

TUESDAY, April 25th

i3D.net STAGE

XSOLLA STAGE

GAMEPIRES / JAGEX
STAGE

MODERN WOLF STAGE

IE LAW STAGE

VS EVIL STAGE

RAPIDEYEMOVERS
STAGE
VR TRACK

PINGLE STAGE

10:00 - 11:00

KEYNOTE: Illari Kutinen, Housemarque - Three decades of development, a personal story

11:00 - 11:30

coffee break

11:30 - 12:30

BEACHSIDE CHAT Adam Boyes, Chelsea Blasko
Built to Last: Protecting the value of stability in a chaotic industry
Moderated by Ryan Peterson

Kate Edwards, Geogriety/SetJetters
Cultural Interoperability: The Biggest Challenge to the Metaverse (and Beyond)

BUSINESS INDUSTRY

Enis Ciscic, Mad Head Games
Scars Above cinematics art

DESIGN ART

Mundi Vondri, Klang Games
The Future Of Gaming: The Power of Large-Scaled Connected Worlds

PANEL: Benjamin Hayhoe, Steph Rogers, Damir Durović
Lets get physical - We explore the importance and need of connecting, playing and creating physical experiences and media.
Moderated by Jorg Tittel

John L. Connell & Hank Howie, Modulate
Online safety regulations are coming: how studios can be prepared and protect their bottom line

Doug North Cook, Creature
The State of VR Panel

BUSINESS INDUSTRY

PANEL: Pavol Buday, Ante Vrdelja, Daniel Lučić
Every day I'm biz-deving
Moderated by Andrej Kovačević

BUSINESS

12:30 - 13:30

Rami Ismail
10 lifesaving ideas on how to survive indieapocalypse

PANEL: Chih-Han Hsu, Roope Kangas, Jonathan Dower, Andrew Paul, BANGS
How to punch above your weight – making new games at SUPERCCELL
Moderated by Jan Lidtke

BEACHSIDE CHAT with Damir Slogar and Ante Vrdelja
My Singing Monsters Legacy: 10 Years of Fan-Fueled Success
Moderated by Andrej Kovačević

Gordon Van Dyke, Raw Fury
From Mixed to Very Positive: A Steam Review Journey

BUSINESS INDUSTRY

Richard Browne, Digital Extremes
Grown Up Playing Games - An entertaining historical look back at 35 years in the games industry

BUSINESS INDUSTRY

Pierre-Yves Boers, AMD
AMD Ryzen™ Processor Software Optimization

TECH HARDWARE

Anton Hand, RUST Ltd
So Anyways I Started Blasting: 7 Years of Trying To Make VR Shooters Worth Playing

DESIGN TECH

PANEL: Anya Combs, MJ Widomska, Caroline Miller
PR & Community panel
Moderated by Dan Pearson

13:30 - 15:00

lunch break

15:00 - 16:00

Don Daglow, AIAS Foundation
7 Lessons from My 50 Years in Game Dev

DESIGN INDUSTRY

Dave Oshry, New Blood Interactive
Think Like a Player: Make Better Games (And get better reviews)

DESIGN BUSINESS

Marie Havemann and Julie Elven
Creating Immersive Game Soundtracks: A Practical Guide to Music Design, Collaboration and Budgeting

AUDIO DESIGN

BEACHSIDE CHAT: Anna Hollinrake, Pavle Mihajlović
With Teeth: Going Indie with Electric Saint
Moderated by Dan Pearson

BUSINESS INDUSTRY

Paul Nunn, SuperAwesome
Managing audiences of all ages at scale - considerations and opportunities

DESIGN

Chantal Ryan, We have always lived in the forest
The Meaning In The Chaos: Semiotic Design Philosophies

DESIGN INDUSTRY

Chris Hanney
Beyond Room Scale: Unlocking the Future of VR with Room Presence

BEACHSIDE CHAT with Charles Cecil
PEOPLE vs CHARLES CECIL (with a little help from ChatGPT)
Moderated by Ste Curran

16:00 - 17:00

Ste Curran
Killing the games industry

PANEL: Andreea Chifu, Steve Escalante, Phil Elliott, Yves Le Yaouanq
Challenges of Indie Publishing: Everybody wants to be a publisher
Moderated by Dean Takahashi

BUSINESS INDUSTRY

BEACHSIDE CHAT with Ed Perkins and Andej Levenski
The winding road to worldwide success of SCUM
Moderated by Dan Pearson

DESIGN BUSINESS

Tamara Milenković, Outfit7 Group
Hero's Journey or the Monster Within?

BUSINESS

Jakub Dvorsky, Amanita Design
Making of Pilgrims + Phonopolis Preview

DESIGN ART

Luka Bilic, Mad Head Games
Under the Hood: A Deep Dive into Scars Above's Optimization

TECH

Mark Schramm, Creature
Why are we still making people sick? Join Mark in this talk and learn how the VR industry has evolved

PANEL: Fernando Rizo, Mike Futter, Amanda Farough
Will the Board Games Renaissance Impact Video Games?
Moderated by Anya Combs

BUSINESS INDUSTRY

17:00 - 17:30

coffee break

17:30 - 18:30

NACON: pitching session

Manuel Bustamante, Bongfish
UX - An analytical approach to complaining

Ben Robinson, Xbox
Opportunities with ID@Xbox

BUSINESS INDUSTRY

PANEL: Yves Le Yaouanq, Jonas Antonsson, Helen Burnhill
Diamonds in the wilderness: Finding a perfect game to invest into
Moderated by Scott Nye

BUSINESS INDUSTRY

BEACHSIDE CHAT with Steve Escalante, Versus Evil/Red Cerberus
Indie Publishing Evolved
Moderated by TBA

BUSINESS

Elena Lobova, GDBAY
"CODE RED!": How we organized a game jam from bomb shelters

BUSINESS

Dan Da Rocha, Jaw Drop Games
Virtual Rhythms: The Making Of GUN JAM VR

DESIGN

BEACHSIDE CHAT with Hendrik Lesser
Poking the Bear: Making a game about the invasion of Ukraine
Moderated by Dean Takahashi

WEDNESDAY, April 26th

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KEYNOTE: Helen Burnill, CULT GAMES - It's the '20s - Let's start a CULT!

coffee break

PANEL: Dean Takahashi,
Ivan Lobo, Damir Durovic

Challenges of running big and
impactful global events

Moderated by Caroline Miller

BUSINESS

**PANEL: Justin Berenbaum,
TBA**

Funding and the future of
Funding in a recession

Moderated by TBA

BUSINESS INDUSTRY

BUSINESS

**Kathee Chimowitz, Seven Star
Consultings**

Title TBA

DESIGN INDUSTRY

DESIGN

BUSINESS

Johan Torreson, Raw Fury
Scouting For the Future

BUSINESS

Christophe Zerathe, NACON
Live ops 360 Strategy

BUSINESS

BUSINESS

INDUSTRY

Moderated by Jorg Tittel

ART BUSINESS

lunch break

Emelie Edholm, Rare Ltd.

You say Potato and I say Poetatoe -
The Stumbles and Falls of
Communication

DESIGN

**Giulia Carlotta Zamboni,
Supermassive Games**

It's always a good time to take an awful decision

ART

DESIGN

BUSINESS INDUSTRY

TECH

DESIGN INDUSTRY

BEACHSIDE CHAT with Charles Brungardt and Jared Gerritzen
How Game and Audio Design Create Authentic Game Experiences
Moderated by TBA

Andrei Popa, Amber
Gen Z and the Digital Mall

DESIGN

Moderated by Ante Vrdelja

BUSINESS INDUSTRY

Moderated by Chris Hanney

ART BUSINESS

coffee break

NACON: pitching session

BUSINESS

BUSINESS INDUSTRY

Main Hall reconfiguration pause

Award Ceremony for Pitching Sessions & Indie Awards, Annual Hero Award + Closing Ceremony