

MONDAY 22/04

i3D.net STAGE

XSOLLA STAGE

AMD STAGE

IE LAW - LEGAL STAGE

RAW FURY STAGE

AMBER STAGE

GD ENT. STAGE

10:00 - 11:00

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OPENING CEREMONY - Damir Đurović, CEO, Reboot
KEYNOTE: Christofer Sundberg, Liquid Swords - Third Time's a Charm - How a success mindset will change your life

GAME DESIGN BUSINESS INSPIRATION

11:00 - 11:30

-----COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK -----

11:30 - 12:30

Charles Cecil, Revolution Software
 Point and Click Decline: Antiquated Interface, or Outdated User Experience?
 GAME DESIGN BUSINESS S

Andrew Parsons, Devolver Digital
 Every Day's A School Day: 10 Years of Devolver Production
 PRODUCTION

Martijn van Zwieten
 Survive to '25 (And Beyond)
 BUSINESS

Tim Campbell, Strategic Alternatives
 The Long Road to Acquisition: Thoughts for Studio Founders & CEOs

Teemu Haila
 Four Pillars of Scaling a F2P Game
 TECH STUDIO STRATEGY

PANEL: David Housden, Alyx Jones, Laura Mauro
 Worldbuilding Through Music and Narrative
 Moderated by: Benni Hill
 AUDIO GAME DESIGN

12:30 - 13:30

David Valjalo, Tencent Games
 The Ten Commandments for a Compelling Creative Pitch
 GAME DESIGN ART

PANEL: Charlotte Cook, Tom Kaczmarczyk, Natalia Chubin
 Direct to Consumer Strategy
 Moderated by: Chris Meredith
 BUSINESS

Tara Đorić, TenderTroupe
 Narrative Design: In-house vs Outsourcing
 GAME DESIGN NARRATIVE S

PANEL: Brad Hendricks, Robert Walsh
 Studio Culture: Establishing and Maintaining it through Sustained Growth (or recession)
 Moderated by: Louis-Rene Auclair

Pontus Mähler, Agora Gaming Partners
 Company Growth & Investment Strategy
 BUSINESS MARKETING / PR

PANEL: Susie McBeth, Sanja Žugić, Martijn Van Zweiten, Tom Gojević
 Building and evolving company culture for the industry of today
 Moderated by: Andrej Kouačević
 COMPANY CULTURE BUSINESS

PANEL: Tim Browne, Patrice Désilets
 Creativity restrained on AAA / big brand game development?
 Moderated by: Dean Takahashi
 BUSINESS

13:30 - 15:00

----- LUNCH BREAK ----- Lunchtime wake-up @ game room / with Anna-Carolin Weber ----- LUNCH BREAK -----

15:00 - 16:00

Michaela Hays, Unity
 Countering Toxicity in Games
 TECH COMMUNITY SAFETY S

Gerald Perndonner, Bongfish
 Word of Tanks - A Frontline Map Production
 ART PRODUCTION

Gordon Van Dyke, Raw Fury
 Modern Publishing: The Rise of the Renaissance Dev
 BUSINESS

Mario Wynands, Pik Pok
 Starting a Studio in the Middle of Nowhere

Bjørn Jacobsen, Cujo Sound
 The Tuning of The Game
 AUDIO

Ioana Pohontu & Andreea Enache, Amber
 Insights from Seasoned and Emerging BD Professionals
 BUSINESS

Nedim Halilovic, MadHead Games
 Utility AI
 GAME DESIGN TECH

16:00 - 17:00

Ste Curran, Game Designer / Creative Director
 Killing The Games Industry 2024
 BUSINESS GAME DESIGN REVENGE

Illari Kuttinen, Houremarque
 Strategic decisions of an independent studio
 BUSINESS

Kate Edwards, Geogrify / SetJetters
 Allegorical Distance: The Real Challenge of Cultural Representation in Games
 GAME DESIGN ART S

PANEL: Erla Arnadottir, Adam Boyes, Maarten de Koning
 Networking 101: Have a plan but read the room!
 Moderated by: Patrick Sweeney

Sébastien Pellicano & Gregoire Charlier, Nacon
 Level Up Your Sales: Mastering Store Pages
 BUSINESS

Steve Escalante, Digital Bandidos
 Next big thing! Ask me anything with Steve Escalante!
 BUSINESS

Louis-Rene Auclair, RocketRide Games
 Working with Agents: Selecting, collaborating & managing this key relationship to the success of your studio

17:00 - 17:30

----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK -----

17:30 - 18:30

NACON: Pitching session

PANEL: Hendrik Lesser, Johan Toresson, Alex Nicholson
 Business challenges of the games industry today: Where have all the deals gone
 Moderated by: Andrej Kouačević
 BUSINESS

Huei Chan, Pumpkin VR
 Love, Death & Marketing
 MARKETING / PR XR BUSINESS S

PANEL: Louis-Rene Auclair, Justin Berenbaum, Steve Escalante
 The more things change, the more they stay the same: Revolving door of new entrants into the space
 Moderated by: Patrick Sweeney

PANEL: Nimanja Divjak, Jon Radoff
 Future of Gaming: Web3, Web2 or Web2.5?
 Moderated by: Shirley Lin
 TECH WEB3

PANEL - TBA

Renaud Charpentier, Tower Five
 The big 5 of games
 GAME DESIGN GAME PSYCHOLOGY

18:30 - 18:45

----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE -----

18:45 - 19:45

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EVENING KEYNOTE: Matt Firor, ZeniMax Studios - Ten Years in Tamriel: The Success of The Elder Scrolls Online

GAME DESIGN BUSINESS

TUESDAY 23/04

i3D.net STAGE

XSOLLA STAGE

AMD STAGE

IE LAW - LEGAL STAGE

RAW FURY STAGE

AMBER STAGE

GD ENT. STAGE

10:00 – 11:00

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KEYNOTE: Brian Fargo, inXile entertainment - Building Worlds: Managing the Creative Process

GAME DESIGN

CREATIVE MANAGEMENT

11:00 – 11:30

-----COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK -----

11:30 – 12:30

PANEL: Stefan Ideler, Stewart Chisam
Known Unknowns - Technical Learnings from 10 years in Games as a Service
Moderated by: Garrett Young

BUSINESS

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Jakob Bambič, Outfit7
From Prototype to a Game

GAME DESIGN TECH

Fawzi Mesmar, Ubisoft
Creating memorable moments in video games

ART GAME DESIGN

PANEL: Maarten de Koning, Justin Berenbaum, Brad Hendricks
Survive til '25? Is that what we should be expecting? Realistic industry outcomes for both the short & medium term?
Moderated by: Jeff Hilbert

PANEL: David Housden, Jon Everist, Petri Alanko
Battle of the Beats: 4 game Composers, 1 room, unlimited secrets
Moderated by: Damjan Mraunac

AUDIO

Vladimir Geršl
Decoding the 2024 Game Publishing Shift: Navigating the Transformation of AA and Beyond

BUSINESS

John Graham, Elbow Grease Games (EGG)
Prototype Funding

BUSINESS GAME DESIGN

12:30 – 13:30

Rami Ismail
Title TBD

Marta Kunić, Nanobit
From UI-driven development to one of the most successful Netflix game launches

TECH

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Lars Malcharek, GIANTS Software
Embracing Esports for Small to Medium-Sized Studios

MARKETING / PR

Brogan Keane, Double Black Capital
Go Where the Puck is Heading: Leveraging Trends in the Gaming Business to Optimize Financial Outcomes

Tom Donegan, Special Effect
SpecialEffect: Game On For Everyone!

ACCESIBILITY IN VIDEO GAMES

Jónas Antonsson, Raw Fury
Pull no punches, Ask me Anything with Jónas Antonsson

BUSINESS

PANEL: Ivan Lobo, Damir Đurović
The impact of games industry "bubble burst" on key games industry events
Moderated by: Dean Takahashi

BUSINESS EVENTS

13:30 – 15:00

----- LUNCH BREAK ----- Lunchtime wake-up @ game room / with Anna-Carolin Weber ----- LUNCH BREAK -----

15:00 – 16:00

Paweł Wróbel, TikTok
PC & Console Gaming campaigns as case studies - how to win big on TikTok?

BUSINESS MARKETING / PR

Harrison Gibbins, and Thomas Tuts, Massive Monster
Cult of the Twitch: How 'Cult of the Lamb' Used Twitch Integration to Reach a Massive Audience

GAME DESIGN TECH

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PANEL: Youri Loedts, Chris Filip, Hruoje Mitić
Pssst, hey indies, can I interest you in some gaming funds and incentives?
Moderated by: Kristina Janković Obućina

BUSINESS

PANEL: Investors: Craig Fletcher, Chris van der Kuyt, Archie Stonehill / Founders: Alexander Bergendahl, Heather Jackson, Ivar Kristjansson
Investors vs Founders > Battle Royale - a fight to the end, only 1 shall survive
Moderated by: Nick Button Brown

Johanna Pirker, Game Lab Graz
Twitch for Game Developers

MARKETING / PR TECH

BEACHSIDE CHAT with Charles Cecil
Remastering a Classic Adventure Game for a Modern Audience
Moderated by: Seirse Dunbar

GAME DESIGN ART

Shuli Gilutz, UNICEF
Can Digital Play Promote Wellbeing for Children? The RITEC-8 framework, by UNICEF & LEGO

GAME DESIGN BUSINESS

16:00 – 17:00

Goran Adrinek & Tomislav Božić, Croteam
Realizing the ambitions of The Talos Principle 2

ART TECH

Elena Lobova, GDBay
How to Survive in Crisis: 15 Lessons from Ukrainian Gaming Companies

BUSINESS

Petr Souiš, PixelAnt Games Czech
Fully dynamic character controller

GAME DESIGN TECH

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Legal "Office Hours": Greg Pilarowski, Luka Čolić, Peter Lewin, Luka Dorotić

Moderated by: Patrick Sweeney

Nikola Šobajić, Supergiant Games
DIY Gameplay Analytics for Indie Developers

TECH GAME DESIGN

Ashley Riott
XR and the Future of Gaming: Finding Emergent Success

GAME DESIGN MARKETING / PR

Jari-Pekka Kaleva, EGDF
What's next for Apple's and Google's mobile platform duopoly?

BUSINESS

17:00 – 17:30

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17:30 – 18:30

NACON: Pitching session

Adriana Tanasković, Grindstone.sk
Mastering Your Game Dev Career in Crisis: The list of bullets and how to dodge them

MARKETING / PR BUSINESS

PANEL: Micaela Hays, Rod Stafford, Diego Beltrame, Ollie Warren
Creating Amazing Shared Gaming Experiences: Challenges & Opportunities
Moderated by: Rod Stafford

TECH

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Greg Pilarowski, Pillar Legal
Generative AI Policies and Best Practices for Game Studios

Błażej Żywicznyński, Fairy Mount Games
We don't need your stupid money. We need your smart money.

BUSINESS

Sergei Kharchenko, CM games
Into The Radius. Analytics rules!

GAME DESIGN BUSINESS

PANEL: Jussi Tahtinen, Anders Leicht Rohde, Antonio Pašalić
M&A / investment activity in the games industry: A recap and what to expect for the rest of 2024 and beyond
Moderated by: Shum Singh

BUSINESS

18:30 – 18:45

----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE -----

18:45 – 19:45

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EVENING KEYNOTE: Jörg Tittel, RapidEyeMovers - Games Have Crashed - Let's Reboot!

BUSINESS

GAME DESIGN

TECH

ART

LEGAL

MARKETING / PR

WEDNESDAY 24/04

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10:00 - 11:00

KEYNOTE: Anita Sarkeesian, Feminist Frequency - Does the Games Industry Still Hate Women? Over a Decade Since Tropes vs Women in Video Games

DIVERSITY AND INCLUSION

11:00 - 11:30

-----COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK ----- COFFEE BREAK -----

11:30 - 12:30

Patrice Désilets, Panache Digital Games
10 years of game making with Panache

PRODUCTION GAME DESIGN

Antonia Forster, Unity
Developing for Apple Vision Pro using Unity

TECH XR S

Paoul Buday, PixelAnt Games
Making meaningful connections (That lasts)

BUSINESS

PANEL: Roberto Sasso, Jarrod Palmer, Ryan Peterson
Is 2024 really the year of server issues
Moderated by: Craig Fletcher

BEACHSIDE CHAT with Xalavier Nelson and Shawn Alexander Allen
We've Always Been Here: A look at the past, present and future of the games industry

GAME DESIGN BUSINESS

Sos Sosowski
Making an ultra-portable game engine from scratch!

TECH

Rami Ismail, Fawzi Mesmar & Osama Dorias
The Habibis Once Again, Inshallah!

GAME DESIGN

12:30 - 13:30

Adrian Goersch, Black Forest Games
Sailing Stormy Waters

HR

Giulia Zamboni, Stormind Games
The Game Producer's Phrasebook: 10 handy sentences and how to use them.

BUSINESS

Jon Everist, composer
Music Systems and Live Recording: The Lamplighters League

AUDIO

Alexander Bergendahl, Loot Locker
To Be Continued: Lessons Learned from Over a Decade of Game Startups

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BEACHSIDE CHAT with Petri Alanko
From horror to hope - music for Alan Wake 2
Moderated by: Dean Takahashi

ART AUDIO

PANEL: Huei Chan, Ashley Riott, Rohan Pandula
VR is Dead - Long Live VR
Moderated by: Jörg Tittel

BUSINESS XR

Josie Fletcher, Massive Monster
Navigating Comedy in Marketing

MARKETING / PR

13:30 - 15:00

----- LUNCH BREAK ----- Lunchtime wake-up @ game room / with Anna-Carolin Weber ----- LUNCH BREAK -----

15:00 - 16:00

Ed Smith, AccelByte
Why your single player game needs a backend

GAME DESIGN BUSINESS

Justin Berenbaum, Xsolla
How to craft the perfect pitch

MARKETING / PR BUSINESS S

Rod Stafford & Ollie Warren, Unity
The Future of Multiplayer Game Hosting

TECH BUSINESS

BEACHSIDE CHAT: Peter Lewin, Greg Pilarowski, Brogan Keane
After the Term Sheet: Understanding the Moving Parts of a Corporate Deal
Moderated by: Jeff Hilbert

AUDIO

BEACHSIDE CHAT with Damjan Mraunac and Bjørn Jacobsen
What makes games sound great
Moderated by: Luka Žučko

AUDIO

PANEL - TBA

PANEL: Jörg Tittel, Johan Toresson, Renaud Charpentier, Anna-Carolin Weber, Sos Sosowski
How to survive while making games that are trying to be art
Moderated by: Tobias Kopka

BUSINESS ART

16:00 - 17:00

NACON: Pitching session

Tom Kaczmarczyk, IndieBI
What publishers should do for you - but maybe aren't. A grab bag of data-driven insights to help sell more games.

MARKETING / PR BUSINESS S

PANEL: Simon Barratt, William Hall, Johanna Pirker, Antonia Forster
AR/VR: the quest for creating futures' playgrounds continues
Moderated by: Tobias Kopka

TECH BUSINESS

BEACHSIDE CHAT: Bob Wallace, Strategic Alternatives
Shifting from a Game Developer to a Leader: Professional Growth & Leadership Tips for Success
Moderated by: Ryan Peterson

BUSINESS ART

Saku Lehtinen, Mainframe Industries
Pax Dei - The Game of a Lifetime

BUSINESS ART

Giulia Zamboni, Alberto Belli
Double Trouble: 10 Years of Real-Life Coop

BUSINESS

PANEL - TBA

17:00 - 17:30

----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE ----- MAIN HALL RECONFIGURATION PAUSE -----

17:30 - 18:30

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