

# DEV PLAY / CONFERENCE SCHEDULE

2019

## DAY 1

THURSDAY, NOVEMBER 7TH

	N. IORGA HALL	N. BALCESCU HALL	OFF-STAGE
09:00 - 10:00	REGISTRATION & COFFEE		
10:00 - 10:30	REGISTRATION & COFFEE		
10:30 - 11:00	<b>Welcome to Dev.Play 2019,</b> Hosted by: <b>Catalin Butnariu, RGDA</b>		<i>B2B Meetings (Pitch &amp; Match)</i> Location: B2B Meeting Area
11:00 - 11:30	<b>Falko Bocker, Joypac</b> <i>China Vs The West - A Deep Dive Into The Numbers From One Year Of Global Hypercasual Publishing</i>		
11:30 - 12:00	<b>Tomasz Kaczmarczyk, SUPERHOT</b> <i>How To Sell Two Million Indie Games? Exciting Charts, Solid Numbers And Concrete Tools</i>		
12:00 - 12:30	<b>Cyril Barrow, Rovio</b> <i>20 Tips To Avoid Surprises At Soft-Launch</i>	<i>Panel:</i> <b>Game Dev Investments in Eastern Europe</b> With: <b>Nikita Vladimirov, Stanislav Fiedor, Wojciech Jeznach</b> Moderated by: <b>Catalin Butnariu</b>	
12:30 - 13:00	<b>Andreea Per, RGDA &amp; Bogdan Iliesiu, Angry Mob Games</b> <i>Self-Publishing On Consoles For Dummies</i>		
13:00 - 13:30	Lunch Break		
13:30 - 14:00	Lunch Break		
14:00 - 14:30	<b>Andreea Chifu, Raw Fury</b> <i>Going Full Cross Platform</i>	<i>Roundtable: Investing In Video Games In Romania</i> With: <b>Malin Stefanescu, Alexandru Bogdan, Sergiu Negrut, George Lemanu, David Moscovici</b> Moderated by: <b>Catalin Butnariu, Zuzanna Kurek</b>	<i>B2B Meetings (Pitch &amp; Match)</i> Location: B2B Meeting Area
14:30 - 15:00	<b>Jari-Pekka Kaleva, EGDF</b> <i>One Year After GDPR - What's Next On Game Regulation?</i>		
15:00 - 15:30	<b>Ioana Hreninciuc, GameAnalytics</b> <i>State Of The Industry: Analysis Of 3 Billion Mobile Gamers</i>	<i>Panel (Powered by XSOLLA): Publishing Games from Eastern Europe</i> With: <b>Andreea Chifu, Guillaume Verlinden, Hans van Brakel, Alina Gribanova</b> Moderator: <b>Elena Lobova</b>	
15:30 - 16:00	<b>Mariusz Gasiewski, Google</b> <i>Mobile Gaming Company = A Data Driven Company. How To Grow Data Competence At The Company In 5 Steps.</i>		
16:00 - 16:30	Coffee Break		
16:30 - 17:30	<i>Keynote Session:</i> <b>Fireside Chat - Kickstarter Lessons Learned</b> With: <b>Michael Liebe, Olga Ciob, Liviu Boar</b>	<i>Panel: Women In Games</i> With: <b>Karen Soh, Cristina Neamtu, Ruxandra Nicolescu, Alexandra Voinea, Roxana Tudor</b> Moderated by: <b>Andreea Per</b>	<i>Pitching Event:</i> <b>Big Indie Pitch</b> Location: B2B Meeting Area Hosted by: <b>Sophia Aubrey Drake</b>
17:30 - 18:00	<i>Special Showcase Session:</i> <b>Watch Dogs Legion Preview - Gameplay Demo</b> Presented by <b>Ionut Codreanu, Ubisoft</b>		<b>Unreal Engine Happy Hour</b> Location: Main Lounge
18:00 - 18:30			
18:30 - 19:00			
21:00-02:00	<b>Amber Party @ Dev.Play</b> Location: Apollo 111 (Address: Palatul Universul, Strada Ion Brezoianu nr. 23 - 25)		

### SCHEDULE LEGEND

SPOTLIGHT SESSIONS

BUSINESS

GAME DESIGN

GAME DEV INSIGHTS

INVESTING IN GAMES

PITCHING & NETWORKING

PARTIES & OTHER FUN

# DEV PLAY / CONFERENCE SCHEDULE

2019

## DAY 2

FRIDAY, NOVEMBER 8TH

	N. IORGA HALL	N. BALCESCU HALL	OFF-STAGE
09:30 - 10:00	WELCOME COFFEE		
10:00 - 10:30	WELCOME COFFEE		
10:30 - 11:00	<b>Keynote Session:</b> <b>Alexandru Rais, Ubisoft</b> <i>Balancing PVP In Ghost Recon Breakpoint</i>		B2B Meetings (Pitch & Match) Location: B2B Meeting Area
11:00 - 11:30		<b>Pitching Event:</b> <b>Nordic Game Discovery Contest</b> Hosted by: <i>Teddy Florea</i>	
11:30 - 12:00	<b>Candace Thomas &amp; Karen Soh, Blizzard</b> <i>10,000 Hours and Counting: What Blizzard Has Taught Us</i>		
12:00 - 12:30		<b>Krzysztof Pachulski, Epic Games</b> <i>The Unreal Engine And Epic's 2019 Efforts To Help Developers Succeed</i>	
12:30 - 13:00	<b>Tamara Popovic, Madhead Games</b> <i>Human Side Of System Design</i>		
13:00 - 13:30	Lunch Break		
13:30 - 14:00	Lunch Break		
14:00 - 14:30	<b>Leif Walter, Creative Assembly</b> <i>1+1 = 3 - A Total War: Three Kingdoms Campaign Balancing Post-Mortem</i>	<b>Patryk Owczarz, Fuero Games</b> <i>Automation And Artificial Intelligence Testing Framework Assistance - How Does The Future Look For Gamedev QA?</i>	B2B Meetings (Pitch & Match) Location: B2B Meeting Area
14:30 - 15:00		<b>Radu Cristea, Rikodu</b> <i>Robust AI For Fast Action Games</i>	
15:00 - 15:30	<b>Leigh Alexander</b> <i>Nope Queen: The Narrative Design Of Reigns Her Majesty</i>	<b>Guillaume Verlinden, Tilting Point</b> <b>Daniel Nay, Metagame</b> <i>Zombieland: From Opportunity To Launch In Less Than A Year</i>	
15:30 - 16:00	<b>Tim Shepherd, Wooga</b> <i>Playable Ads: 5 Things We Found Out The Hard Way So You Don't Have To</i>	<b>Ruxandra Nicolescu, Gameloft</b> <i>Becoming A Legend On Nintendo Switch</i>	
16:00 - 16:30	<b>Rares Tujan, AMC Romania</b> <i>The Life Of A 3D artist: You're Gonna Have A Bad Time, In A Good Way</i>	<b>Juha Vainio, Remedy</b> <i>Keeping CONTROL - Leading The Production Of A AAA Game</i>	
16:30 - 17:00	Coffee Break		
17:00 - 18:00	<b>Dev.Play 2019 Awards Gala</b> Presented by: <i>Catalin Butnariu, RGDA</i>		
20:00 - ... ..	<b>After-Party @ Those Awesome Guys</b> Location: <i>Those Awesome Guys</i> (Address: <i>Bd. Regina Maria 18</i> )		

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