DEV ▶ PLAY
CONFERENCE SCHEDULE

DAY 1 — SEPTEMBER 11, MONDAY

Time	EPIKA HALL	HALL 10	WORKSHOP HALL
09:00 - 11:00	Registration & Coffee		
11:00 - 12:00	Keynote: **Travis Boatman, Carbonated** *Navigating the Golden Age of Gaming: The Rise of Super Studios and the Evolution of Live Content Publishers*		
12:00 - 12:30	**Mihai Pohontu, Amber** *101 Concepts For Games Innovation (Powered by Amber)*		
12:30 - 13:00	**Jeferson Valadares, Bandai Namco** *Fireside Chat (moderated by **Dan Teodorescu**)*	**Yoeri Staal, Staal Media** *An Eye for AI*	
13:00 - 14:00	Lunch Break		
14:00 - 14:30	**Scott Humphries, Lorraine** *The Brand That Feeds You*	**Radu Matei, Microsoft** *Title TBC*	Seminar: **Bartosz Lewandowski, Roboto** *Targeted Localization: How Can It Boost Your Sales And PR Image On The Global Market?*
14:30 - 15:00	**Cvetan Rusimov, Imperia Online** *How to get Your App Featured and What's Next? Ten Hard Lessons Learned!*	**Lloyd Tullues, Carbonated** *Turning People into Robots*	
15:00 - 15:30	**Patryk Greszczuk, 11bit Studios** *Even Storyless Games Have Some Stories To Tell*	**Daniel Flamaropol, ADN Software** *Indie Game Architecture: Mindset, Design And Common Mistakes*	Workshop: **Dave Pimm, University of Suffolk** *Designing with emotions*
15:30 - 16:00	**Josza Szabolcs** *The Reality of The Adoption Rates of Virtual Reality*	**Nick Berbece** *It's OK To Not Know What You're Doing*	
16:00 - 16:30	Coffee Break		
16:30 - 17:00	**Ivan Trancik, Cellense** *Launching Steam & Mobile Games Successfully: Case Studies*	**Adrian Djura, Eipix** *Building Your Game Dev Studio From Scratch*	DEV ▶ PLAY *SPEED PITCHING*
17:00 - 17:30	**Tanja Evdokimenko, Values Value** *What HR-Manager A Game Dev Studio Needs*	**Radu Ziemba, Kappsule Studios** *Your Game is Not Amazing If Nobody Sees It*	
17:30 - 18:00	**Fernando Vasconez, Carbon Incubator** *Title TBC*	**Cristian Diaconescu** *There And Back Again, An Indie Story*	
21:00 -	Amber Party @ Dev.Play / Halele Expirat		

Track info

- SPOTLIGHT SESSIONS
- BUSINESS
- INDIE STORIES
- DESIGN & PRODUCTION INSIGHTS
- TECH TRACK
- WORKSHOPS & PANELS
- PITCHING SESSIONS