# MONDAY, April 24th

| Time | i3D.net STAGE | XSOLLA STAGE | GAMEPIRES / JAGEX STAGE | MODERN WOLF STAGE | IE LAW STAGE | VS EVIL STAGE | RAPID EYE MOVERS STAGE VR TRACK | PINGLE STAGE |
|---|---|---|---|---|---|---|---|---|
| **10:00 - 11:00** | **OPENING CEREMONY: Damir Durovic, Reboot** — **KEYNOTE: Aaryn Flynn, Inflexion Games - From Stories to Places** | | | | | | | |
| **11:00 - 11:30** | **coffee break** | | | | | | | |
| **11:30 - 12:30** | **Tobias Sjogren, Starbreeze** — Building communities by making games — BUSINESS INDUSTRY | **Renaud Charpentier, Tower Five** — More on ADEM loops — DESIGN | **Richard James Cook, Wargaming Inc.** — How to make the most of your best marketing assets | **Phil Elliott, Modern Wolf** — 5 Learnings from Indie Publishing — BUSINESS INDUSTRY | **PANEL: Peter Lewin, Sean Kane, Justin Berenbaum, Kathee Chimowitz** — Working with a Publisher ~ What to look for in "Standard" publishing agreements — **Moderated by Patrick Sweeney** — LEGAL | **Lou Kramer, AMD** — RDNA™ 3: Beyond the current gen — TECH HARDWARE | **William Hall, META** — How to VR: Insights and Strategies — INDUSTRY | **BEACHSIDE CHAT with Marcus Bromander** — A beachside chat with the designer of Among Us — **Moderated by Callum Underwood** |
| **12:30 - 13:30** | **Ricky Abu Siddek, Liquid Swords** — Concept, Prototyping, and Beyond… — DESIGN | **Michael Schade, ROCKFISH Games** — How to Self-fund a €20 Million Euro Space Action RPG — BUSINESS | **Tramell Ray Isaac, Liithos Enter tainment** — Teams: They aren't what they used to be — BUSINESS INDUSTRY | **Dave Gilbert, Wadjete Eye Games** — Modular Design in Old Skies — DESIGN | **PANEL: Sean Kane, Amanda Kruse** — The Evolution of Licensed Games ~ Managing expectations of Licensors Moderated by Patrick Sweeney — LEGAL | **Ken Burgess, GIANTS Software** — The Farming Simulator Production Pipeline — BUSINESS | **Ashley "ashleyriott" Blake, Andromeda Entertainment** — Life, The Multiverse, & Everything: How XR is Changing the World — DESIGN INDUSTRY | **PANEL: Renaud Charpentier, Davor Hunski, Aaron Loeb** — Human vs AI, game design battle — **Moderated by James Batchelor** — DESIGN |
| **13:30 - 15:00** | **lunch break** | | | | | | | |
| **15:00 - 16:00** | **Arjan Brussee, Epic Games** — Unreal Engine 2023 Vision & Roadmap | **Xalavier Nelson Jr., Strange Scaffold** — How to Make 7 Games at Once (Please Don't Do This) — DESIGN BUSINESS | **Richie de Wit, Bear Knuckle/Raw Fury** — Build A Data-Informed Business Case: Justifying your project with publicly available data — BUSINESS | **BEACHSIDE CHAT with Tony Warriner** — The Fall and Rise of Adventure Games — **Hosted by: Seoirse Dunbar** — BUSINESS INDUSTRY | **PANEL: Luka Colic, Ryan Peterson, Bob Wallace** — Corporate Financing ~ How to Prepare your Company for Seed Rounds, Outside Funding and Acquisition — **Moderated by Patrick Sweeney** — LEGAL | **Nikola Sobajic, Supergiant Games** — Known Shippable - Different Approaches To Finishing Games — INDUSTRY | **BEACHSIDE CHAT with John Austin** — Clones by The Fireside - Lessons Learned from Building Meta's VR Game of the Year — **Moderated by Doug North Cook** — DESIGN BUSINESS | **PANEL: Hellen Burnill, William Hall, Jorg Tittel, Chantal Ryan** — New forms for game design – A discussion about new trends, formats and exciting prospects in various sectors — **Hosted by Dan Pearson** — DESIGN INDUSTRY |
| **16:00 - 17:00** | **FIRESIDE CHAT with Stefan Ideler and Darryl Lister** — Opening Pandora's Box of online multiplayer game services — **Moderated by Maurice Klapwijk** | **Dino Patti, coherence/Jumpship** — Creating a visionary games company and maintaining a strong culture — BUSINESS INDUSTRY | **Ivan Trancik, Superscale** — Title TBA | **Damjan Mravunac, Croteam** — Breaking through the Noise: The top challenges audio professionals face and how to rise above them — AUDIO | **LEGAL CLINIC OFFICE HOURS: Patrick Sweeney, Luka Colic, Peter Lewin, Sean Kane** — Ask us for any legal advice — LEGAL | **Teemu Haila, Metaplay** — Top 3 Learnings from Shipping Modern F2P Games — TECH | **MJ Widomska, YRS truly** — Doing Good Business: Taking Steps Towards Sustainability — BUSINESS INDUSTRY | **PANEL: Tobias Sjorgen, Illari Kutinnen** — From one-hit wonder to entertainment property: making games into lasting IPs / — **Moderated by Christian Fonnesbech** — DESIGN BUSINESS |
| **17:00 - 17:30** | **coffee break** | | | | | | | |
| **17:30 - 18:30** | **NACON: pitching session** | **Jonas Antonsson, Raw Fury** — A Brutally Honest AMA - 2023 edition — BUSINESS INDUSTRY | **Holly Reddaway** — Bringing the Character to Life: Working with Actors — AUDIO | **Imre Jele, Atypical Types / Bossa Games** — Cross My Heart And Cross My Art | | **Jakov Denona, Paradox Development Studios** — Automating Game Development: Building CI/CD system for Multiple Projects — TECH | **Anna-Carolin Weber, Tobias Kopka** — I SPY WITH MY LITTLE EYE – Asymmetric Experience Design in VR & Dance Encounters — DESIGN ART | |
| **18:30 - 18:45** | **Main Hall reconfiguration pause** | | | | | | | |
| **18:45 - 19:45** Evening keynote | **EVENING KEYNOTE: Jorg Tittlel, RapidEyeMovers / Oiffy - Now we've arrived, where do we go?** | | | | | | | |

# TUESDAY, April 25th

| | i3D.net STAGE | XSOLLA STAGE | GAMEPIRES / JAGEX STAGE | MODERN WOLF STAGE | IE LAW STAGE | VS EVIL STAGE | RAPID EYE MOVERS STAGE VR TRACK | PINGLE STAGE |
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| 10:00 - 11:00 | KEYNOTE: Illari Kutinen, Housemarque - Three decades of development, a personal story | | | | | | | |
| 11:00 - 11:30 | coffee break | | | | | | | |
| 11:30 - 12:30 | BEACHSIDE CHAT Adam Boyes, Chelsea Blasko — Built to Last: Protecting the value of stability in a chaotic industry — **Moderated by Ryan Peterson** | Kate Edwards, Geogrify/SetJetters — Cultural Interoperability: The Biggest Challenge to the Metaverse (and Beyond) — **BUSINESS INDUSTRY** | Enis Cisic, Mad Head Games — Scars Above cinematics — art — **DESIGN ART** | Mundi Vondi, Klang Games — Title TBA | PANEL: Benjamin Hayhoe, Steph Rogers, Damir Durovic — Lets get physical - launching a successful printed game magazine in 2022 — **Moderated by Jorg Tittel** | John L. Connell & Hank Howie, Modulate — Online safety regulations are coming: how studios can be prepared and protect their bottom line | Doug North Cook, Creature — The State of VR Panel — **BUSINESS INDUSTRY** | PANEL: Pavol Buday, Ante Vrdelja, Martijn van Zwieten — Every day I'm biz-deving — **Moderated by Daniel Lucic** — **BUSINESS** |
| 12:30 - 13:30 | Rami Ismail — 10 lifesaving ideas on how to survive indiepocalypse | PANEL: Chih-Han Hsu, Roope Kangas, Jonathan Dower, Andrew Paul, BANGS — How to punch above your weight – making new games at SUPERCELL — **Moderated by Jan Lidtke** | FIRESIDE CHAT with Damir Slogar — Title TBA — **Moderated by Ante Vrdelja** | Gordon Von Dyke, Raw Fury — From Mixed to Very Positive: A Steam Review Journey — **BUSINESS INDUSTRY** | Richard Browne, Digital Extremes — Grown Up Playing Games - An entertaining historical look back at 35 years in the games industry — **BUSINESS INDUSTRY** | Pierre-Yves Boers, AMD — AMD Ryzen™ Processor Software Optimization — **TECH HARDWARE** | Anton Hand, RUST ltd — So Anyways I Started Blasting: 7 Years of Trying To Make VR Shooters Worth Playing — **DESIGN TECH** | PANEL: Anya Combs, MJ Widomska, Caroline Miller — PR & Community panel — **Moderated by Dan Pearson** |
| 13:30 - 15:00 | lunch break | | | | | | | |
| 15:00 - 16:00 | Don Daglow, AIAS Foundation — 7 Lessons from My 50 Years in Game Dev — **DESIGN INDUSTRY** | Dave Oshry, New Blood Interactive — Think Like a Player: Make Better Games (And get better reviews) — **DESIGN BUSINESS** | Marie Havemann and Julie Elven — Creating Immersive Game Soundtracks: A Practical Guide to Music Design, Collaboration and Budgeting — **AUDIO DESIGN** | BEACHSIDE CHAT: Anna Hollinrake, Pavle Mihajlović — With Teeth: Going Indie with Electric Saint — **Moderated by Dan Pearson** — **BUSINESS INDUSTRY** | Paul Nunn, SuperAwesome — Managing audiences of all ages at scale - considerations and opportunities — **DESIGN** | Chantal Ryan, We have always lived in the forest — The Meaning In The Chaos: Semiotic Design Philosophies — **DESIGN INDUSTRY** | Chris Hanney — Title TBA | BEACHSIDE CHAT with Charles Cecil — PEOPLE vs CHARLES CECIL (with a little help from ChatGPT) — **Moderated by Ste Curran** |
| 16:00 - 17:00 | Ste Curran — Killing the games industry | PANEL: Justin Berenbaum, TBA — Funding and the future of Funding in a recession — **Moderated by TBA** | BEACHSIDE CHAT with Ed Perkins and Andej Levenski — The winding road to worldwide success of SCUM — **Moderated by Dan Pearson** — **DESIGN BUSINESS** | Tamara Milenković, Outfit7 Group — Hero's Journey or the Monster Within? — **BUSINESS** | BEACHSIDE CHAT with Steve Escalante, Versus Evil/Red Cerberus — Indie Publishing Evolved — **Moderated by TBA** — **BUSINESS** | Luka Bilic, Mad Head Games — Under the Hood: A Deep Dive into Scars Above's Optimization — **TECH** | Mark Schramm, Creature — Why are we still making people sick? Join Mark in this talk and learn how the VR industry has evolved | BEACHSIDE CHAT with Hendrik Lesser — Poking the Bear: Making a game about the invasion of Ukraine — **Moderated by Dean Takahashi** |
| 17:00 - 17:30 | coffee break | | | | | | | |
| 17:30 - 18:30 | **NACON: pitching session** | Manuel Bustamante, Bongfish — UX - An analytical approach to complaining | Ben Robinson, Xbox — Opportunities with ID@Xbox — **BUSINESS INDUSTRY** | PANEL: Yves Le Yaouanq, Jonas Antonsson, Helen Burnill — Diamonds in the wilderness: Finding a perfect game to invest into — **Moderated by Scott Nye** — **BUSINESS INDUSTRY** | Jakub Dvorsky, Amanita Design — Making of Pilgrims + Phonopolis Preview — **DESIGN ART** | | Dan Da Rocha, Jaw Drop Games — Virtual Rhythms: The Making Of GUN JAM VR — **DESIGN** | PANEL: Fernando Rizo, Mike Futter, Amanda Farough — Will the Board Games Renaissance Impact Video Games? — **Moderated by Anya Combs** — **BUSINESS INDUSTRY** |

# WEDNESDAY, April 26th

| | i3D.net STAGE | XSOLLA STAGE | GAMEPIRES / JAGEX STAGE | MODERN WOLF STAGE | IE LAW STAGE | VS EVIL STAGE | RAPID EYE MOVERS STAGE VR TRACK | PINGLE STAGE |
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| **10:00 - 11:00** | KEYNOTE: Helen Burnill, CULT GAMES - It's the '20s - Let's start a CULT! | | | | | | | |
| **11:00 - 11:30** | coffee break | | | | | | | |
| **11:30 - 12:30** | **PANEL: Anya Combs, Chantal Ryan and Ashley Riott** WTF, It's 2023: Conversations we (still) need to have about being a woman in the games industry **Moderated by Leigh Alexander** | **PANEL: Andreea Chifu, Steve Escalante, Phil Elliott, Yves Le Yaouanq** Challenges of Indie Publishing: Everybody wants to be a publisher **Moderated by Dean Takahashi** `BUSINESS` `INDUSTRY` | **Julio Rodriguez, Void Interactive** Ready or Not, an unlikely success stor y `BUSINESS` `INDUSTRY` | **Martijn van Zwieten** A minimalist company management framework for indies `BUSINESS` | **Kathee Chimowitz, Seven Star Consultings** Title TBA | **Daniel Fischer, Fingersoft** The Ups and Downs of Hill Climb Racing: Neglect vs. Nurture `DESIGN` `INDUSTRY` | **Thomas Van Bouwel** Designing XR for Beginners: How Cubism evolved to better accommodate new XR users `DESIGN` | **PANEL: Dean Takahashi, Ivan Lobo, Damir Durovic** Challenges of running big and impactful global events **Moderated by Caroline Miller** `BUSINESS` |
| **12:30 - 13:30** | **Johan Torreson, Raw Fury** Scouting For the Future `BUSINESS` | **Christophe Zerathe, NACON** Live ops 360 Strategy | **Nicolas Cantin and Etienne Beaulieu, Panache Digital Games** Art Direction – from AAA to III `ART` | **Elena Lobova, GDBAY** "CODE RED!": How we organized a game jam from bomb shelters `BUSINESS` `INDUSTRY` | **Julian Mautner, stillalive studios** Leading Diverse - different cultures/personalities and your leadership `INDUSTRY` | **TECH PANEL: speakers TBA** Moderated by TBA | **VR PANEL: Jörg Tittel** Title TBA **Moderated by Doug Noth Cook** | **BEACHSIDE CHAT with James Permain, Massive Monster** Finding the unique visual signature **Moderated by Daniel Lucic** `ART` `BUSINESS` |
| **13:30 - 15:00** | lunch break | | | | | | | |
| **15:00 - 16:00** | **Emelie Edholm, Rare Ltd.** You say Potato and I say Poetatoe - The Stumbles and Falls of Communication `DESIGN` | **Giulia Carlotta Zamboni, Supermassive Games** It's always a good time to take an awful decision | **Oscar Clark, Fundamentally Games** Breathing Life into Phageborn: Preparing the online card game for launch on Steam and Epic Stores `BUSINESS` | **Marie Mejerwall** The Secrets of Bossfight Design `DESIGN` | **PANEL: Josipa Bencek, Rok Kos, Miloš Šćepanović, Gorast Cvetkovski** Roundtable: Regional gaming industry is seriously growing! Let's see how to push it even further **Moderated by Kristina Janković Obućina** `BUSINESS` `INDUSTRY` | **TECH PANEL: speakers TBA** Moderated by TBA | **Johanna Pirker, Game Lab Graz** How AI is shaping our games `TECH` | **BEACHSIDE CHAT with Laurence Phillips and John O'Really** Vampire Survivor: Happily Ever BAFTA **Moderated by Steph Rogers** `DESIGN` `INDUSTRY` |
| **16:00 - 17:00** | **BEACHSIDE CHAT with Charles Brungardt and Jared Gerritzen** How Game and Audio Design Create Authentic Game Experiences **Moderated by TBA** | **Andrei Popa, Amber** Gen Z and the Digital Mall | **Rok Mioc, Outfit7 Group** Making Games We Like AKA Personal Biases in Game Design `DESIGN` | **Matthes Lindner, Spielfabrique** New frontiers of co-production in Europe and Africa - a viable growth strategy? `BUSINESS` | **PANEL: Nika Dvoravic, Imre Jele, Dave Gilbert** The influence of narrative on game design, and vice versa **Moderated by Ante Vrdelja** | **Anya Combs** Video Games to Board Games Pipeline `BUSINESS` `INDUSTRY` | **VR PANEL: speakers TBA** Moderated by TBA | **PANEL: Aishley Blake, Jörg Tittel, Julia Kenny** Preserving & Promoting Artistic Integrity in Economic Tumult **Moderated by Karla Reyes** `ART` `BUSINESS` |
| **17:00 - 17:30** | coffee break | | | | | | | |
| **17:30 - 18:30** | **NACON: pitching session** | | **BEACHSIDE CHAT with Aaron Loeb** Directional Live - a Candid and Crushing conversation on Mobile Games. **Moderated by Jorg Tittel and Chantal Ryan** `BUSINESS` `INDUSTRY` | | | | **VR PANEL: speakers TBA** Moderated by TBA | **PANEL: Scott Nye, Patrice Desilets, Ante Vrdelja, Noirin Camrody** How to sustain a sizeable studio for a lifetime **Moderated by Tomislav Gojević** `BUSINESS` |
| **18:30 - 18:45** | Main Hall reconfiguration pause | | | | | | | |
| **18:45 - 19:45** | Award Ceremony for Pitching Sessions & Indie Awards, Annual Hero Award + Closing Ceremony | | | | | | | |