

THURSDAY 29.9.2022

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	BONGFISH STAGE	UNREAL STAGE	XSOLLA STAGE	AMBER STAGE
10:00 - 11:00	<p>Keynote: Hendrik Lesser, remote control productions, Call to Arms - What Gaming Can Do To Defend Democracy (STREAM) Industry</p> <p>Opening Ceremony - Damir Durovic, Reboot</p>			
11:00 - 11:30	Coffee Break powered by i3D.Net			
11:30 - 12:30	<p>Brendan Greene + Serge van Keulen, PLAYERUNKNOWN Productions (STREAM)</p> <p>Scaling up - Architecture and Approach for Building a Planetary Sandbox Tech Engineering</p>	<p>Ari Arnbjörnsson, Epic Games</p> <p>Unreal Engine 5: A Closer Look Tech Engineering</p>	<p>Damir Šlogar, Q4 Capital</p> <p>Game Studio - Business VS lifestyle</p> <p>How programmatic advertising will boost your marketing campaign</p> <p>Matthias Wehner (attract mode), Garrett Tallon (Quantcast) Business Marketing</p>	
12:30 - 13:30	<p>Renaud Cherpantier, Tower Five (STREAM)</p> <p>Core Loops Modelization Design</p>	<p>Ciaran Deasy, Housemarque</p> <p>Atropian Intelligence: Building Enemy AI for Returnal</p>	<p>Ljubica Garic, 8Bit</p> <p>Red and Green Flags in gamedev recruitment HR</p>	<p>Ville Rauma, Fingersoft</p> <p>How we make games at Fingersoft a.k.a The Funnel Business Industry</p>
13:30 - 15:00	Lunch Break			
15:00 - 16:00	<p>Ilari Kuitinen & Mikael Haveri, Housemarque</p> <p>From Resogun to Returnal, the changing landscape of an indie developer to AAA Business Industry</p>	<p>Krzysztof Pachulski, Epic Games (STREAM)</p> <p>What's next for Unreal Engine 5 features Tech Engineering</p>	<p>Ivan Krechnak, PowerPlay Studio</p> <p>Impact of emotions in gaming and why they are so important Business Psychology Design</p>	<p>Jörg Tittel, Oiffy</p> <p>Cinema is Dead (Long Live Videogames) Design Industry</p>
16:00 - 17:00	<p>Tomislav Jurić, Bongfish</p> <p>Art Style 101 - How to find and stick to a visual Style? Art</p>	<p>Ari Arnbjörnsson, Epic Games</p> <p>Maximizing Your Game's Performance in Unreal Engine Tech Engineering</p>	<p>PANEL: Julia Kenny, Justin Berenbaum, Samuel Costelo, Robert Bäckström (STREAM)</p> <p>Smart Money - How does strategic funding add more than just the cash?</p>	<p>FIRESIDE CHAT with Frederick Raynal, Ludoid</p> <p>Moderated by Dan Pearson</p>
17:00 - 17:30	Coffee Break powered by i3D.Net			
17:30 - 18:30	<p>Versus Evil Presents</p> <p>Pitching Session #1</p>	<p>Krzysztof Pachulski, Epic Games (STREAM)</p> <p>Automating repeatable tasks with custom tools in Unreal Engine 5 Tech Engineering</p>	<p>Luka Naglič, Nanobit</p> <p>Exploiting SKAdNetwork: From Bits to Pieces Marketing</p>	<p>Ivor Hadžabiđić (Livada Produkcija), Boris Hergesić (Dream Box)</p> <p>Film & Games for a Better Tomorrow - Exploring Virtual Studio Sets</p>

	OUTFIT7 STAGE	AMD STAGE	RAW FURY STAGE
10:00 - 11:00			
11:00 - 11:30	Coffee Break powered by i3D.Net		
11:30 - 12:30	<p>Tamara Milenković, Outfit7</p> <p>Want to Inspire Your Teams to Quit? Really? Business Industry Mental Health</p>	<p>Adam Sawicki, AMD</p> <p>Let's Talk About (GPU) Crashes Tech Engineering</p>	<p>BEACHSIDE PANEL: Callum Underwood, Damir Durovic, Tomislav Gojevic, Vladimir Bogdanic</p> <p>Hardest Decision of your Career</p>
12:30 - 13:30	<p>Mikhail Golub, Outfit7</p> <p>Using Mali Offline Compiler to Optimize Shaders on Mobile Tech Engineering</p>	<p>Panos Karabelas, AMD</p> <p>Unreal Engine Profiling & Performance Optimizations Tech Engineering</p>	<p>PANEL: Dino Patti, Jorg Tittel, Jack Attridge</p> <p>New Direction for Interactive Entertainment, Moderated by Dan Pearson</p>
13:30 - 15:00	Lunch Break		
15:00 - 16:00	<p>Jack Attridge, Flavourworks</p> <p>Building a Games Studio for Interactive Storytelling Design Business</p>	<p>Dean Woodward, Beethoven & Dinosaur</p> <p>Changing Studios, Productively Production</p>	<p>BEACHSIDE PANEL: Jeanette Bauer, Justin Woodward, Pavol Buday</p> <p>Events: The Final Frontier, Moderated by Ante Vrdelja</p>
16:00 - 17:00	<p>Marek Rosa, Keen Software House & GoodAI</p> <p>Future of AI in games Design Industry Tech Engineering</p>	<p>Martijn van Zwieten</p> <p>The missing leadership element Business Leadership</p>	
17:00 - 17:30	Coffee Break powered by i3D.Net		
17:30 - 18:30	<p>Troels Linde, The Norwegian Film School & Phillip Vaughan, Abertay University Dundee</p> <p>What is Virtual Production? - Exploring Virtual Studio Sets</p>		

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FRIDAY 30.9.2022

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	BONGFISH STAGE	UNREAL STAGE	XSOLLA STAGE	AMBER STAGE
10:00 - 11:00	<p>Patrice Desilets, Panache Digital (STREAM) Keynote: You got a minute? Design Business</p>			
11:00 - 11:30	Coffee Break powered by i3D.Net			
11:30 - 12:30	<p>Fawzi Mesmar, Ubisoft (STREAM) The Creative process Design Art</p>	<p>Anna Holinrake ADHD City - Weird Things That Help for the Creative (but noisy) Brain Industry Design Art</p>	<p>PANEL: Alastair Hebson, Anna-Carolin Weber, Jorg Tittel State of VR Panel, moderated by Doug North Cook</p>	<p>Peter Nagy, Tristone Challenges of growing studio and beyond without funding in CE region Business</p>
12:30 - 13:30	<p>Hidetaka "SWERY" Suehiro, White Owls Inc. (STREAM) Do you need an office for game development? "The Case of a Certain Indie Creator in Japan" Chill Philosophy Chat</p>	<p>Pawel Rohleder, PixelAnt Games Gamedev 2.0 - our way to bring fun back into game development Business Management</p>	<p>Uros Obradovic, Playstudios Insights on being an art director in Playstudios Design Art</p>	<p>Lucas Pessoa de Freitas, Robot Teddy Putting the 'Self' in Publishing: Releasing a game independently Business Industry</p>
13:30 - 15:00	Lunch Break			
15:00 - 16:00	<p>Kate Edwards, Geogrify / SetJettors Building Company Values that Withstand Global Pressures Business Industry</p>	<p>Hrvoje Kelemencic How to tame your UI in Unreal Tech Engineering</p>	<p>Matt Charles & Jimmy Sieben, Gearbox Publishing (STREAM) From Developer to Publisher Business Dev/Pub Relationship</p>	<p>Martin Stig Andersen Music Design - From LIMBO to Back 4 Blood Audio</p>
16:00 - 17:00	<p>Ste Curran (STREAM) Killing the Games Industry 2022 Design Industry</p>	<p>Tadej Gregoric, coherence Build scalable multiplayer games and virtual worlds with coherence Design Business Tech Engineering</p>	<p>PANEL: Dr Blay Whitby, Rod Stafford AI and Game Design Ethics, moderated by Nika Nour</p>	<p>FIRESIDE CHAT with Jaime Giné and Catalin Butnariu, Amber Growing in Emerging Markets by Fostering Creative Ecosystems</p>
17:00 - 17:30	Coffee Break powered by i3D.Net			
17:30 - 18:30	<p>Versus Evil Presents Pitching Session #2</p>			

	OUTFIT7 STAGE	AMD STAGE	RAW FURY STAGE	
10:00 - 11:00				10:00 - 11:00
11:00 - 11:30	Coffee Break powered by i3D.Net			
11:30 - 12:30	<p>Pedro Ramos & Žiga Sedovnik, Outfit7 Data-Driven Game Design: Creating a Quick Iterative Environment in Mythic Legends Industry</p>	<p>Mattias Liljesson, AMD GPU submission strategies Tech Engineering</p>	<p>POOLSIDE CHAT with Bobby Wertheim, James Schall, Gordon Van Dyke Past, Present and the Future role of Publishers in the games industry. Moderated by Piotr Bajraszewski</p>	11:30 - 12:30
12:30 - 13:30	<p>Darcy W Smith, Studio Folly Navigating the Dystopian Mobile Market as an Indie: A Gubbins Tale Business Industry</p>	<p>Dihara Wijetunga, AMD A Deep Dive into FidelityFX Super Resolution 2 Tech Engineering</p>	<p>BEACHSIDE CHAT with Charles Cecil, Revolution Software Moderated by Dan Pearson</p>	12:30 - 13:30
13:30 - 15:00	Lunch Break			
15:00 - 16:00	<p>Tom Field, Rebellion Invasion Modes: not a one-size-fits-all solution Design</p>	<p>Sam Dark, Splash Damage Engineering Systemic Games at Scale Tech Engineering</p>	<p>BEACHSIDE CHAT with Daniel Mullins Moderated by Dan Pearson</p>	15:00 - 16:00
16:00 - 17:00	<p>Cassia Curran, Curran Games Agency Basic Market Analysis Business</p>	<p>Dan Da Rocha, Jaw Drop Games The Balancing Act of Game Dev Business</p>		16:00 - 17:00
17:00 - 17:30	Coffee Break powered by i3D.Net			
17:30 - 18:30				17:30 - 18:30

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SATURDAY 1.10.2022

	BONGFISH STAGE	UNREAL STAGE	XSOLLA STAGE	AMBER STAGE
10:00 - 11:00	Rami Ismail (STREAM) KEYNOTE: The Publisher Lie			
11:00 - 11:30	Coffee Break powered by i3D.Net			
11:30 - 12:30	Adam Boyes, Iron Galaxy Studios (STREAM) From Idea to Launch - Incubating & Developing New Games Design	Damjan Mravunac, Croteam Challenges of composing music for various genres, hosted by Ante Vrdelja Audio	PANEL: Julia Kenny, Kate Edwards, Blazej Zywczyński Importance of Work life Balance, moderated by Tobias Kopka	Dimitrije Cvetković, Mad Head Games Sounds for an alien world: a 'Scars Above' audio post-mortem Audio
12:30 - 13:30	Julian Mautner, stillalive studios GmbH Do-What-You-Want-Days on Company Time - A Critical Retrospective Business	François Alliot, Nerial Trick and treat your player Design	Nina Adam, Auroch Digital (STREAM) Signing your game with a publisher (and what to avoid!) Business	Dan Luffey Dreams of a Smoother Localization Design Tech Engineering
13:30 - 15:00	Lunch Break			
15:00 - 16:00	Marc-André De Blois, Panache Digital Games (STREAM) Can Science be gamey? Design	Johanna Pirker How Data is Shaping our Games Design Tech Engineering Industry	Marko Jagodić, BlackShark.ai Applications of Blackshark.ai Solutions Tech	Igor Simic, Demagog Studio World-building Design Art
16:00 - 17:00	Versus Evil Presents Pitching Session #3			
17:00 - 17:30	Coffee Break powered by i3D.Net			
17:30 - 18:00	Award Ceremony for Pitching Sessions & Indie Awards, Annual Hero Award + Closing Ceremony			

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	OUTFIT7 STAGE	AMD STAGE	RAW FURY STAGE	
10:00 - 11:00				10:00 - 11:00
11:00 - 11:30	Coffee Break powered by i3D.Net			
11:30 - 12:30	Ivan Trančik, SuperScale Growth Fundamentals 2023: Understand and improve cross-platform ROAS/ROI of your marketing efforts Business Industry	Georg Hobmeier, Causa Creations Path Out - triumph, failure and surprise success of a political indie game Design Politics	Jonas Antonsson, Raw Fury Brutally Honest - Ask me Anything Business Industry	11:30 - 12:30
12:30 - 13:30	Blaž Tomažič How We Created a Custom Animation System for Unity Tech Engineering	Ivan Švarc, Gamepires Animation in SCUM: Do we need an animator? Industry Art	POOLSIDE CHAT - A decade of being remotely controlled Katerina Burbela, Borys Trienin, Sebastian Bender, moderated by Seb Downie-Blackwell	12:30 - 13:30
13:30 - 15:00	Lunch Break			
15:00 - 16:00	Nils Pihl, Matterless A Brief History of Play	Damir Halilovic, Mad Head Games Combat Hit Detection for Action RPG Games Tech Engineering		15:00 - 16:00
16:00 - 17:00				16:00 - 17:00
17:00 - 17:30	Coffee Break powered by i3D.Net			
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