



THE
GAME DEV CONFERENCE
FOR EASTERN EUROPE

JUNE 8-9, 2026



Local Time
(EET)

Main Stage

MONDAY, JUNE 8th

powered by

#tags

10:00 - 10:45

Welcome Coffee

10:45 - 11:00

Opening Speech | [Andreea Sava & Catalin Butnariu](#), RGDA

11:00 - 11:45

Keynote: 2026 Industry Update (Title TBA)

[Shawn Foust](#), Fortis Games



#spotlight

#trends

11:45 - 12:15

Understanding Suspense in Video Games

[Andrei Nae](#), University of Bucharest

#creative

#deepdive

12:15 - 13:00

Perspectives Clash: Part 1

[Rami Ismail vs. Adam Boyes](#)

#spotlight

#trends

#AMA

13:00 - 14:00

Lunch Break

14:00 - 14:45

Perspectives Clash: Part 2

[Rami Ismail vs. Adam Boyes](#)

#spotlight

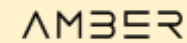
#trends

#AMA

14:45 - 15:15

How to Market a Game When Everyone Knows How

[Cristian Dina](#), Amber



#publishing

#indie

15:15 - 15:45

Future of Learning Through Play, Culture, and Connection

[Curt Fortin](#), Tales of Us

#trends

#education

15:45 - 16:15

Coffee Break

16:15 - 16:45

Praxeology: The Framework to Understand Players Motivations

[Diego Ricchiuti](#), Focus Home & Caracal Games

#creative

#production

16:45 - 17:45

Panel: The Struggle Is Real: Indie Life in Emerging Markets in 2026

With : [Jay Powell](#), Powell Group / [Radu Ziemba](#), Neonhex / [Theo Gavrilidis](#), Critical Hit /

[Lara Davidova](#), Aevica Software. Moderated by: [Bobby Wertheim](#), Kando Factory



#indie

#publishing

#production

21:00 - 02:00

Dev.Play Official Party

Powered by Amber
(Expirat Club, Bucharest)



Local Time
(EET)

Workshop Stage

MONDAY, JUNE 8th

#tags

12:00 - 13:00

Roundtable: The Role of Game Development Education in a Changing Industry

(Private session)

14:00 - 15:00

Student Workshop: Fail Fast, Play Faster: The Prototyping Journey in Game Design

With: [Stefan Zamfir](#), Echo School

#education

#creative

16:15 - 17:15

Roundtable: Trade Associations Meetup

(Private session)

Session descriptions can be found here:
<https://dev-play.ro/schedule-2026/>



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Local Time
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Main Stage

TUESDAY, JUNE 9th

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#tags

10:00 - 10:30	Welcome Coffee	
10:30 - 11:00	AMA: Behind the Scenes of Hazelight's Development Process (vol. 2) Philip Martin, Hazelight	#spotlight #AMA
11:00 - 11:30	Is the Games Industry Broken? Eugen Sfirlos, Keywords Studios	#trends #production
11:30 - 12:15	Seamless Transitions: From Gameplay to Cinematics Igor Sobolev, Hangar 13 / Theodore Hilhorst, 2K	#creative #production
12:15 - 13:00	Panel: AI-Driven QA in Long-Running Projects With: Stefan Seicarescu, Quantic Lab / Nicusor Cojocaru, Gameloft / Mihai Racof Pixelbowl Moderated by: Razvan Safta, Funcom	#deepdive #production #deepdive #AI
13:00 - 14:00	Lunch Break	
14:00 - 14:45	Keynote: Creativity in the Age of AI: Practicing Creative Sobriety Fawzi Mesmar, Ubisoft	#spotlight #creative #deepdive
14:45 - 15:15	The Division 2 - 7 Years Later – Evolving the Endgame Dragos Liche, Ubisoft	#production #deepdive
15:15 - 15:45	Coffee Break	
15:45 - 16:15	Crawl, Walk & Run: Forget "Analytics as a Culture" For Now, Let's Be Pragmatic First Mathieu Ruiz, Funcom	#production #deepdive
16:15 - 17:15	Panel: Game Production in 2026: Building Games in an Industry Under Pressure With : Lisa Kretschmer, IOI Interactive / Ionut Codreanu, Funcom / Mihai Sfrijan, Amber Moderated by: Mehdi Benkirane, Zenith Pirates	#spotlight #trends #production
17:15 - 17:30	Closing Ceremony: Andreea Sava & Catalin Butnariu, RGDA	

Local Time
(EET)

Workshop Stage

TUESDAY, JUNE 9th

#tags

10:30 - 11:30	Workshop: Who Are You Building For? - A Workshop on Persona-Based Testing for Game Developers With: Radu Posoi, Alkotech Labs	#creative #deepdive
12:00 - 13:00	Tech Workshop: The Future of Software Architecture in the Age of AI With: Razvan Balasa, Playtika / Adrian Coman, CrowdStrike	#AI #deepdive #production
14:45 - 15:45	Student Workshop: AI in Game Development - A Magic Wand or a Poisoned Gift? With: Alex Padure, Assist Software	#education #deepdive #AI
16:00 - 17:00	Roundtable: Underfunded. Underrepresented. Underdogs. How Smaller Regional Studios Can Still Compete Today's Industry (Private session)	

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