THURSDAY 11.4.2019

	BONGFISH STAGE	11 BIT STUDIOS STAGE	FINGERSOFT STAGE	CROTEAM STAGE
10:00 – 11:00	**Keynote: Hidetaka Miyazaki, From Software & Fumito Ueda, genDE-SIGN** gi — Opening Ceremony - Damir Durovic, Reboot			
11:00 – 11:30	Coffee Break powered by Matchmade			
11:30 – 12:30	**Martin Eder, Bongfish** — Specifics of making a map for World of Tanks Frontline `Design`	**Hrvoje Kelemenic, LGM** gi — Starpoint Gemini 3: a Bold change in direction `Design`	**Neil Alphonso, Splash Damage** — Out of the Box: An AAA Studio's Journey from Boxed Product to Service `Design`	**Graham Wihlidal, EA SEED** — Halcyon: Rapid Innovation using Modern Graphics `Tech`
12:30 – 13:30	**Renaud Charpentier, Tower Five** gi — Gameplay patterns theory to practice `Design`	**Don Daglow, AIAS Foundation** — The Art of the Interview: Adding and Integrating the Right Kinds of People into Your Dev Team `Business`	**Ilari Kuittinen, Housemarque** — Reinventing Housemarque - From Arcade to AAA `Business`	**Luka Hrabar & Robert Sajko, Croteam** — Four Million Acres, Seriously: GPU-Based Procedural Terrains in 'Serious Sam 4: Planet Badass' `Tech`
13:30 – 15:00	Lunch Break			
15:00 – 16:00	**External Development Panel** `Business` gi — Lois Wang (XDS advisory), Toby Ow (Sony), Ben Jackson (Rocksteady Studios), Chris Wren (EA), Sam Carlisle (Microsoft)	**Nordic Discovery Session hosted by Jacob Riis**	**Benjamin Charbit, Darewise Entertainment** — The Making of AAA: What it takes to build a studio with the best of credentials `Business`	**Eugen Harton, Bohemia Interactive** — Security in Games `Tech`
16:00 – 17:00	**Tero Virtala, Remedy Entertainment** gi — The Transformation of Remedy Entertainment `Business`	**Richard Huddy, Samsung Electronics** — Accelerating the Evolution of a Platform `Business`	**Kate Edwards, Geogryfy** — Game Creators and the Quest for Worker Rights `Industry`	**Alen Ladavac, Croteam** — Myths and Misconceptions of Frame Pacing: A Pre-Sequel to the Infamous Elusive Frame Timing `Tech`
17:00 – 17:30	Coffee Break powered by Matchmade			
17:30 – 18:30	**Ste Curran** — KILLING THE GAMES INDUSTRY 2019 `Industry`	**Beachside chat: Inclusive Futures in Augmented Realities** — Doug North Cook (Chatham University) & Robin Hunicke (Funomena) `Industry`	**PANEL Whats your design made of?** — Davor Tomicic, Nika Dvoravic, Philomena Schwab moderated by Renaud Charpentier `Design`	**Kris Rose, Khronos Group** — Shipping 7 Platforms with a single GPU API `Tech`

	3LATERAL STAGE	ZEUZ STAGE	RAW FURY STAGE	SUPERNOVA STAGE	
					10:00 – 11:00
	Coffee Break powered by Matchmade				11:00 – 11:30
	WORKSHOP Character Design Live Demo — Eran Alboher, Ekipa 2 of Outfit 7	**PANEL Interactive Empathy - Citizenship and Storytelling in Video Games** `Industry` — Hendrik Lesser, Renaud Charpentier, Anne Toole, Andrej Kovacevic, moderated by Srdan Laterza	**Zeb West, Stoic** — Banner Saga: Inception to Conclusion `Design`	**PANEL Games Industry Networking 3.0: From Asia to South America** — Tomislav Gojevic (Nanobit), Ante Vrdelja (Croteam), Maarten De Koning (DDM Agents) moderator by Nikola Cavic `Business`	11:30 – 12:30
	WORKSHOP Character Design Live Demo — Eran Alboher, Ekipa 2 of Outfit 7	**Master Chief vs Rick Grimes** — Kiki Wolfkill, 343 Industries & Dan Murray, Skybound Interactive, hosted by Matt Handrahan `Business` `Industry`	**Beachside chat with Mundi Vondi, Klang Games** — Hosted by Andrej Kovacevic, Exordium Games `Industry`	**Catherine Channon** — Is PR as we know it dead? `Business`	12:30 – 13:30
	Lunch Break				13:30 – 15:00
	Branislav Siles, Atomontage — How to prepare for the inevitable volumetric future `Tech`	**The success of premium games in mobile** — Beachside chat with Christopher Kassulke, Handy Games, hosted by Nikola Cavic `Business`	**Philomena Schwab, Stray Fawn Studio** — Community based marketing and development `Industry`	**Julian Mautner, stillalive studios** — Stable.Steady.Stillalive - lessons from 13 years of growing a sustainable studio `Business`	15:00 – 16:00
	Quentin Guislain, EG Group — The Road to Launch - Marketing dos and don'ts when developing your f2p mobile game `Business`	**Production pipeline of the future** — Estelle Tigani, Tomislav Uzelac (2x2 Games), Ryan Payton (Camouflaj) `Business` `Design`	**Swen Vincke, Larian Studios** — Publishing D:os 2 `Business`	**SCUM: The Beginning** — Beachside chat with Andrej Levenski & Tomislav Pongrac (Gamepires) `Design`	16:00 – 17:00
	Coffee Break powered by Matchmade				17:00 – 17:30
	Nikola Nikita Jeremic, Waveform Studio — The Interactive Music Of Starpoint Gemini 3 `Audio`	**PANEL Free to Play, Profitable to Produce: Maximizing Monetization through Analytics** — Michal Grno (Pixel Fed), Jakub Marek (Super Scale), Ante Odic (Outfit7) moderated by Mariusz Gasiewski (Google)	**Guy Richards, ID@Xbox** — ID@Xbox: Maximising your Opportunity `Business`	**Marco Minoli, Slitherine** — When niche is big enough for a success - The process of marketing a game for a limited audience `Business`	17:30 – 18:30

FRIDAY 12.4.2019

	BONGFISH STAGE	11 BIT STUDIOS STAGE	FINGERSOFT STAGE	CROTEAM STAGE
10:00 – 11:00	**George Krstic, Blizzard Entertainment** [gi] Morning talk with... hosted by Dan Pearson (STREAM)			
11:00 – 11:30	*Coffee Break powered by Matchmade*			
11:30 - 12:30	**Beachside chat with Hilmar Veigar Petursson, CCP Games** [gi] Hosted by Matt Handrahan **Industry**	**Matt Conte, Oculus** Down the Rabbit Hole with Oculus Quest (and Rift S) **Tech**	**Carsten Orthbandt, Zeuz** Fair to Cloudy - The Challenge of Scaling Online Services For Games **Tech**	**Pawel Rohleder, Techland** Eighty programmers sitting on one branch **Tech**
12:30 - 13:30	**Beachside chat with Hermen Hulst, Guerrilla Games** Hosted by Maarten de Koning **Industry**	**Celia Hodent** How Cognitive Science and UX Can Impact Game Design **Design**	**Tom Crago, Tantalus** Art & Meaning in Video Games **Design** **Art**	**Igor Cesi, Ubisoft Paris** Tidy your room! (... and keep it that way) **Tech**
13:30 - 15:00	*Lunch Break*			
15:00 - 16:00	**Patrice Désilets, Panache Digital** [gi] Full Circle **Design**	**Jason Sussman, Bungie Studios** Building Worlds in Destiny – The Dreaming City **Art** **Design**	**Daniel Rantala, Fingersoft** Automating data-driven mobile game evaluation **Business**	**Youichiro Miyake, Square Enix** AI Technologies in FINAL FANTASY XV **Tech**
16:00 - 17:00	**Tetsuya Mizuguchi, Enhance** The Future of Enhanced Synesthesia Experiences **Design**	**Charles Cecil, Revolution Software** Revolution - the next adventure: Beyond a Steel Sky **Design**	**Renaud Charpentier, Tower Five** Difficulty balancing **Design**	**Alon Or-bach, Samsung Electronics & Karlo Jez, Croteam** Some Seriously Explicit Lessons in Vulkan **Tech**
17:00 - 17:30	*Coffee Break powered by Matchmade*			
17:30 - 18:30	**Beachside chat with Yu Suzuki, YS NET** [gi] Hosted by Ben Judd	**Saku Lehtinen, Remedy** Art of Storytelling – The Remedy way **Art**	**Ivan Trancik, SuperScale** Launching and Scaling Games: Case Studies **Business**	**Johannes Kuhlmann, Deep Silver FISHLABS** Turn your frame rate up to 60 with Vulkan on the Nintendo Switch **Tech**

	3LATERAL STAGE	ZEUZ STAGE	RAW FURY STAGE	SUPERNOVA STAGE
10:00 - 11:00				
11:00 - 11:30	*Coffee Break powered by Matchmade*			
11:30 - 12:30	**Vitor De Magalhaes, Improbable** Automating Business Development - How to do more, with less **Business**	**PANEL The Art of investing into games industry** Christopher Bergstresser (MTG), Paul Wedgwood (Supernova), Chris Petrovic (Zynga), Diana Moldavsky (Tencent) moderated by Nikola Cavic **Business**	**Justin Ma, Subset Games** Into the Breach & Lessons in Non-Attachment **Design**	**Ziva Cizman, Outfit 7** Influencer Marketing: The Truth Behind the Hype **Business**
12:30 - 13:30	**Damjan Mravunac, Croteam** Sound processing in game audio design - getting the best out of your sound recordings and effects libraries **Audio**	**Jean-François Boivin (Panache Digital) and Loius-Felix Cauchon (Le Guild)** La Guilde **Industry**	**Sebastien Benard, Motion Twin** Dead Cells: what the f*n?! **Design**	**Leigh Alexander** Going beyond 'Yes, Queen': The Narrative Design of Reigns: Her Majesty **Design**
13:30 - 15:00	*Lunch Break*			
15:00 - 16:00	**Andrew Parsons, Devolver Digital** **Industry** Mental Health, Brain Chemistry and You: How understanding neuroscience can help you become a better game developer	**PANEL State of the Japanese Industry** Hidetaka Swery Suehiro, Dan Luffey, Masatoshi Tokuoka, moderated by Ben Judd **Industry**	**Dave Gilbert, Wadjet Eye Games** Narrative design as character study: creating empathetic characters in Unavowed **Design**	**Jari-Pekka Kaleva, EGDF** One year after GDPR - what next on game regulation? **Business**
16:00 - 17:00	**Graham McAllister** Saving the Games Industry: Becoming Player-driven **Industry**	**PANEL Masters of sound** Arnold Nesis (Capricia Productions), Ari Pulkinen (Ari Tunes), Nikola Nikita Jeremic, Waveform Studio, moderator by Damjan Mravunac **Audio**	**Dino Patti, Jumpship** Playing Dead? On Building a Vision-Driven Studio **Business**	**Larisa Percinlic & Eran Alboher, Ekipa2 of Outfit 7** The Art of Creating A Successful Sequel **Art**
17:00 - 17:30	*Coffee Break powered by Matchmade*			
17:30 - 18:30	**Stefan Randelshofer, Ubisoft Blue Byte** From Top Down to First Person in a Blink of an eye - Audio Environment System in Anno 1800 **Audio**	**PANEL Building sustainable brands in the games industry** Christian Fonnesbech (Nordisk), Noirin Carmody (Revolution Software), Mikael Haveri (Housemarque) **Industry**	**Tomasz Kaczmarczyk, Superhot Team** How to sell two million indie games? Fancy charts, solid numbers, and controversial advice for fellow underdogs and business people **Business**	

SATURDAY 13.4.2019

	BONGFISH STAGE	11 BIT STUDIOS STAGE	FINGERSOFT STAGE	CROTEAM STAGE
10:00 – 11:00	**Amy Hennig** gi Morning talk with… hosted by Dan Pearson (STREAM)			
11:00 – 11:30	Coffee Break powered by Matchmade			
11:30 – 12:30	**Luis Villegas, Bungie Studios** gi Leadership at Bungie: A transformational journey **Industry**	**Christina Seelye, Maximum Games** How to Launch a Game in the New Digital Game Landscape **Business**	**Deborah Guzman, Oculus** True Tales of VR Success Stories **Business** **Design**	**Vulkan: One API to rule them all – Exploring the benefits and challenges of a cross-platform API** Christian Forfang (Arm), Graham Wihlidal (SEED), Karlo Jez (Croteam) moderated by Alon Or-bach **Tech**
12:30 – 13:30	**Warren Spector, OtherSide Entertainment** gi Stay On Target: Game Goals and the Definition(s) of Success **Design**	**Hendrik Lesser, remote control productions / EGDF** Oh brother, have patience - how to master the way of your indie studio **Business**	**Joachim Ante, Unity** DOTS - the new core of Unity **Tech**	**Jose Emilio Munoz, Arm** Create performant games with Vulkan and the Arm Mobile Studio **Tech**
13:30 – 15:00	Lunch Break			
15:00 – 16:00	**Rami Ismail, Vlambeer** Game Development from A to Z 2.0 **Business**	**Jen MacLean, IGDA** The Revolution is Coming: How the Next 5 Years Will Bring the Most Change Gamedev Has Ever Seen- And How to Thrive in Chaos **Industry**	**Stefanie Scherer, Bongfish** A romantic relationship between community & studio **Industry**	**Dragan Jerosimovic, 3LATERAL** Uncanny Valley 2: Beyond Faces. The next set of challenges for creating believable digital characters **Tech**
16:00 – 17:00	**James Green, Creative Assembly** The Sweet Spot of Asymmetric Design **Design**	**Hidetaka Swery Suehiro, White Owls** Why did I make "The MISSING: J.J. Macfield and the Island of Memories" as first career step in my new studio? **Design** **Business**	**Vanja Todoric, Madhead Games** Aproaching Character Design **Design**	**Benjamin Mitchell, Imagination Technologies** Hands-on Profiling Mobile Graphics Applications, presented by Imagination Technologies **Tech**
17:00 – 17:30	Coffee Break powered by Matchmade			
17:30 – 18:30	**Reboot Develop Indie Award powered by Xsolla, Hero Award and Closing Ceremony** gi			

	3LATERAL STAGE	ZEUZ STAGE	RAW FURY STAGE	SUPERNOVA STAGE	
					10:00 – 11:00
	Coffee Break powered by Matchmade				**11:00 – 11:30**
	Tsahi Liberman, Funnel Into the twisted lore of Grime's foul existence – No Hands! **Design**	**PANEL Indie Funding** Steve Escalante (Versus Evil), Elena Lobova (Achievers Hub), Jonas Antonsson (Raw Fury), Mikael Haveri (Housemarque) **Business**	**Anya Combs, Kickstarter** Everything You Wanted to Know About Kickstarter But Were Too Afraid to Ask **Business**	**Renee Blair, Six Foot** Children and Video Games: Let's Not Mess This Up **Industry**	**11:30 – 12:30**
	Tamara Popovic, Madhead Games Human side of System Design **Design**	**PANEL Corporate social responsibility** Susan Gold (Global Game Jam), James Portnow, Rami Ismail (Vlambeer) **Industry**	**Richard Franke, Magic Notion** Theater and Video Games - Crossing the Fourth Wall **Industry**	**Catalin Butnariu, Carbon / RGDA** The Role of Star Games in Building Game Dev Ecosystems **Industry**	**12:30 – 13:30**
	Lunch Break				**13:30 – 15:00**
	Mihai Pohontu, Amber Innovation in Games **Business**	**PANEL Heroes of the Narrative** Anne Toole, Charles Cecil moderated by Chris Avellone **Design** **Industry**	**Jakub Dvorsky, Amanita Design** CHUCHEL, Our Problem Child **Design**		**15:00 – 16:00**
	Mark Estdale, OM Creating powerful and memorable voice content **Audio**	**PANEL State of the indie landscape** Rami Ismail, Julie Heyde, Justin Ma, moderated by Brandon Sheffield **Industry**	**Jonas Antonsson, Raw Fury** Ridiculously honest AMA Part 27 **Business** **Industry**		**16:00 – 17:00**
	Coffee Break powered by Matchmade				**17:00 – 17:30**
					17:30 – 18:30