DEV▶PLAY 2020

TUESDAY, NOVEMBER 3RD

Main Stage — Powered by Xsolla

Intro Stage* — Powered by RGDA

Workshop Rooms**

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage — Business Track	Intro Stage*
08:30 - 09:00	09:30 - 10:00	**Welcome to Dev.Play 2020** *Hosted by:* **Catalin Butnariu, RGDA**	ON
09:00 - 09:30	10:00 - 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	11:00 - 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** *With:* Michael Liebe, Kickstarter / Booster Space; Francisc Apostu, Play With Fire / No Moon	OFF
12:30 - 14:00	13:30 - 15:00	**Break**	OFF
14:00 - 14:30	15:00 - 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 - 15:45	16:00 - 16:45	**Mariusz Gasiewski, Google** Quo Vadis Mobile Gaming? Mobile Gaming Growth And Trends Based On Data And Research.	OFF
15:45 - 16:15	16:45 - 17:15	**Fireside Chat: Building Game Dev Ecosystems** *With:* Jason della Rocca, Execution Labs; Catalin Butnariu, RGDA	OFF
16:15 - 16:30	17:15 - 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** *With:* Harri Manninen, Play Ventures; Bill Wang, Skystone Games; Guillaume de Fondaumiere, Quantic Dream; Mateusz Wcześniak, Movie Games; Nikita Vladimirov, Super.com *Moderated by:* Catalin Butnariu, RGDA	ON
18:30 - 19:30	19:30 - 20:30	**Pitching Competition: Nordic Game Discovery Contest** *Hosted by:* Jacob Riis, Nordic Game	ON

Workshop Rooms**

Workshop: Pitching Your Game to Publishers & Funds
Hosted by: Gwen Foster, Robot Teddy

Workshop: Substance Painter - Advanced Techniques And Effects
Hosted by: Andrei Danescu, AMC Romania

Workshop: How To Become Rich And Famous Working In The Game Industry?
Hosted by: Stephane Natkin, Graduate School on Games and Int. Media ENJMIN

Workshop: Women In Games
Fostering A More Diverse Community - How To Attract And Retain More Women In The Local Video Game Industry
With: Andreea Per, RGDA; Leanne Lombe, Riot Forge; Kate Edwards, Geogrify; Jehanne Rousseau, Spiders; Dan Dimitrescu, Killhouse Games; Cristina Neamtu, AMC; Michael Liebe, Kickstarter

*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/

DEV PLAY 2020

CONFERENCE SCHEDULE

WEDNESDAY, NOVEMBER 4TH

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage — Powered by Xsolla / Innovation Track	Intro Stage* — Powered by RGDA	Workshop Rooms**
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 Lemnaru, 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		OFF	
15:00 - 15:30	16:00 - 16:30	**Speaker TBA** — Session title TBA	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 — AMBER	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 — UBISOFT	OFF	**Workshop: Steam - Best Practices For Leveraging The Store** — *With:* Erik Peterson, Valve; Kassidy 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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