day tasks versus finding your next business opportunity? How much time and budget should you devote to events? What are the best resources to help inform those decisions? And how can you ensure that you deal with all this efficiently without having to balloon headcount or lose focus? This talk will cover how to build a scalable, repeatable outreach approach that remains personalised even through the use of widely available automation tools.

**Speaker:** Pawel Rohleder (Techland)

**Title:** *Eighty programmers sitting on one branch*

**Description:** The takeaway for this talk is to share Techland's best practices on how to set up technical production for two AAA games sharing the same code base. Attendees will learn how the code review, continuous integration, automated testing and smart planning have been introduced to balance between stability and new functionality. And how to deliver technology to games on a daily basis!