

TUESDAY, NOVEMBER 3RD

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage Powered by Xsolla	Intro Stage* Powered by RGDA	Workshop Rooms**
		Business Track		
08:30 - 08:50	09:30 - 09:50	Welcome to Dev.Play 2020 <i>Hosted by: Catalin Butnariu, RGDA</i>	ON	
08:50 - 09:30	09:50 - 10:30	Guillaume de Fondaumiere, Quantic Dream Pitching Games During Covid Times	ON	
09:30 - 10:00	10:30 - 11:00	Christopher Wulf, Those Awesome Guys The Value Of Showcasing	ON	
10:00 - 10:30	11:00 - 11:30	Dariusz Wais, Mill Games Not Only Cyberpunk Matters: The Rise of Polish Gamedev	ON	
10:30 - 11:00	11:30 - 12:00	Felix Velimir Pop, Gameloft Subscription Systems in F2P Games	OFF	
11:00 - 11:30	12:00 - 12:30	Nikita Vladimirov, Super.com Finding A Publisher From Covid Shelter	OFF	
11:30 - 12:00	12:30 - 13:00	Maxime Jagu, Ketchapp Is It Too Late To Join The Hypercasual Party?	OFF	
12:00 - 12:30	13:00 - 13:30	Fireside Chat: Kickstarter Q&A <i>With: Michael Liebe, Kickstarter / Booster Space; Francisc Apostu, Play With Fire / No Moon</i>	OFF	
12:30 - 14:00	13:30 - 14:30	Break	OFF	
13:30 - 14:30	14:30 - 15:30	Callum Underwood, Robot Teddy All About The Money: How The Funding Process Works	OFF	
14:30 - 15:00	15:30 - 16:00	Mariela Tzvetanova, Imperia Online Biz Dev Steps For Highly Effective M&A: Before And After Deal Making	OFF	
15:00 - 15:40	16:00 - 16:40	Mariusz Gasiewski, Google Quo Vadis Mobile Gaming? Mobile Gaming Growth And Trends Based On Data And Research.	OFF	
15:40 - 16:10	16:40 - 17:10	Fireside Chat: Building Game Dev Ecosystems <i>With: Jason della Rocca, Execution Labs; Catalin Butnariu, RGDA</i>	OFF	
16:10 - 16:30	17:10 - 17:30	Break	OFF	
16:30 - 17:00	17:30 - 18:00	William Le Voir-Barry, IBM Corporation Imagine What You Can Do With Cloud And Cognitive In Esports And Video Games!	ON	
17:00 - 17:30	18:00 - 18:30	Leanne Lombe, Riot Forge Forging Your Path - Standing Out From The Crowd	ON	
17:30 - 18:30	18:30 - 19:30	Panel: Publishing And Funding Trends In 2020 <i>With: Harri Manninen, Play Ventures; Bill Wang, Skystone Games; Guillaume de Fondaumiere, Quantic Dream; Mateusz Wcześniak, Movie Games; Nikita Vladimirov, Super.com</i> <i>Moderated by: Catalin Butnariu, RGDA</i>	ON	
18:30 - 19:30	19:30 - 20:30	Pitching Competition: Nordic Game Discovery Contest <i>Hosted by: Jacob Riis, Nordic Game</i>	ON	
				Workshop: Pitching Your Game to Publishers & Funds <i>Hosted by: Gwen Foster, Robot Teddy</i>
				Workshop: Substance Painter - Advanced Techniques And Effects <i>Hosted by: Andrei Danescu, AMC Romania</i>
				Workshop: How To Become Rich And Famous Working In The Game Industry? <i>Hosted by: Stephane Natkin, Graduate School on Games and Int. Media ENJMIN</i>
				Workshop: Women In Games Fostering A More Diverse Community - How To Attract And Retain More Women In The Local Video Game Industry <i>With: Andreea Per, RGDA; Leanne Lombe, Riot Forge; Kate Edwards, Geogripy, Jehanne Rousseau, Spiders; Dan Dimitrescu, Killhouse Games; Cristina Neamtu, AMC; Michael Liebe, Kickstarter</i>

*When ON, the Intro Stage mirrors the Main Stage. The Intro Stage is accessible by all participants, including holders of Intro Passes.

**Some workshops require pre-registration. For more details, please visit <https://dev-play.ro/panels-workshops/>

WEDNESDAY, NOVEMBER 4TH

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage Powered by Xsolla	Intro Stage* Powered by RGDA	Workshop Rooms**
		Innovation Track		
09:45 - 10:00	10:45 - 11:00	Day 2 Kick-Off	ON	
10:00 - 11:00	11:00 - 12:00	Liviu Totolici, Ubisoft Keynote: Taking The N Out Of NPC – The Innovation Behind Watchdogs Legion	ON	Workshop: Dramaturgy For Game Designers Hosted by: Dave Pimm, University of Suffolk
11:00 - 12:00	12:00 - 13:00	Jeferson Valadares, Doppio Games Voice Games - An Overview Of An Up And Coming Category	ON	
		George Lemnar, Green Horse Games The Power Of Groups: Building Games Focused Entirely On A Team-Based Experience	ON	
12:00 - 13:00	13:00 - 15:00	Break	OFF	
14:00 - 14:30	15:00 - 15:30	Ben Mattes, Rovio Maturation, Metaverses And More - The Megatrends That Will Shape The Mobile Games Industry's Future	OFF	Workshop: UE4 - Programming A 1st Person Shooter / Roguelite Hosted by: Eugen Udrea, Amber / Scorpius Games
14:30 - 15:00	15:30 - 16:00	Break	OFF	
15:00 - 15:30	16:00 - 16:30	Break	OFF	
15:30 - 16:00	16:30 - 17:00	Kate Edwards, Geogrify / Global Game Jam How Our Mental Health is Affected by Game Creation	OFF	
16:00 - 16:30	17:00 - 17:30	Break	OFF	
16:30 - 17:00	17:30 - 18:00	Fireside Chat: Thoughts On European Innovation In Games With: Mihai Pohontu, Amber; Jari Pekka-Kaleva, EGDF	OFF	
17:00 - 17:30	18:00 - 19:00	Panel: Innovation In Video Games – Navigating Buzzwords, Tech and Creativity With: Ionut Codreanu, Ubisoft; Taewon Yun, Super Evil Megacorp; Ionut Gabriel Solomon, Amber; Moderated by: Dan Teodorescu, Metagame Studio	OFF	Workshop: Steam - Best Practices For Leveraging The Store With: Erik Peterson, Valve; Cassidy Gerber, Valve; Sophie Mackey, Valve
18:00 - 19:00	19:00 - 20:00	Warren Spector, Otherside Entertainment Keynote: Get Back In That Box: Creativity And Innovation Within Constraints	OFF	
19:00 - 20:00	20:00 - 21:00	Dev.Play 2020 Awards Gala Hosted by: Catalin Butnariu, RGDA	ON	

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