

THURSDAY 20.4.2017

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[Registration @ 9:00]

	FINGERSOFT HALL	FROSTPUNK HALL	OUTFIT7 HALL	EUROPEAN GAMES GROUP HALL	SQUARE ENIX COLLECTIVE HALL	3LATERAL POOLSIDE PANEL AREA	
10:00 - 11:00	Damir Durovic, Reboot Alen Ladavac, Croteam Opening Ceremony Keynote - Game Developer's Meaning of Life						10:00 - 11:00
11:00 - 11:30	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	11:00 - 11:30
11:30 - 12:30	Patrice Desilets, Panache Digital Games - moderator Damir Durovic He's back! From Triple A to Triple i	Ralph Fulton, Playground Games You Never Get a Second Chance To Make a First Impression	Alexander Babko, Wargaming How to Expand Player Happiness Further With VR and AR	John Graham, Humble Bundle A History of Humble Bundle And Why Gaming Companies Should Experiment More	Reboot Pitching Session 1 (invite only) Powered by Starbreeze Studios	Daniel Gray, ustwo games Beachside Chat With Dan Gray	11:30 - 12:30
12:30 - 13:30	Chris Avellone, Tim Cain, Trammel Ray Isaac Panel - Fallout: Tales From Before the Explosion	Arnold Nesis, Capricia Productions Composing Games for Music - A New Genre is Being Born	Mario Mirek, G2A - moderator Dan Pearson G2A Unplugged	Antti Paavo Pellervo Tihonen, Almost Human Full Spectrum Indie: How to Wear Many Hats	Kresimir Spes, Cateia Games Realistic 2D Animation Using Video Technology	Davor Tomicic, Tomislav Uzelac, Renaud Charpentier - moderator Ante Vrdelja Panel - Getting Naked 3.0	12:30 - 13:30
13:30 - 14:30	Lunch break	Lunch break	Lunch break	Lunch break	Lunch break	Lunch break	13:30 - 14:30
14:30 - 15:30	Branko Milutinovic, Johan Sjöberg, Almir Listo - moderator Dan Pearson Panel - Building Local Studios Into Global Games Industry Powerhouses	Josh Naylor, Unity Introduction to Unity Optimization	Dan Vavra, Warhorse Studios Where No Man Has Gone Before	Hendrik Lesser, EGDF/remote control productions The Power of Conscious Gamedev Leadership - How to Make Sure You Reach Alpha Centauri First	Jan Ilavsky, Hyperbolic Magnetism Chameleon Run - How to Make a Game About Colors if You Are Color Blind	Thomas Puha, Dan Da Rocha, Ante Vrdelja - moderator Becky Taylor Panel - Building Communities = Your best Marketing Strategy	14:30 - 15:30
15:30 - 16:00	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	15:30 - 16:00
16:00 - 17:00	Dave Gibbons & Charles Cecil Beachside Chat With Dave Gibbons	Johan Sjöberg, Paradox Interactive Game Design and Business Models - A Match Made in Heaven or an Unholy Alliance? Creating Products the Paradox Way	Matej Jenko, Outfit7 (Ekipa2 subsidiary) Game Design Process at Outfit7	Robin Finck, Nine Inch Nails On Composers Crossing Over	Mike Bithell, Mike Bithell Games 20 Magic Tricks for Developers	Anya Combs, Kickstarter Beachside Chat With Kickstarter	16:00 - 17:00
17:00 - 18:00	Almir Listo, Starbreeze Studios The Art of the Video Game Publishing Deal or: How I Learned to Get My Independent Game Funded Without Getting Screwed by a Publisher	Brinkley Warren, MegaBots How to Bootstrap Original IP Successfully -- From Childhood Dream to a Giant Fighting Robot Sport	Agostino Simonetta, Microsoft Xbox Self Publishing - Best Time Ever != Easy	Jaco Els, Game Analytics Building the Game Industry's Only Open Source Data Warehouse	Goran Adrinek, Croteam Advanced Mixed Reality in Serious Sam VR		17:00 - 18:00
18:00 - 19:00	Jonathan Blow, Thekla Inc. Making Game Programming Less Terrible	Emil Esov & Ivan Zorkic, Mad Head Games Crafting the Tools of The Trade: How to Make a Hack & Slash Action Game From Scratch	KooPee Hiltunen (Finland), Hendrik Lesser, (Germany), Stan Just (Poland) - moderator Jari-Pekka Kaleva Panel - How State Aid Can Enable Your Success?	Mikael Haveri, Housemarque Management by Perkele	Claudia Molinari & Matteo Pozzi, We are Muesli Feminism, Terrorism and Car Chases in <50 Characters (Spaces Included)		18:00 - 19:00

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	FINGERSOFT HALL	FROSTPUNK HALL	OUTFIT7 HALL
10:00 - 11:00	Goichi Suda, Grasshopper Manufacture Morning with Suda 51		
11:00 - 11:30	Coffee break	Coffee break	Coffee break
11:30 - 12:30	Pasi Jokinen, Fingersoft / Oulu Game Campus Igniting Others: Oulu Game Campus, the Fingersoft-Lead Effort to Create Shortcuts to Success For Other Game Companies	Pawel Miechowski, 11 bit studios From This War of Mine to Frostpunk - Why Marketing is a Part of the Meaningful Entertainment	Charlie Bewsher, Mate Jenko, Chris Taylor, Jaakko Iisalo - moderator Khaled Ibrahim Panel - Searching For The Ultimate Game Design
12:30 - 13:30	Rami Ismail, Vlambeer Rami Presents...	Daryl Clewlow, Nordeus Rebooting the Nordeus Art	Rade Vujovic, Zero Gravity From Zero to Hero: Story of Hellion and Zero Gravity Studio
13:30 - 14:30	Lunch break	Lunch break	Lunch break
14:30 - 15:30	Cliff Bleszinski, Boss Key Productions "AAA, Devs, and VR walk into a bar"	Cvetan Rusimov, Imperia Online How to Get Your App Featured and What's Next? Ten Hard Lessons Learned!	Alexis Kennedy, Ronin Writer Engineering Romance
15:30 - 16:00	Coffee break	Coffee break	Coffee break
16:00 - 17:00	Koji Igarashi, ArtPlay Inc. Beachside Chat With Koji Igarashi	Tom Putzki, Wargaming Dragons and Tanks... Or the Fine Art of Thinking Global and Acting Local... With Dragons and Stuff!	Ivan Trancik, Cellense Launching Steam and Mobile Top Grossing Games: Case Studies
17:00 - 18:00	Marko Brockman, Fingersoft Developer Postmortem: Hill Climb Racing 2	Michael Putz, Bongfish No Hipsters Allowed - How a Very Prohibitive Hiring Policy Resulted in Deals With Cool Brands & Publishers	Nick Rooke, SIEE Developing with PlayStation
18:00 - 19:00	Ilari Kuittinen, Housemarque Story of Nex Machina	Andy Hess, Epic Games State of Unreal	Nikola Cavic, Graham McAllister, Dan Murray Panel - IP Rights Licensing - What You Need To Know

	EUROPEAN GAMES GROUP HALL	SQUARE ENIX COLLECTIVE HALL	3LATERAL POOLSIDE PANEL AREA
	Coffee break	Coffee break	Coffee break
	Nordic Discovery Session Powered by Nordic Game Conference	Reboot Pitching Session 2 (invite only) Powered by Starbreeze Studios	Michael Liebe, Kadri Ugand - moderator Tobias Kopka Panel - How Not To Be a Wuss at Conferences
	Michael Bork, European Games Group AG The Quest For Free2play User Acquisition	Ari Pulkinen, AriTunes Game Music: From Great to Best	Chris Avellone, Tim Cain, Alexis Kennedy - moderated by Kate Edwards Panel - Building Game Worlds - A Geographer's Perspective
	Lunch break	Lunch break	Lunch break
	Slobodan Danilovic, Take One Animation Fashion - Mocap Styling For Gameplay	Graham McAllister, Player Research Happy Players Are Good For Business. How To Identify And Enhance The UX Maturity Level Within Your Game Studio.	Mike Bithell, Dan Da Rocha and Rami Ismail Panel - Life of the Indie Superstar
	Coffee break	Coffee break	Coffee break
	Mike Hines, Amazon Appstore Amazon Lumberyard: End-to-End Solutions for Game Designers	Adam Sporka, Warhorse Studios How We Make the Music in Kingdom Come: Deliverance Adapt to Its Medieval World	Arnold Nesis, Ari Pulkinen - moderator Damjan Mravunac Panel - How to Compose For Next-gen Videogames
	Matthew Steinke Smoke, Mirrors and Misdirection: The Technical Art of Game Design	Ethan Watson, Remedy Entertainment Rapid Iteration In D Without Ditching Your C++ Codebase	
	Hidetaka "Swery" Suehiro, White Owls Inc. Beachside Chat With Swery 65	Damir Jugovic, Mad Head Games Unreal meets Kingwitch	

EGDF ROOM
9:00 - 12:00 EGDF General Assembly (Invite only)
12:00 - 13:30 Round table debate of trade associations supporting game developers
12:30 - 13:30
13:30 - 14:30
14:30 - 15:30
15:30 - 16:00
16:00 - 17:00
17:00 - 18:00
18:00 - 19:00

19:00 - 19:15 Nordic Discovery Session Award Ceremony

SATURDAY 22.4.2017

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	FINGERSOFT HALL	FROSTPUNK HALL	OUTFIT7 HALL
10:00 - 11:00	Tim Cain, Obsidian Entertainment Building a Better RPG: Seven Mistakes to Avoid		
11:00 - 11:30	Coffee break	Coffee break	Coffee break
11:30 - 12:30	Tramell Ray Isaac, Boss Key Productions Why I Hate My Job	Tomislav Pongrac, Gamepires SCUM - Survival of the Fittest... or Not?	Kate Edwards, IGDA Building Game Worlds - A Geographer's Perspective
12:30 - 13:30	Kiki Wolfkill, 343 Industries The Future of [Digital] Play - Or Where the Hell Do We Aim This Rocket?	Vladimir Mastilovic, 3Lateral Creating Human DNA in Star Citizen universe	Shirley Lin, Nexway Current Games Industry in China - the Next Gen Pan-Entertainment
13:30 - 14:30	Lunch break	Lunch break	Lunch break
14:30 - 15:30	Dan Murray, Skybound Interactive Beachside chat - The Wheel of Awesome - Centering IP Around the Creator	Chris Taylor, Indie Developer Total Annihilation - 20 Years Later	Andy Hess, Epic Games Getting Started in VR With Unreal Engine
15:30 - 16:00	Coffee break	Coffee break	Coffee break
16:00 - 17:00	Renaud Charpentier, Creative Assembly Game Direction Through System Design	Jakub Dvorsky, Amanita Design Amanita Design's Long Term Vision + CHUCHEL Intro	Jaakko Iisalo, Masumasu Beachside Chat With Jaakko Iisalo
17:00 - 18:00	Indie & Hero Awards Powered by Eipix Entertainment		

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11:00 - 11:30	Coffee break	Coffee break	Coffee break
11:30 - 12:30	Alberto Belli, Gamera Interactive We Are Indie. We Are Not!	Martin Ekdal From Start-up to Standard - Business Advice from A Decade of Simplygon	Mirko Topalski, Nikola Stolnik, Michael Bork Panel - Current and Future Challenges of IP Building, User Acquisition and How We Do It
12:30 - 13:30	Callum Underwood, Oculus The Future of VR Content	Marija Skaljic, Qube Asset Workflow for Game Art and Modular Building	Ante Vrdelja, Almir Listo, Pawel Miechowski - moderator Becky Taylor Panel - Importance of Influencers
13:30 - 14:30	Lunch break	Lunch break	Lunch break
14:30 - 15:30	Masatoshi Tokuoka, Hidetaka Suehiro + Others - moderator Brandon Sheffield Panel - Future of Japanese Games Industry	Damjan Mravunac, Croteam Can You Really HEAR What's Going on in Your Game?	Jure Rasic, Patrice Desilets, Shahid Kamal Ahmad - moderator Noirin Carmody Panel - What is Your Production Pipeline
15:30 - 16:00	Coffee break	Coffee break	Coffee break
16:00 - 17:00	Brandon Sheffield, Necrosoft Games How We Survived For Five Years Without a Hit	Tsahi Liberman, TapOnIt Digital Refugee - We Are The Monsters	Callum Underwood, Shahid Ahmad, Alen Ladavac - moderator Dan Pearson Panel - The State of VR
17:00 - 18:00			