

**Thursday, 11 of April**

10:00-11:00	<b>Opening Ceremony - Damir Durovic, Reboot</b> Keynote: Hidetaka Miyazaki, From Software & Fumito Ueda, genDESIGN (STREAM)							
	11:00 - 11:30 Coffee Break powered by Matchmade							
11:30-12:30	BONGFISH STAGE Michael Putz, Bongfish	11 BIT STUDIOS STAGE Hrvoje Kelemenic, LGM	FINGERSOFT STAGE Hendrik Lesser, remote control productions / EGDF	CROTEAM STAGE Alen Ladavac, Croteam	3LATERAL STAGE Eran Alboher, Ekipa 2 of Outfit 7	ZEUZ STAGE PANEL # 2 - TBA	RAW FURY STAGE Andrej Kovacevic, Exordium & Mundi Vondi, Klang Games	TBA STAGE Renne Blair, Six Foot
12:30-13:30	Tero Virtala, Remedy Entertainment	Christina Seeyle, Maximum Games	Richard Huddy, Samsung Electronics	Eugen Harton, Bohemia Interactive	Workshop - TBA	Kiki Wolfkill, 343 Industries & Dan Murray, Skybound Interactive	Swen Vincke, Larian Studios	Catherine Channon
	13:30 - 15:00 Lunch Break							
15:00-16:00	External Development Panel Lois Wang (Crystal Dynamics), Toby Ow (Sony), Ben Jackson (Rocksteady Studios), Chris Wren (EA), Sam Carlisle (Microsoft)	Tetsuya Mizuguchi, Enhance	Benjamin Charbit, Darewise Entertainment	ARM SESSION	Bjørn Jacobsen	Christopher Kassulke, Handy Games	Philomena Schwab, Stray Fawn Studio	Andrej Levinski, Gamepires
16:00-17:00	Renaud Charpentier, Tower Five	Chris Lee, 343 Industries	Kate Edwards, Geogryfy	Youichiro Miyake, Square Enix	Quentin Guislain, EG Group	Robin Hunicke, Funomena	Dino Patti, Jumpship	Jean-François Boivin, Panache Digital
	17:00 - 17:30 Coffee Break powered by Matchmade							
17:30-18:30	George Krstic, Blizzard Entertainment	Ziva Cizman, Outfit 7	SPEAKER TBA	Ante Odic, Ekipa 2 of Outfit 7	Nikola Nikita Jeremic, Waveform Studio	PANEL #3 TBA	Guy Richards, ID@Xbox	Marco Minoli, Slitherine

**Friday, 12th of April**

10:00-11:00	<b>Grzegorz Miechowski, 11 bit studios</b> Keynote: TITLE TBA (STREAM)							
	11:00 - 11:30 Coffee Break powered by Matchmade							
11:30-12:30	BONGFISH STAGE Hilmar Veigar Petursson, CCP Games	11 BIT STUDIOS STAGE Matt Conte & Deborah Guzman, Oculus	FINGERSOFT STAGE Steve Escalante, Versus Evil	CROTEAM STAGE Igor Cesi	3LATERAL STAGE Vitor De Magalhaes, Improbable	ZEUZ STAGE Panel #4 TBA	RAW FURY STAGE Justin Ma, Subset Games	TBA STAGE Catalin Butnariu, Carbon / RGDA
12:30-13:30	Viktor Antonov, Darewise Entertainment	Celia Hodent	Ralph Fulton, Playground Games	Pawel Rohleder, Techland	Austin Wintor Session#1	Panel #5 TBA	Sebastien Benard, Motion Twin	Larisa Percinlic, Ekipa2 of Outfit 7
	13:30-15:00 Lunch Break							
15:00-16:00	Hermen Hulst, Guerrilla Games	Jason Sussman, Bungie Studios	Ivan Trancik, Cellense	Alon Or-Bach, Samsung Electronics	Andrew Parsons, Devolver Digital	Panel #6 TBA	Dave Gilbert, Wadjet Eye Games	Joachim Ante, Unity
16:00-17:00	Patrice Desilets, Panache Digital	Hidetaka Swery Suehiro, White Owls	Vulkan Panel TBA	Branislav Siles, Atomontage	Stefan Randselshofer, Ubisoft Blue Byte	Panel #7 TBA	John Watson & Zeb West, Stoic	Leigh Alexander
	17:00 - 17:30 Coffee Break powered by Matchmade							
17:30-18:30	Ste Curran	Saku Lehtinen, Remedy	Renaud Charpentier Session #2	TBA	EPIX Session TBA	Panel #8 TBA	Tomasz Kaczmarczyk, Supernot Team	Chris Avellone

**Saturday, 21st of April**

10:00-11:00	<b>Amy Hennig</b> KEYNOTE: TITLE TBA (STREAM)							
	11:00 - 11:30 Coffee Break powered by Matchmade							
11:30-12:30	BONGFISH STAGE Luis Villegas, Bungie Studios	11 BIT STUDIOS STAGE Don Daglow, AIAS Foundation	FINGERSOFT STAGE Anya Combs, Kickstarter	CROTEAM STAGE Google Session #1	3LATERAL STAGE Graham McAllister	ZEUZ STAGE Panel #9 TBA	RAW FURY STAGE Chris Taylor	TBA STAGE Anne Toole
12:30-13:30	Warren Spector, OtherSide Entertainment	Neil Alphonso, Splash Damage	Tom Crago, Tantalus	Carsten Orthbandt, Zeuz	Google Session #2	Panel #10 TBA	Richard Franke, Magic Notion	Jonas Antonsson, Raw Fury
	13:30 - 15:00 Lunch Break							
15:00-16:00	Austin Wintory Session #2	Jen MacLean, IGDA	Ed Valiente, Thunderful / Rising Star Games	TBA	Panel #11 TBA	Jakub Dvorsky, Amanita Design	Michai Pohontu, Amber	TBA
16:00-17:00	James Greene, Creative Assembly	Charles Cecil, Revolution Software	Madhead Session	TBA	Panel #12 TBA	Rami Ismail, Vlambeer	Julian Mautner, stillalive studios	TBA
	17:00 - 17:30 Coffee Break powered by Matchmade							
17:30-18:30	<b>Reboot Develop Indie Award powered by Xsolla, Hero Award and Closing Ceremony</b>							