

CONFERENCE SCHEDULE



DAY 1

OCTOBER 4, THURSDAY

	EPIKA HALL	HALL 10	WORKSHOP HALL
09:00 - 10:30	Registration & Coffee		
10:30 - 11:30	Keynote Session by Rami Ismail, Vlambeer		
11:30 - 12:00	Tom Giardino, Valve <i>Steam Update: How Your Game Can Make the Most of New Tools and Features on Steam</i>		
12:00 - 12:30	Juha Matikainen, Remote Control Productions <i>A Game Developer's Guide to VC Investment</i>	Joseph Azzam, Epic Games <i>The Future is Unreal: Realtime Raytracing, Digital Humans, and AAA on Mobile</i>	Student Workshop: Gabriel Stancu, Amber <i>8 Things I Wish I Knew As a Young Game Developer</i>
12:30 - 13:00	Ted Verani, Wappier <i>Users Acquired.... Now What? How to Use Loyalty Program and Pricing to Maximize Revenue</i>	Aleksander Kauch, 11bit Studios <i>Artificial Stupidity - AI In Video Games</i>	
13:00 - 14:00	Lunch Break		
14:00 - 14:30	Chris Wilson, Future Play <i>Generating Global Buzz: Creating Influencer-Led Communities Without Breaking The Bank.</i>	Joseph Azzam, Epic Games <i>Simple Guide to Optimizing your Art Inside of Unreal</i>	Panel: Women In Games - The Walls We Build Ourselves <i>With: Liz Mercuri, Nicole Maas, Cristina Neamtu, Franziska Zeiner.</i> <i>Moderated by: Andreea Per</i>
14:30 - 15:00	Cvetan Rusimov, Imperia Online <i>Hacking The Human Brain. Irrational Thinking Will Triple Your Revenue.</i>	Grzegorz Mazur, Vile Monarch: Going Multiplatform With Unity: A Technical Postmortem for "Crush Your Enemies" and "Oh... Sir! The Insult Simulator"	
15:00 - 15:30	Bartosz Lewandowski, Roboto <i>Ultimate Survival Guide to Outsourcing Your Work: All Good Practices and Deadly Traps Revealed</i>	Liz Mercuri, Unity <i>Enhancing Your Artist Workflow With Unity</i>	Workshop: Jon Kimmich, Software Illuminati <i>Pitching Your Game</i>
15:30 - 16:00	David Lalonde, Nutaku Publishing <i>The Rise of the Adult Gaming Market</i>	Fabian Schonholz, NBC Universal <i>Data In Live Ops</i>	
16:00 - 16:30	Coffee Break		
16:30 - 17:00	Roy Shtoyer, Tabtale <i>Why Go Hyper? The Business benefits of Focusing on Mobile Hyper Casual Games</i>	Franziska Zeiner, Freelance Designer <i>The Personal Is Political</i>	DEV PLAY SPEED MATCHING
17:00 - 17:30	Marius Ivanovas, Twitter <i>Running Global Mobile Games Acquisition on Twitter at Scale</i>	Elena Dragu, Cocone <i>Designing Content for Women: My Artistic Journey From Romania To Japan</i>	
17:30 - 18:00	Miikka Luotio, Boombit <i>Title TBA</i>	Mihai Gheza, Machinations.io <i>Machinations: The New Way of Designing Game Economies</i>	
21:00-...	Amber Party @ Dev.Play		

Track info

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BUSINESS

WORKSHOPS & PANELS

GAME DEV DIARIES

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DAY 2

OCTOBER 5, FRIDAY

	EPIKA HALL	HALL 10	WORKSHOP HALL
10:00 - 11:00	Welcome Coffee		
11:00 - 12:00	Keynote: Chris Evans, Blizzard <i>The Cinematic Process - The Challenge Of Cinematics Within Game Design</i>		
12:00 - 12:30	Victor Dosev, Creative Assembly <i>Design of Historical Games</i>	Panel: Current Trends In Game Publishing & Financing <i>With: Samir el Agili, Harri Manninen, Nick Berbece</i> <i>Moderated by: Vlad Micu</i>	
12:30 - 13:00	Fireside chat: Title TBA <i>With: Liviu Boar, Ashab Martin, Henry LaBounta</i> <i>Moderated by: TBA</i>		
13:00 - 14:00	Lunch Break		
14:00 - 14:30	Henry LaBounta, Ghost Games <i>Learning To See</i>	Liviu Boar, Stuck In Attick <i>Choosing Your Genre: The Ups and Downs of Sticking to Your Dream</i>	Workshop: Louis-Rene Auclair, Rocket Jump Games <i>Negotiating & Structuring Deals with Publishers (developed by BRD)</i>
14:30 - 15:00	Ashab Martin, Black Sail Games <i>What Is The Future for Concept Design?</i>	Nick Berbece, Those Awesome Guys <i>Move, or Die...</i>	
15:00 - 15:30	Adrian Cruceanu, Killhouse Games <i>The Art of Pixels: A Modern Take on a Retro Limitation</i>	Tulian Stefanescu, Gameloft & Martin Kadinov, ESL <i>Modern Combat 5 & ESL - A Tale of Mobile Esports</i>	
15:30 - 16:00	Nicole Senger Maas, Electronic Arts <i>Striking A Creative Balance: How Effective Workflows and Creative Process Can Maximize Your Art's Success</i>	Radu Ziemba & Daniel Flamaropol, Deadline <i>How Hitting Golfers In The Head Solved Our Problems</i>	Workshop: Teo Cazghir, Ubisoft <i>Delivering High Quality Weapon Models for Tom Clancy's Ghost Recon Wildlands - Hard-Surface Tips and Tricks</i>
16:00 - 16:30	Alina Banuleasa, Electronic Arts <i>The State of UX in Game Development: The Why and How Game Development Needs Human Centric Design Approach</i>	Adrian Zaharia, Dream Primer <i>Eternium: Growing a F2P Mobile Game to 15M+ Downloads as a Small Indie Team</i>	
16:30 - 17:00	Coffee Break		
17:00 - 18:00	Dev.Play Awards Gala <i>Presented by Catalin Butnariu, RGDA</i>		

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