

Thursday, 19 of April

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| <p>Opening Ceremony - Damir Durovic, Reboot Keynote: Glimpse into the Future (Industry) STREAM</p> | | | | | | |
| 11:00 - 11:30 Coffee Break | | | | | | |
| <p>FINGERSOFT STAGE</p> <p>Jerry Prochazka, Wargaming Alliance Riot to Wargaming. Observations scaling billion dollar franchises (Business) STREAM</p> | <p>UNITY STAGE</p> <p>Ante Jelusic, Eipix Entertainment From Casual to Indie: Motivation and Gamification and Iteration! Oh my! (Industry)</p> | <p>EUROPEAN GAMES GROUP STAGE</p> <p>Hendrik Lesser, remote control productions Managing the madness: 13 premises from 13 years of building game companies (Business)</p> | <p>UNREAL STAGE</p> <p>Jason Della Rocca, Execution Labs All the Monies!: Solving the Funding Sources and Timing Puzzle (Business)</p> | <p>3LATERAL STAGE</p> <p>Michael Schade, Rockfish Games Social Media and Influencer Marketing on a Budget (Business)</p> | <p>WARGAMING ALLIANCE STAGE</p> <p>PANEL: Production (In)Efficiency 3.0 Panelists: Ana Sajecka, Lottie Bevan, Alan Ladevac, Nino Krajacic and Iain Angus, Moderator: Khaled Ibrahim</p> | <p>NORDEUS STAGE</p> <p>Admir Elezovic, Croteam Art of Serious Sam (Art)</p> |
| <p>11:30-12:30</p> | <p>PANEL: Is The West Actually Relevant to China? Panelists: Tom Van Dam, Bill Wiezheng Wang, Matthew Leopold and Maciej Burno, Moderator: Maarten de Koning</p> | <p>Jas Purewal, Purewal & Partners Four (Deal) Weddings and a Funeral (Business)</p> | <p>Susan Gold, Global Game Jam What's NEXT? (Industry)</p> | <p>Aleksey Savchenko, Epic Games Unreal Engine: More than a tech (Industry)</p> | <p>Vid Rajin, Mad Head Games Emotional Side of Video Games (Design)</p> | <p>PANEL: Shaping indie publishers into brands with a twist Panelists: Harry Miller, Fredrik Wester and Callum Underwood, Moderator: Matt Handrahan</p> |
| 12:30-13:30 | | | | | | |
| 13:30 - 15:00 Lunch Break | | | | | | |
| <p>15:00-16:00</p> | <p>Tim Schafer, Double Fine Beachside Chat with Tim Schafer moderated by Dan Pearson</p> | <p>Milos Jerabek, Wargaming Road to WoT 1.0: Biggest patch in the history of World of Tanks (Production / Tech)</p> | <p>Tomaz Treven, Outfit 7 / Ekipa 2 AR in My Talking Tom: Implementing AR for all audiences with ARKit (Tech)</p> | <p>Mark Estdale, OM Taking voice to the next level (Audio)</p> | <p>Pawel Rohleder, Techland Codeline management (Tech)</p> | <p>PANEL: Lost in the Sea of 100 Indie Releases a day or, or how to stand out. Panelists: Patryk Grzeszczuk, Robin Hunicke, Michael Schade, Moderator: Rami Ismail</p> |
| <p>16:00-17:00</p> | <p>Josh Sawyer, Obsidian Entertainment Take Care (Industry) - STREAM</p> | <p>Davor Hunski, Croteam The Last Hope: The Cursed Treasure of VR Insanity (Tech)</p> | <p>Kate Edwards, Geogrify Stop Whining and Start Advocating! How to Change the Perception of Games and Game Creators (Industry)</p> | <p>Hidetaka "Swery" Suehiro, White Owls Inc. Talk with SWERY about his New Game The Good Life / With demo-play by himself</p> | <p>Arnold Nesis, Capricia Productions Indie Devs SHOULD Make Crazy Shit (Design)</p> | <p>Damjan Mravunac, Croteam Beachside Chat with composer of Serious Sam (Audio)</p> |
| 17:00 - 17:30 Coffee Break | | | | | | |
| <p>17:30-18:30</p> | <p>Fredrik Wester, Paradox Interactive Marrying Business Models with Game Design (Business / Design)</p> | <p>Dan Vavra, Warhorse Studios Kingdom Come: Deliverance: Post Mortem (Design) STREAM</p> | <p>Nick Rooke, Sony PlayStation Developing with PlayStation – Part Deux (Business)</p> | <p>Patryk Grzeszczuk, 11bit studios Fail like a legend: A brief intro to marketing side of things (Business)</p> | <p>PANEL - BizDeving Around the World Panelist: Nikola Cacic, Ben Andac, Graeme Struthers, Moderator: Khaled Ibrahim</p> | <p>Veli Pekka Kokkonen, 3rd Eye Studios How to scale up your productions with tools instead of more team members (Tech)</p> |

Friday, 20th of April

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| <p>Raul Rubio, Tequila Works Keynote: The Root of Inspiration (Design) STREAM</p> | | | | | | |
| 11:00 - 11:30 Coffee Break | | | | | | |
| <p>11:30-12:30</p> | <p>FINGERSOFT STAGE</p> <p>Patrice Desilets, Panache Digital Games Mutants, Timeline & Tabernacle : 20 Creative Words - 2018 Edition (Design) STREAM</p> | <p>UNITY STAGE</p> <p>Ziva Gizman, Outfit 7 Beyond classical Paid UA: A Holistic Marketing Case Study (Business)</p> | <p>EUROPEAN GAMES GROUP STAGE</p> <p>Matt Conte, Oculus Virtual Reality Check: Finding Success as VR Comes to the Masses (Design / Business)</p> | <p>UNREAL STAGE</p> <p>Ivan Trancik, Cellense Why Good Games Fail Lessons learned from launching 50 games with 1 billion downloads and 20 millions sales (Business)</p> | <p>3LATERAL STAGE</p> <p>Claudia Molinari-Ivanovic & Matteo Pozzi, We Are Muesli Zero-mile games: local by choice, global by design (Design)</p> | <p>WARGAMING ALLIANCE STAGE</p> <p>PANEL: Scaling up and Greasing the Wheels Panelists: Michael Putz, Mitja Kravos, Hendrik Lesser, Moderator: John Gaudiosi</p> |
| <p>12:30-13:30</p> | <p>Hideki Kamiya & Atsushi Inaba, PlatinumGames Beyond the Climax: Taking Action towards the Future (Industry) STREAM</p> | <p>Nicholas Bonardi, Stefan Randelshofer, Tino Schleinitz, Ubisoft Blue Byte and Ubisoft San Francisco South Park: The Fractured Audio Team (Audio)</p> | <p>Rui Casais, Funcom Conan saved the day, now what? (Business)</p> | <p>Sjoerd de Jong, Epic Games Recent Lighting and Fog improvements in the Unreal Engine (Tech)</p> | <p>Christian Fønnesbech, Nordisk Film Games Making a game into a franchise (Business)</p> | <p>Imre Jele, Bossa Studios Going Meta (Design)</p> |
| 13:30-15:00 Lunch Break | | | | | | |
| <p>15:00-16:00</p> | <p>Caralyn Cooley, Nordeus A new approach to recruiting & keeping the World's best talent (Industry)</p> | <p>Tobias Sjogren, White Wolf Publishing Building the World of Darkness (Design)</p> | <p>Nordic Game Discovery Contest Hosted by Jacob Riis and Teddy Florea</p> | <p>Yukio Futatsugi, GOUNDING CO. How to Make a Game System and View of the World - In Case of Panzer Dragoon (Design)</p> | <p>Jonas Kyratzes, Freelance Writer Game Writing Essentials (Design)</p> | <p>PANEL: The Craft of building artistic indie game Panelists: Rami Ismail, Robin Hunicke, Felix Bohatsch, Moderator: Mike Bithell</p> |
| <p>16:00-17:00</p> | <p>Daniel Rantala, Fingersoft Pros and cons of a mobile game publishing partner</p> | <p>Jennifer Nordwall, Unity "Bake it til you make it" ...but updated with more progressive lightmapper (Tech)</p> | <p>Jen MacLean, IGDA "The World is Shrinking": Working Together as a Global Force for Games (Industry)</p> | <p>Nenad Nesovic & Nikola Damjanov, Nordeus Producing a high-end tech demo for Unity, in just a few weeks (Art)</p> | <p>Felix Bohatsch, Broken Rules Inspired by our families, built with our hearts. The emotional design of Old Man's Journey. (Design)</p> | <p>PANEL: Getting Naked 4.0 Panelists: Tomislav Uzelac, Renaud Charpentier, Davor Tomcic, Moderator: Ante Vrdelja</p> |
| 17:00 - 17:30 Coffee Break | | | | | | |
| <p>17:30-18:30</p> | <p>Ste Curran KILLING THE GAMES INDUSTRY, REBOOTED (Industry) STREAM</p> | <p>Paul Wedgwood, Splash Damage Boot Strap (Business)</p> | <p>Renaud Charpentier, Tower Five Gameplay Patterns (Design)</p> | <p>Andrew Willans, Sumo Digital Pad in Hand – The Pursuit of Fun (Design)</p> | <p>Jakub Dvorsky presents Amanita Design's Microworlds (Art / Design)</p> | <p>PANEL: Evolving the Genre Panelists: Jullian Gollop, Patrice Desilets, Charles Cecil, Josh Sawyer, Moderator: Dan Pearson</p> |

Saturday, 21st of April

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| <p>Ilari Kuitinen & Mikael Haveri, Housemarque KEYNOTE: Arcade is dead... what next? (Industry) STREAM</p> | | | | | | |
| 11:00 - 11:30 Coffee Break | | | | | | |
| <p>11:30-12:30</p> | <p>FINGERSOFT STAGE</p> <p>Robin Hunicke, Funomena There Is No Try: Why Experimental Design Is More Necessary Than Ever (Design)</p> | <p>UNITY STAGE</p> <p>Josh Naylor, Unity Unity Product Roadmap (Tech)</p> | <p>EUROPEAN GAMES GROUP STAGE</p> <p>Michael Putz, Bongfish A tale about Smurfs & Tanks (Business)</p> | <p>UNREAL STAGE</p> <p>Christian Kluckner, Chimera Entertainment Recruiting top talent: 10 lessons about the pains and gains of growing your studio (Business)</p> | <p>3LATERAL STAGE</p> <p>WORKSHOP - Perfecting Your Pitch Jason Della Rocca, Execution Labs</p> | <p>WARGAMING ALLIANCE STAGE</p> <p>PANEL: The Sound of Music Damjan Mravunac, Austin Wintory, Ari Pulkkinen, Moderator Arnold Nesis</p> |
| <p>12:30-13:30</p> | <p>Nina Kristensen, Ninja Theory Beachside chat with Nina Kristensen moderated by Matt Handrahan</p> | <p>Yoot Saito "How to Make Magic" - The Game Philosophy I Learned from Mr. Satoru Iwata (Former CEO, Nintendo) through Creation (Design)</p> | <p>Austin Wintory I don't know what I'm doing (Audio)</p> | <p>Jari Pekka Kaleva, EGDF GDPR – Keep calm and carry on. What every game developer should know about the new European data protection rules (Industry)</p> | <p>Charles Cecil, Revolution Software Beachside chat with Charles Cecil moderated by Dan Pearson</p> | <p>Callum Underwood, Raw Fury All the reason while pitching to publishers sucks (Business)</p> |
| 13:30 - 15:00 Lunch Break | | | | | | |
| <p>15:00-16:00</p> | <p>LIVE ACT: "Los Dialogos" (Dialogues) Performed by Austin Wintory, Angela Bermudez & Arnold Nesis</p> | <p>Nikola Kudus, 3Lateral Developing pipeline tools in production environment (Tech)</p> | <p>Jullian Gollop, Snapshot Games Time Units vs 2 Action Points - The Raging Controversy (Design)</p> | <p>Phil Elliot, Square Enix West Challenges facing indies in 2018... and what you can do to prepare (Industry)</p> | <p>David Fernandez Huerta, ustwo games Making a sequel personal: The story of Monument Valley 2 (Art)</p> | <p>Beachside chat with Anya Combs, Kickstarter What is next in crowdfunding? Moderated by John Gaudiosi</p> |
| <p>16:00-17:00</p> | <p>Inon Zur The power behind ethnic elements and human voice in video game music (Audio)</p> | <p>Adriana Tanaskovic, Mad Head Games Go mad and deliver - The role of marketing and branding in the Mad Head Games transition processes. (Business)</p> | <p>Mike Hines, Amazon Appstore The Case for Competitive Gaming in Your App (Business)</p> | <p>Andrew Parsons, Devolver Digital I don't always rant at developers, but when I do, I rant about these four things (Industry)</p> | | |
| 17:00-17:30 Coffee Break | | | | | | |
| <p>Reboot Develop Indie Award, Hero Award and Closing Ceremony</p> | | | | | | |