MONDAY, April 24th

RAPIDEYEMOVERS GAMEPIRES / JAGEX STAGE i3D.net STAGE **XSOLLA STAGE** MODERN WOLF STAGE **IE LAW STAGE VS EVIL STAGE** PINGLE STAGE OPENING CEREMONY: Damir Durovic, Reboot 10:00 - 11:00 KEYNOTE: Aaryn Flynn, Inflexion Games - From Stories to Places 11:00 - 11:30 coffee break William Hall, META Tobias Sjogren, Starbreeze Renaud Charpentier, Tower Five Richard James Cook, Wargaming Inc. Phil Elliott, Modern Wolf PANEL: Peter Lewin, Sean Kane, Justin Berenbaum, Kathee Chimowitz Lou Kramer, AMD BEACHSIDE CHAT with Marcus Building communities by making More on ADEM loops 5 Learnings from Indie Publishing RDNA™ 3: Reyond the current gen How to VR: Insights and Strategies How to make the most of your best marketing assets A beachside chat with the designer of Among Us Working with a Publisher ~ What to look for in "Standard" publishing agreements 11:30 - 12:30 Moderated by Callum Underwood Moderated by Patrick Sweeney INDUSTRY INDUSTRY LEGAL HARDWARE INDUSTRY Ricky Abu Siddek, Liquid Swords Tramell Ray Isaac, Liithos Enter tainment Dave Gilbert, Wadiete Eve Games Ken Burgess, GIANTS Software Ashley "ashleyriott" Blake, Andromeda Entertainment Michael Schade, ROCKFISH PANEL: Sean Kane, Amanda PANEL: Renaud Charpentier, Dayor Hunski, Aaron Loeb Concept, Prototyping, and Beyond... Modular Design in Old Skies The Farming Simulator Production How to Self-fund a €20 Million Euro Space Action RPG The Evolution of Licensed Games ~ Managing expectations of Licensors Teams: They aren't what they used to Life, The Multiverse, & Everything: How XR is Changing the World Human vs Al, game design battle 12:30 - 13:30 Moderated by James Batchelor Moderated by Patrick Sweeney INDUSTRY LEGAL INDUSTRY 13:30 - 15:00 lunch break BEACHSIDE CHAT with Nikola Sobajic, Supergiant Games Arjan Brussee, Epic Games Xalavier Nelson Jr., Strange Scaffold Richie de Wit. Bear Knuckle/Raw PANEL: Luka Colic, Ryan Peterson, Bob Wallace BEACHSIDE CHAT with John PANEL: William Hall, Jorg Tittel, Chantal Ryan, Patrice Desilets Unreal Engine 2023 Vision & Boadman Known Shippable - Different Approaches To Finishing Games Clones by The Fireside - Lessons Learned from Building Meta's VR Game of the Year How to Make 7 Games at Once (Please Don't Do This) Build a Data-Informed Business Case: justifying your game with publicly available data The Fall and Rise of Adventure Corporate Financing ~ How to New forms for game design – A discussion about new trends, formats and exciting prospects in various sectors Prepare your Company for Seed Rounds, Outside Funding and Acquisition 15:00 - 16:00 Hosted by: Seoirse Dunbar Moderated by Doug North Cook Moderated by Patrick Sweeney Hosted by Dan Pearson INDUSTRY DESIGN INDUSTRY LEGAL INDUSTRY BUSINESS BEACHSIDE CHAT with Stefan Dino Patti, coherence/Jumpship Ivan Trancik, Superscale Damian Mrayunac, Croteam LEGAL CLINIC OFFICE Teemu Haila, Metaplay MJ Widomska, YRS truly PANEL: Tobias Sjorgen, Illari Kutinnen, Steve HOURS: Patrick Sweeney Luka Colic, Peter Lewin, Ideler and Darryl Lister Creating a visionary games company and maintaining a strong culture Title TBA Top 3 Learnings from Shipping Modern F2P Games Doing Good Business: Taking Steps Towards Sustainability Escalante Opening Pandora's Box of online Breaking through the Noise: The From one-hit wonder to entertainment property: making games into lasting IPs / top challenges audio Ask us for any legal advice 16:00 - 17:00 professionals face and how to rise Moderated by Maurice Klapwiik above them Moderated by Christian INDUSTRY AUDIO TECH INDUSTRY 17:00 - 17:30 coffee break Jonas Antonsson, Raw Fury Anna-Carolin Weber, Tobias Kopka Holly Reddaway Imre Jele, Atypical Types / Bossa Jakov Denona, Paradox Bringing the Character to Life: Working with Actors I SPY WITH MY LITTLE EYE -A Brutally Honest AMA - 2023 edition Automating Game Development: Building CI/CD system for Multiple Projects Asymmetric Experience Design in VR & Dance Encounters Cross My Heart And Cross My Art NACON: pitching session 17:30 - 18:30 INDUSTRY TECH 18:30 - 18:45 Main Hall reconfiguration pause 18:45 - 19:45 EVENING KEYNOTE: Jorg Tittlel, RapidEyeMovers / Oiffy - Now we've arrived, where do we go? Evening keynote

TUESDAY, April 25th

RAPIDEYEMOVERS GAMEPIRES / JAGEX i3D.net STAGE **IE LAW STAGE** PINGLE STAGE **XSOLLA STAGE** MODERN WOLF STAGE **VS EVIL STAGE** STAGE VR TRACK STAGE 10:00 - 11:00 KEYNOTE: Illari Kutinen, Housemarque - Three decades of development, a personal story 11:00 - 11:30 coffee break John L. Connell & Hank Howie, BEACHSIDE CHAT Adam Boyes, Kate Edwards, Geogrify/SetJetters Enis Cisic, Mad Head Games Mundi Vondi, Klang Games PANEL: Benjamin Hayhoe, Steph Rogers, Damir Durovic Doug North Cook, Creature PANEL: Pavol Buday, Ante Vrdelja, Daniel Lučić Cultural Interoperability: The Biggest Challenge to the Metaverse (and Beyond) The Future Of Gaming: The Scars Above cinematics The State of VR Panel Lets get physical - We explore the importance and need of connecting, playing and creating physical experiences and media. Built to Last: Protecting the value of stability in a chaotic industry Every day I'm biz-deving Power of Large-Scaled Online safety regulations are Connected Worlds coming: how studios can be 11:30 - 12:30 Moderated by Andrej prepared and protect their Moderated by Ryan Peterson Kovačević Moderated by Jorg Tittel INDUSTRY ART INDUSTRY PANEL: Chih-Han Hsu, Roope Kangas, Jonathan Dower, Andrew Paul, BANGS Richard Browne, Digital Extremes Anton Hand, RUST Itd Rami Ismail Pierre-Yves Boers, AMD PANEL: Anya Combs, MJ Widomska, Caroline Miller BEACHSIDE CHAT with Damir Slogar and Ante Vrdelia Gordon Van Dyke, Raw Eury From Mixed to Very Positive: A 10 lifesaving ideas on how to survive Grown Up Playing Games - An entertaining historical look back at 35 AMD Ryzen™ Processor Software So Anyways I Started Blasting: 7 Years of Trying To Make VR Shooters Worth Playing My Singing Monsters Legacy: 10 Years of Fan-Fueled Success PR & Community panel How to punch above your weight - making new games at SUPERCELL vears in the games industry 12:30 - 13:30 Moderated by Dan Pearson Moderated by Andrei Kovačević Moderated by Jan Lidtke INDUSTRY TECH 13:30 - 15:00 lunch break Dave Oshry, New Blood Interactive Marie Havemann and Julie Elven BEACHSIDE CHAT: Anna Hollinrake, Pavle Mihajlović Paul Nunn, SuperAwesome Chantal Ryan, We have always lived in the forest Chris Hanney BEACHSIDE CHAT with Charles Cecil Don Daglow, AIAS Foundation Think Like a Player: Make Better Games (And get better reviews) Creating Immersive Game Soundtracks: A Practical Guide to Music Design, Collaboration and Beyond Room Scale: Unlocking 7 Lessons from My 50 Years in Game Managing audiences of all ages at scale - considerations and The Meaning In The Chaos: Semiotic Design Philosophies With Teeth: Going Indie with Electric Saint PEOPLE vs CHARLES the Future of VR with Room CECIL (with a little help 15:00 - 16:00 from ChatGPT) Moderated by Dan Pearson Moderated by Ste Curran INDUSTRY INDUSTRY INDUSTRY PANEL: Fernando Rizo, Mike Futter, Amanda Farough PANEL: Andreea Chifu, Steve Escalante, Phil Elliott, Yves Le Yaouang Tamara Milenković Outfit7 Group Jakub Dvorsky, Amanita Design Luka Bilic. Mad Head Games Mark Schramm Creature BEACHSIDE CHAT with Ed Perkins and Andei Levenski Ste Curran Making of Pilgrims + Phonopolis Preview Hero's Journey or the Monster Under the Hood: A Deep Dive into Why are we still making people sick? Join Mark in this talk and learn how Killing the games industry Will the Board Games Renaissance Scars Above's Optimization The winding road to worldwide success of SCUM Challenges of Indie Publishing: Everybody wants to be a publisher the VR industry has evolved 16:00 - 17:00 Moderated by Anya Combs Moderated by Dan Pearson Moderated by Dean Takahashi BUSINESS INDUSTRY 17:00 - 17:30 coffee break BEACHSIDE CHAT with Hendrik Lesser Manuel Bustamante, Bongfish Ben Robinson, Xbox BEACHSIDE CHAT with Steve Escalante, Versus Evil/Red Elena Lobova, GDBAY Dan Da Rocha, Jaw Drop Games PANEL: Yves Le Yaouanq, Jonas Antonsson, Helen Burnhill UX - An analytical approach Opportunities with ID@Xbox "CODE RED!": How we organized a game jam from bomb shelters Virtual Rhythms: The Making Of Poking the Bear: Making a game about the invasion of Ukraine to complaining GUN JAM VR Diamonds in the wilderness: Finding a perfect game to invest Indie Publishing Evolved 17:30 - 18:30 NACON: pitching session Moderated by TBA Moderated by Dean Takahashi Moderated by Scott Nye

WEDNESDAY, April 26th RAPIDEYEMOVERS STAGE VR TRACK GAMEPIRES / JAGEX STAGE i3D.net STAGE XSOLLA STAGE MODERN WOLF STAGE **IE LAW STAGE VS EVIL STAGE** PINGLE STAGE 10:00 - 11:00 KEYNOTE: Helen Burnill. CULT GAMES - It's the '20s - Let's start a CULT! 11:00 - 11:30 coffee break Kathee Chimowitz, Seven Star Consultings Daniel Fischer, Fingersoft PANEL: Anya Combs, Chantal Ryan and Ashley Riott Thomas Van Bouwel PANEL: Dean Takahashi, Ivan Lobo, Damir Durovid Julio Rodriguez, Void Interactive Martiin van Zwieten PANEL: Justin Berenbaum, The Ups and Downs of Hill Climb Racing: Neglect vs. Nurture Designing XR for Beginners: How Cubism evolved to better Ready or Not, an unlikely success stor v A minimalist company management framework for indies WTF, It's 2023: Conversations we (still) need to have about being a woman in the games industry Title TRA Challenges of running big and impactful global events Funding and the future of Funding in a recession 11:30 - 12:30 Moderated by Caroline Miller Moderated by TBA Moderated by Leigh Alexander INDUSTRY INDUSTRY BUSINESS Julian Mautner, stillalive studios Johan Torreson, Raw Fury Christophe Zerathe, NACON Oscar Clark, Fundamentally Matthes Lindner, Spielfabrique TECH PANEL: speakers TBA BEACHSIDE CHAT with James Permain, Massive Monster VR PANEL: Doug North Cook, Live ops 360 Strategy Thomas van Bouwel, John Leading Diverse - different cultures/personalities and your leadership Scouting For the Future New frontiers of co-production in Europe and Africa - a viable growth strategy? Moderated by TBA Finding the unique visual signature Austin Breathing Life into Phageborn: Preparing the online card game for launch on Steam and Epic Stores 12:30 - 13:30 Moderated by Daniel Lucic VR - Inventing by Design Moderated by Jorg Tittel INDUSTRY 13:30 - 15:00 lunch break PANEL: Josipa Bencek, Rok Kos, Miloš Šćepanović, Gorast Cvetkovski BEACHSIDE CHAT with Laurence Phillips and John O'Really TECH PANEL: speakers TBA Emelie Edholm, Rare Ltd. Giulia Carlotta Zamboni, Marie Mejerwall Johanna Pirker, Game Lab Graz Nicolas Cantin and Etienne Beaulieu, Panache Digital Games The Secrets of Bossfight Design Moderated by TBA How Al is shaping our games You say Potato and I say Poetatoe -The Stumbles and Falls of Vampire Survivor: Happily Ever It's always a good time to take an Art Direction - from AAA to III Roundtable: Regional gaming industry is seriously growing! Let's see how to push it even further Communication Moderated by Steph Rogers 15:00 - 16:00 Moderated by Kristina Janković Obućina TECH ART BUSINESS INDUSTRY DESIGN INDUSTRY PANEL: Nika Dvoravic, Imre Jele, Dave Gilbert REACHSIDE CHAT with Charles Bok Mioc Outfit7 Group VR PANEL: Anton Hand, Mark PANEL: Ashley Blake, Jörg Tittel, Julia Kenny Anya Combs Andrei Popa, Amber Gen Z and the Digital Mall Making Games We Like AKA Personal Biases in Game Design Video Games to Board Games Pineline The influence of narrative on game design, and vice versa How Game and Audio Design Create Authentic Game Experiences Preserving & Promoting Artistic Integrity in Economic Tumult SUPERHOTDOGS: A Meating of the Minds 16:00 - 17:00 Moderated by TBA Moderated by Ante Vrdelja Moderated by Karla Reyes Moderated by Chris Hanney BUSINESS INDUSTRY 17:00 - 17:30 coffee break BEACHSIDE CHAT with Aaron Loeb PANEL: Scott Nye, Patrice Desilets, Ante Vrdelja, Noirin Camrody Directional Live - Directional Live - Mobilizing Mobile How to sustain a sizeable studio for a lifetime 17:30 - 18:30 NACON: pitching session Moderated by Jorg Tittel and Chantal Ryan Moderated by Tomislav Gojević BUSINESS INDUSTRY

Main Hall reconfiguration pause

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

18:30 - 18:45

18:45 - 19:45