









## SCHEDULE

MONDAY, OCTOBER 25th

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage Lectures & Panels
09:00 - 09:30	10:00 - 10:30	<b>Welcome to Dev.Play 2020</b> <i>Hosted by: Catalin Butnariu, RGDA</i>
09:30 - 10:00	10:30 - 11:00	<b>Liviu Boar, Stuck In Attic</b> Transylvania via Crowdfunding
10:00 - 10:30	11:00 - 11:30	<b>Milos Djuricanin, Nordeus</b> Building the Talent Pipeline In the Gaming Industry
10:30 - 11:00	11:30 - 12:00	<b>Gwen Foster, Robot Teddy</b> Personalized Pitches
11:00 - 11:30	12:00 - 12:30	<b>Ionut Codreanu, Funcom</b> Prod + Test = <3 
11:30 - 12:00	12:30 - 13:00	<b>Karol Sobczak, Tik Tok</b> How Tik Tok Is Reimagining Game Culture For All 
12:00 - 12:30	13:00 - 13:30	<b>Dariusz Wais, Mill Games</b> Equity Funding As a First Step of Scoping up Indie Studios 
12:30 - 13:00	13:30 - 14:00	<b>Liviu Totolici &amp; Andreea Mindroiu, Ubisoft</b> Ubisoft's Snowdrop Engine - Empowering the Content Creators 
13:00 - 13:30	14:00 - 14:30	<b>James Gallagher, Keywords</b> How To Get Serious About Player Feedback
13:30 - 14:00	14:30 - 15:00	<b>Vlad Muscalu, Ten Square Games</b> Mobile Games Are Bad 
14:00 - 15:00	15:00 - 16:00	<b>Panel: Government Funding For Games</b> <i>With: Johannes Roth, Mimimi Games; Relja Bobic, Serbian Games Association; Raoul Trifan, Romanian Senate.</i> <i>Moderated by: Andreea Medvedovici-Per, RGDA</i>
15:00 - 15:45	16:00 - 16:45	<b>Fireside Chat: Building Teams, Creating Games</b> <i>With: Johannes Roth, Mimimi Games</i> <i>Moderated by: Andreea Medvedovici-Per, RGDA</i>
15:45 - 16:30	16:45 - 17:30	<b>Fireside Chat: Getting Investment as an Indie Studio</b> <i>With: George Lemnaru, Green Horse Games</i> <i>Moderated by: Catalin Butnariu, RGDA</i>
16:30 - 17:30	17:30 - 18:30	<b>Panel: NFT / Crypto / Play-to-Earn - The Future of Games?</b> <i>With: Roy Liu, TRON Foundation</i> <i>Moderated by: Marty Caplan, Amber</i> 
17:30 - 18:30	18:30 - 19:30	<b>Fireside Chat: Tales of Live Games</b> <i>With: Brett Crawford, Blizzard.</i> <i>Moderated by: Catalin Butnariu, RGDA</i>
18:30 - 19:30	19:30 - 20:30	<b>Pitching Competition: Nordic Game Discovery Contest</b> <i>Hosted by: Jacob Rlis, Nordic Game</i>

## Workshop Rooms\*

Central Europe Time (CET) | Est. Europe (Local) Time (EET)

10:00 - 12:00 | 11:00 - 13:00

**Workshop: Players' Favourite Gaming Emotions: The Triggers, Psychology, and Structural Forms**  
*Hosted by: Dave Pimm, University of Suffolk*

13:30 - 15:30 | 14:30 - 16:30

**Workshop: Intrinsic Design - From Content to Form**  
*Hosted by: Cristian Chihaiu, Ubisoft*

16:00 - 18:00 | 17:00 - 19:00

**Workshop: Publishing Agreements - Pitfall Hunting for Game Developers**  
*Hosted by: Silviu Stratulat & Elena Stan, Stratulat Albulescu*

\*Some workshops require pre-registration. For more details, please visit <https://dev-play.ro/workshops/> or the Workshops section in the PINE platform

TUESDAY, OCTOBER 26th

Central Europe Time (CET)	Est. Europe (Local) Time (EET)	Main Stage Dev.Play Indie Festival	
09:45 - 10:00	09:45 - 10:00	Day 2 Kick-Off	
09:00 - 09:30	10:00 - 10:30	<b>The Crackpet Show</b> Vixa Games, Poland	Hosted by: Baaabuska
09:30 - 10:00	10:30 - 11:00	<b>Omegabot</b> Simon Carny, Slovakia	Hosted by: Baaabuska
10:00 - 10:30	11:00 - 11:30	<b>Zoria: Age of Shattering</b> Tiny Trinket Games, Romania	Hosted by: Baaabuska
10:30 - 11:00	11:30 - 12:00	<b>Knock On The Coffin Lid</b> Redboon, Russia	Hosted by: Baaabuska
11:00 - 11:30	12:00 - 12:30	<b>Stellar Wanderer</b> Dream Builder Studio, Romania	Hosted by: Baaabuska
11:30 - 12:00	12:30 - 13:00	<b>Against The Storm</b> Eremite Games, Poland	Hosted by: Baaabuska
12:00 - 12:30	13:00 - 13:30	<b>Ragtag Crew</b> Hardlane Studio, Belarus	Hosted by: Baaabuska
12:30 - 13:00	13:30 - 14:00	<b>Sacred Fire</b> Poetic Studio, Slovakia	Hosted by: Reddys
13:00 - 13:30	14:00 - 14:30	<b>Palm Ride</b> Pizza Fest, Romania	Hosted by: Reddys
13:30 - 14:00	14:30 - 15:00	<b>Lumencraft</b> Stardrifters, Poland	Hosted by: Reddys
14:00 - 14:30	15:00 - 15:30	<b>Giants Uprising</b> VARSAV Game Studios, Poland	Hosted by: Reddys
14:30 - 15:00	15:30 - 16:00	<b>Outbreak Island</b> Tiny Magicians, Lithuania	Hosted by: Reddys
15:00 - 15:30	16:00 - 16:30	<b>Unbound: Worlds Apart</b> Alien Pixel, Romania	Hosted by: Reddys
15:30 - 16:00	16:30 - 17:00	<b>Noch</b> Fair Games Studio, Russia	Hosted by: Bobospider
16:00 - 16:30	17:00 - 17:30	<b>Harmony's Island</b> Mythic Owl, Poland	Hosted by: Bobospider
16:30 - 17:00	17:30 - 18:00	<b>Lost In Sky: Insurrection</b> Avantaj Prim, Republic of Moldova	Hosted by: Bobospider
17:00 - 17:30	18:00 - 18:30	<b>Last Days of Lazarus</b> Darkania Works / Grim Talin, Romania	Hosted by: Bobospider
17:30 - 18:00	18:30 - 19:00	<b>Black Book</b> HypeTrain Digital, Russia	Hosted by: Bobospider
18:00 - 18:30	19:00 - 19:30	<b>Door Kickers 2: Task Force North</b> Killhouse Games, Romania	Hosted by: Bobospider
18:30 - 19:00	19:30 - 20:00	<b>Jupiter Moons: Mecha</b> Rock & Bushes, Poland	Hosted by: Bobospider
19:00 - 19:30	20:00 - 21:00	<b>Dev.Play 2021 Awards Gala</b> Hosted by: <a href="#">Camilin Butnaru</a> , RGDA	

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10:00 - 12:00 | 11:00 - 13:00

**Workshop: Business Development Best Practices for Fun and Profit**  
*Hosted by: [Kirstin Bosc](#), [kirstinbosc.com](#)*

13:00 - 14:30 | 14:00 - 15:30

**Workshop: Promoting Diversity as an Indie Developer: Can You Do It With the Resources Available? Should You Do It? Why?**  
*Hosted by: [Andreea Medvedovici-Per](#), RGDA*

17:30 - 18:30 | 18:30 - 19:30

**Workshop: Steam Publishing Roundtable**  
*With: [Tom Giardino](#), Valve; [Aravind Moorthy](#), Valve*

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