

Thursday, 19 of April

Opening Ceremony - Damir Durovic, Reboot Keynote: Glimpse into the Future (Industry)						
11:00 - 11:30 Coffee Break						
FINGERSOFT STAGE Jerry Prochazka, Wargaming Alliance Riot to Wargaming. Observations scaling billion dollar franchises (Business)	UNITY STAGE Ante Jelusic, Epix Session TBA	EUROPEAN GAMES GROUP STAGE Hendrik Lesser, rc production Managing the madness: 13 premises from 13 years of building game companies	UNREAL STAGE Jason Della Rocca, Execution Labs All the Monies!: Solving the Funding Sources and Timing Puzzle	3LATERAL STAGE Callum Underwood, Caffeine Session TBA	WARGAMING ALLIANCE STAGE PANEL: Shaping indie publishers into brands with a twist Panelists: Harry Miller, Fredrik Wester and Callum Underwood, Moderator: Matt Handrahan	NORDEUS STAGE Alexis Kennedy, Weather Factory Intensely Practical Tips for Growing an Indie Studio (Business Talk)
11:30-12:30 PANEL: Is the West Actually Relevant to China? Panelists: Tom Van Dam, Bill Wiezheng Wang, Matthed Leopold and Maciej Burno, Moderator: Marteen de Koning	Jas Purewal, Purewal & Partners Four (Deal) Weddings and a Funeral (Business)	Susan Gold, Global Game Jam What's NEXT? (Industry)	Aleksey Savchenko, Epic Games Unreal Engine 4.0: More than a tech	Michael Schade, Rockfish Games Social Media and Influencer Marketing on a Budget	PANEL: Production (In)Efficiency 3.0 Panelists: Ana Sajecka, Lottie Bevan, Alan Ladevac and Iain Angus, Moderator: Khaled Ibrahim	Veli Pekka Kokkonen, 3rd Eye Studios How to scale up your productions with tools instead of more team members (Tech)
13:30 - 15:00 Lunch Break						
15:00-16:00 Tim Schafer, Double Fine Beachside Chat with Tim Schafer moderated by Dan Pearson	Milos Jerabek, Wargaming Road to WoT 1.0: Biggest patch in the history of World of Tanks (Tech)	Tomaž Treven, Outfit 7 AR in My Talking Tom: Implementing AR for all audiences with ARKit	Lorenzo Grimaldi, Nvidia NVIDIA and Gaming, evolution in 2018	Pawel Rohleder, Techland Codeline management (Tech)	Admir Elezovic, Croteam Art of Serious Sam	Damjan Mravunac, Croteam Beachside Chat with composer of Serious Sam
16:00-17:00 Josh Sawyer, Obsidian Entertainment Take Care (Industry)	Davor Hunski, Croteam The Last Hope: The Cursed Treasure of VR Insanity	Kate Edwards, Geogripy Stop Whining and Start Advocating! How to Change the Perception of Games and Game Creators (Industry)	Mark Estdale, OM Taking voice to the next level (Audio Talk)	Vid Rajin, Mad Head Games Emotional Side of Video Games (Design)	Hidetaka "Swery" Suehiro, White Owls Inc. Session TBA	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
17:00 - 17:30 Coffee Break						
17:30-18:30 Fredik Wester, Paradox Interactive Session TBA	Jennifer Nordwall, Unity "bake it til you make it"but updated with more progressive lightmapper (Tech)	Nick Rooke, Sony PlayStation Developing with PlayStation – Part Deux (Business)	Patryk Grzeszczuk, 11bit studios Fail like a legend: a brief intro to marketing side of things. (Business)	Arnold Nesis, Capricia Productions Indie Devs SHOULD Make Crazy Shit	PANEL - BizDeving Around the World Panelist: Nikola Covic, Ben Andac, Graeme Struthers, Moderator: Khaled Ibrahim	

Friday, 20th of April

Raul Rubio, Tequila Works Keynote: The Root of Inspiration (Design)						
11:00 - 11:30 Coffee Break						
FINGERSOFT STAGE Patrice Desilets, Panache Digital Session TBA	UNITY STAGE Živa Čizman, Outfit 7 Beyond classical Paid UA: A Holistic Marketing Case Study	EUROPEAN GAMES GROUP STAGE Matt Conte, Oculus Virtual Reality Check: Finding Success as VR Comes to the Masses (Business)	UNREAL STAGE Ivan Trancik, Cellense Why Good Games Fail Lessons learned from launching 50 games with 1 billion downloads and 20 millions sales	3LATERAL STAGE Claudia Molinari - Ivanovic & Matteo Pozzi, We Are Muesli Zero-mile games: local by choice, global by design (Design)	WARGAMING ALLIANCE STAGE PANEL: Scaling up and Greasing the Wheels Panelists: Michael Putz, Mitja Kravos, Hendrik Lesser, Moderator: John Gaudiosi	NORDEUS STAGE Carsten Biernat, Nordeus Cinematic trailer for mobile games - Spellsouls: Duel of Legends (Art)
11:30-12:30 Caralyn Cooley, Nordeus A new approach to recruiting & keeping the World's best talent (Industry)	Josh Naylor, Unity Introduction to Unity optimization (Tech)	Rui Casias, Funcom Conan saved the day, now what? (Business)	Sjoerd de Jong, Epic Games Recent Lighting and Fog improvements in the Unreal Engine (Tech)	Christian Fannesbech, Nordisk Film Making a game into a franchise (Business)	Imre Jele, Bossa Studios Going Meta (Design)	Rami Ismail, Vlambeer Common design tricks and faults (Design)
13:30-15:00 Lunch Break						
15:00-16:00 Hideki Kamiya & Atsushi Inaba, Platinum Games Beyond the Climax: Taking Action towards the Future (Industry)	Tobias Sjogren, White Wolf Building the World of Darkness (Design)	Nordic Game Discovery Contest Hosted by Jacob Riis and Teddy Florea	Mike Hines, Amazon Appstore The Case for Competitive Gaming in Your App (Business)	Jonas Kyratzes, Freelance Writer Game Writing Essentials (Design)	PANEL: The Craft of building artistic indie game Panelists: Rami Ismail, Robin Hunicke, Felix Bohatsch, Moderator: Mike Bithell	Iain Angus, Creative Assembly A Producer's Guide to Decision-Making (Business)
16:00-17:00 LIVE ACT: "Los Dialogos" (Dialogues) Performed by Austin Wintory & Angela Bermudez	Dan Vavra, Warhorse Studios Kingdom Come: Deliverance: Post Mortem (Design)	Jen Maclean, IGDA "The World is Shrinking": Working Together as a Global Force for Games (Industry)	Nenad Nesovic & Nikola Damjanov, Nordeus Producing a high-end tech demo for Unity, in just a few weeks (Art)	Felix Bohatsch, Broken Rules Inspired by our families, built with our hearts. The emotional design of Old Man's Journey. (Design Talk)	PANEL: Getting Naked 4.0 Panelists: Tomislav Uzelac, Renaud Charpentier, Davor Tomacic, Moderator: Ante Vrdelja	Mike Bithell, Bithell Games What should I make next? How we pick our projects. (Design)
17:00 - 17:30 Coffee Break						
17:30-18:30 Ste Curran KILLING THE GAMES INDUSTRY, REBOOTED (Industry)	Paul Wedgwood, Splash Damage Boot Strap (Business)	Adriana Tanaskovic, Mad Head Games Go mad and deliver - The role of marketing and branding in the Mad Head Games transition processes. (Business)	Andrew Willans, Sumo Digital Pad in Hand – The Pursuit of Fun (Design)	Jakub Dvorsky presents Amanita Design's Microworlds	PANEL: Evolving the Genre Panelists: Julian Gollop, Patrice Desilets, Charles Cecil, Josh Sawyer, Moderator: Dan Pearson	

Saturday, 20th of April

Ilari Kuitinen & Mikael Haveri, Housemarque KEYNOTE: Arcade is dead...what next? (Industry)						
11:00 - 11:30 Coffee Break						
FINGERSOFT STAGE Robin Hunicke, Funomena There Is No Try: Why Experimental Design Is More Necessary Than Ever (Design)	UNITY STAGE Yoot Saito "How to Make Magic" -The Game Philosophy I Learned from Mr. Satoru Iwata (Former CEO /Nintendo) through Creation	EUROPEAN GAMES GROUP STAGE Jullian Gollop, Snapshot Games Time Units vs 2 Action Points - the Raging Controversy (Design)	UNREAL STAGE Andrew Parsons, Devolver Digital I don't always rant at developers, but when I do, I rant about these four things (Industry)	3LATERAL STAGE Jason Della Rocca, Execution Labs Workshop - Perfecting Your Pitch	WARGAMING ALLIANCE STAGE PANEL: The Sound of Music Damjan Mravunac, Austin Wintory, Ari Pulkkinen, Moderator Arnold Nesis -	NORDEUS STAGE Graham McAllister, Player Research Game Design Research - Adding UX Analysis to Game Design (Design)
11:30-12:30 Nina Kristensen, Ninja Theory Beachside chat with Nina Kristensen moderated by Matt Handrahan	Tino Schleinitz, Stefan Randelshofe, Nicholas Bonardi, Ubisoft South Park: The Fractured Audio Team (Audio)	Michael Putz, Bongfish A tale about Smurfs & Tanks (Business)	Jari Pekka Kaleva, EGDF GDPR – Keep calm and carry on. What every game developer should know about the new European data protection rules.	Charles Cecil, Revolution Software Beachside chat with Charles Cecil moderated by Dan Pearson	Nino Rajacic, Eipix Session TBA	
13:30 - 15:00 Lunch Break						
15:00-16:00 Daniel Rantala, Fingersoft Pros and cons of a mobile game publishing partner	Nikola Kudus, 3Lateral Developing pipeline tools in production environment (Tech)	Austin Wintory I don't know what I'm doing (Audio)	Phil Elliot, Square Enix West Challenges facing indies in 2018... and what you can do to prepare	PANEL: State of Japanese games industry Panelists: Masatoshi Tokuoka, Swery, Yoot Saito, Yukio Futatsugi, Moderator: Brandon Sheffield	Beachside chat with Anya Combs, Kickstarter What is next in crowdfunding? Moderated by John Gaudiosi	Beachside chat with Mike Wilson The life of Mike Moderated by Dan Pearson
16:00-17:00 Inon Zur Session TBA	Renaud Charpentier, Tower Five Gameplay Patterns (Design)	Yukio Futatsugi, GOUNDING CO. Session TBA	Christian Kluckner, Chimera Recruiting top talent: 10 lessons about the pains and gains of growing your studio	David Fernandez Huerta, ustwo Making a sequel personal: The story of Monument Valley 2 (Art)		
17:00-17:30 Coffee Break						
Reboot Develop Indie Award, Hero Award and Closing Ceremony						