

Wednesday, 30th of October

10:00-11:00					
Opening Ceremony - Damir Durovic (Reboot), Patrice Desilés (Panache Digital Games) Goichi Suda, Grasshopper Manufacture - Morning Talk with SUDA 51					
11:00 - 11:30 Coffee Breaks					
MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE
11:30-12:30 Rand Miller, Hannah Gamiel, Cyan 30 Years in the Making: The Indie Evolution of Cyan	Hendrik Lesser, rc productions Principles to run game companies - survival, sustainability and success	Benjamin Mitchell, Samsung Mobilising Call of Duty: Bringing a Blockbuster title to Android	Chris Jurney, Oculus VR Business Best Practices	Matt Turner, EA The Character of Play - Emotional character moments through cinematic storytelling and game mechanics	Jon Goldman, Greycroft / Skybound Session TBA
12:30-13:30 Patrice Desilés, Panache Digital Games The Courage to Be Different: Ancestors Post-Mortem	Tom Ohle, Evolve PR The Evolution of PR - Adapt or Die	Nuno Subtil, Nvidia Bringing Ray Tracing to Vulkan	Matt Conte, Oculus SESSION TBA	Damir Slogar, Big Blue Bubble Stop Making Sense - Evolution and the changes in the direction of independent studios	Graham McAllister, Independent SYNC: A Practical System for Defining the Player Experience and Creating Successful Teams
13:30 - 15:00 Lunch Break					
15:00-16:00 Raphael Van Lierop, Hinterland Fireplace chat, moderated by Matthew Handrahan	PANEL: Future of UX Moderated by Richard Rouse	Aleksander Kauch, 11 bit studios Between the player and the game - programming user interface	Dough North Cook (Chatham University), Hannah Gamiel (Cyan), Alex Schwartz (absurd:joy) Screens to HMDs Fireside Chat: Transitioning your Studio from traditional games to VR	Anna Carolin Weber, Independent Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction	Tom Ohle, Ante Vrdelja, Dan Pearson, moderated by Matt Handrahan PANEL: Current and future challenges for PR in games
16:00-17:00 Emma Farrow, Kongregate Session TBA	Tim Wilson, Nader Alikhani, Atomhawk COLLABORATE TO COMPETE – Creating Successful External Art Partnerships	Mundi Vondi, Klang Games Next Gen Multi-Player	Robin Hunicke & Martin Middleton, Funomena Fireplace Chat: 7 years of Funomena: Riding the Waves of an Experimental Indie Game Studio		Jeff Hilbert, Starpoint Games Building a AAA Studios: Common Success Factors
17:00 - 17:30 Coffee Break					
17:30-18:30 Ste Curran Killing the Games Industry 2019	Alexander Fernandez, Streamline Media Group The Rise of Southeast Asia: Expand development & find new fans	Kevin Flynn, Mobile Partners Launching Mobile Games in a Crowded Ecosystem	Cristiano Ferreira, Oculus Deep(ish) Dive on Oculus Quest Optimization		

Thursday, 31st of October

10:00-11:00					
Aaryn Flynn, Improbable Design, Play, Disrupt: The Tools to Empower Game Developers					
11:00 - 11:30 Coffee Break powered by Matchmade					
MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE
11:30-12:30 Keith Warner, NWI, Greg Hart, Thin Air Labs Building a gaming ecosystem out of Thin Air!	Justin Berenbaum, Xsolla Session TBA	Arseny Kapoulkine (Roblox), Joe Rozek (ARM) Getting Faster and Leaner on Mobile: Optimizing Roblox with Vulkan	Deborah Guzman Barrios, Oculus The more things Change.. Trends in VR	Ivan Trancik, Superscale Capturing Value in Mobile Gaming: What Do You Need To Break Into And Stay In Top 500 Grossing Games	Lyndsey Gallant, Nels Anderson, Sonderlust Studio Maybe The Internet Is Good Sometimes: The Totally Remote Game Studio
12:30-13:30 Jack Attridge, Austin Wintory From JOURNEY to ERICA - A look at interactive music systems	PANEL: Future of the Alberta Games Industry Chris Bain (Bloware), Aaryn Flynn (Improbable), Keith Warner (New World Interactive), Scott Langevin (Serious Labs)	Dino Patti, Coherence Why is tech innovation is important to evolve the gaming space?"	PANEL: Upcoming challenges of AR/VR development Elliot Christian (Serious Labs)	Derek Czerkaski, New World Interactive Evaluations and the Business of Game Investments	Andrew Czarnietzki, Only by Midnight How to feed your unicorns (deploying interdisciplinary developers)
13:30-15:00 Lunch Break					
15:00-16:00 Rami Ismail, Vlambeer Rami talks about...	Harry Krueger, Housemarque The Arcade Spirit - A Nex Machina retrospective	Jordan Logan (AMD), Nikolai Petrov (Saber Interactive) World War Z – Using Vulkan to Tame the Zombie Swarm	Cy Wise, absurd:joy Reactive VR Design: Designing for the weird shit that humans do	Anna Carolin Weber, Independent Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction	Keith Warner & Derek Czerkaski, New World Interactive Building a kick-ass team: Culture, skills & alignment
16:00-17:00 Mary Moran, Chelsea Hallick, Lesley Phord-Toy, Patrick Finn, Chris Bain PANEL: The business of making games: insights from industry vets	Chris Remo Reactive Narrative Design: Story Mechanics in Firewatch	Andy Moore, Absurd:joy Lightning prototyping: when rapid isn't fast enough	Bruce Wooden, Oculus The Exciting and Challenging Future of VR Content		Denis Dyack, Apocalypse Studios The New Medium of Video Games
17:00 - 17:30 Coffee Break					
17:30-18:30 Thomas Van Berg, Gordon van Dyke, Raw Fury Kingdom: It Will Last! A tale of a flash game that became bigger than anyone dreamed possible!	Tramell Ray Isaac, Ilfonics The Game Developers Guide to Leadership	Poria Torkan, Harry Krueger, Marek Ziemak SESSION TBA	Aleissia Laidacker, Magic Leap How Emerging Technologies Will Change the Games We Play (AR, MR, AI)		Ste Curran Things We Lost

Friday, 1st of November

10:00-11:00					
Mike Wilson, Devolver Digital & Good Shepherd Mike Wilson Has Some Sh** To Say About The Games Industry					
11:00 - 11:30 Coffee Break					
MADHEAD GAMES STAGE	AMD STAGE	KHRONOS GROUP STAGE	OCULUS STAGE	BIG BLUE BUBBLE STAGE	ZEUZ STAGE
11:30-12:30 XDS Panel: Kassi, Chalmers, Carla, moderated by Chris Wren Scale, Scale, Scale! Level-Up Your External Development	Thierry Boulanger, Sabotage Designing The Messenger : how embracing vulnerability can fuel the creative process	Zak Parrish, Epic Games Overcoming Early Challenges in Unreal Engine	Jose Luis Palacios Vives, Oculus SESSION TBA	Chet Faliszek, Stray Bombay Company Priming Culture	John Krajewski, Strange Loop Games Changing the Narrative of Climate Change with Games
12:30-13:30 Swery 65, White Owls WHITE OWLS ARE NOT WHAT THEY SEEM	Kate Edwards, Geogriphy Building Better Worlds through Game Culturalization	Andrej Levenski (Gamepires), Aleksander Kauch (11 bit studios), Andy Moore (Absurd:joy) Game Engines	Julie Heyde, VR Unicorns Why VR? It's just a game... The pitfalls of making small cool experimental VR games	Marek Ziemak, 11 bit studios Children of Morta postmortem. How our game mechanics became our production methodology	Justin Lassen (Nihil Studios), Dave Chan Field Recording for Video Games: A Journey Around the World
13:30 - 15:00 Lunch Break					
15:00-16:00 David Lightbown, Ubisoft Montréal The Power of Patterns: User Experience and game development tools at Ubisoft	Kate Edwards (Geogriphy), Tobias Kopka (Reboot), Nikola Cavic (SGA) Building a sustainable local community	Daniel Boutros What analyzing the Ancient World has taught me about existence as a video game we're all playing	Ryley Meville, Alex Stickel, Serious Labs Solving for User Discomfort: Motion in VR	Panel: Unpopular advice to indie studios Moderated by Richard Rouse	Brenda Bailey (DigiBC), Stephane Cotichini (81monkeys) How Understanding Gender Differences Can Accelerate Performance
16:00-17:00 Jennifer Scheurle, ArenaNet Hidden Game Design and the endless Difficulty Discussion	Jakub Dvorsky, Amanita Design Interactive Fairy Tales - Animated films, fairy tales and magic of the unspoken narrative	Victor Malineau, Daichi Sato, Masatoshi Tokouka Fireplace Chat: The Japanese Indie Industry You Never Heard About	Dough North Cook (Chatham University) Designing for Human Bodies: Adventures in Meatspace		
17:30-18:30					
Reboot Develop Indie Award powered by Xsolla, Reboot Hero Award and Closing Ceremony hosted by Ste Curran					