MONDAY 22/04

i3D.net STAGE	XSOLLA STAGE	AMD STAGE	IE LAW - LEGAL STAGE	RAW FURY STAGE	AMBER STAGE	GD ENT. STAGE

10:00 – 11:00

OPENING CEREMONY - Damir Đurović, CEO, Reboot
KEYNOTE: Christofer Sundberg, Liquid Swords - Third Time's a Charm - How a success mindset will change your life
`GAME DESIGN` `BUSINESS` `INSPIRATON`

11:00 – 11:30

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11:30 – 12:30

i3D.net STAGE	XSOLLA STAGE	AMD STAGE	IE LAW - LEGAL STAGE	RAW FURY STAGE	AMBER STAGE	GD ENT. STAGE
Charles Cecil, Revolution Software — Point and Click Decline: Antiquated Interface, or Outdated User Experience? `GAME DESIGN` `BUSINESS` (S)	Andrew Parsons, Devolver Digital — Every Day's A School Day: 10 Years of Devolver Production `PRODUCTION`	Martijn van Zwieten — Survive to '25 (And Beyond) `BUSINESS`	Tim Campbell, Strategic Alternatives — The Long Road to Acquisition: Thoughts for Studio Founders & CEOs	Josie Fletcher, Massive Monster — Navigating Comedy in Marketing `MARKETING / PR`	Teemu Haila — Four Pillars of Scaling a F2P Game `TECH` `STUDIO STRATEGY`	PANEL: David Housden, Alyx Jones, Laura Mauro — Worldbuilding Through Music and Narrative Moderated by: Benni Hill `AUDIO` `GAME DESIGN`

12:30 – 13:30

| David Valjalo, Tencent Games — The Ten Commandments for a Compelling Creative Pitch `GAME DESIGN` `ART` | PANEL: Charlote Cook, Tom Kaczmarczyk, Natalia Chubin — Direct to Consumer Strategy Moderated by: Chris Meredith `BUSINESS` | Tara Đorić, TenderTroupe — Narrative Design: In-house vs Outsourcing `GAME DESIGN` `NARRATIVE` (S) | PANEL: Brad Hendricks, Robert Walsh — Studio Culture: Establishing and Maintaining it through Sustained Growth (or recession) Moderated by: Louis-Rene Auclair | Pontus Mähler, Agora Gaming Partners — Company Growth & Investment Strategy `BUSINESS` `MARKETING / PR` | BEACHSIDE CHAT with Xalavier Nelson and Shawn Alexander Allen — We've Always Been Here: A look at the past, present and future of the games industry `GAME DESIGN` `BUSINESS` | PANEL: Tim Browne, Patrice Désilets — Creativity restrained on AAA / big brand game development? Moderated by: Dean Takahashi `BUSINESS` |

13:30 – 15:00

-------------- LUNCH BREAK --- Lunchtime wake-up @ game room / with Anna-Carolin Weber -------------------------------------- LUNCH BREAK ----------------

15:00 – 16:00

| Michaela Hays, Unity — Countering Toxicity in Games `TECH` `COMMUNITY SAFETY` (S) | Gerald Perndonner, Bongfish — Word of Tanks - A Frontline Map Production `ART` `PRODUCTION` | Gordon Van Dyke, Raw Fury — Modern Publishing: The Rise of the Renaissance Dev `BUSINESS` | Mario Wynands, Pik Pok — Starting a Studio in the Middle of Nowhere `AUDIO` | Bjørn Jacobsen, Cujo Sound — The Tuning of The Game `AUDIO` | Ioana Pohontu & Andreea Enache, Amber — Insights from Seasoned and Emerging BD Professionals `BUSINESS` | Nedim Halilovic, MadHead Games — Utility AI `GAME DESIGN` `TECH` |

16:00 – 17:00

| Ste Curran, Game Designer / Creative Director — Killing The Games Industry 2024 `BUSINESS` `GAME DESIGN` `REVENGE` | Illari Kuttinen, Houremarque — Strategic decisions of an independent studio `BUSINESS` | Kate Edwards, Geogrify / SetJetters — Allegorical Distance: The Real Challenge of Cultural Representation in Games `GAME DESIGN` `ART` (S) | PANEL: Erla Arnadottir, Adam Boyes, Maarten de Koning — Networking 101: Have a plan but read the room! Moderated by: Patrick Sweeney | Sébastien Pellicano & Gregoire Charlier, Nacon — Level Up Your Sales: Mastering Store Pages `BUSINESS` | Steve Escalante, Digital Bandidos — Next big thing! Ask me anything with Steve Escalante! `BUSINESS` | Louis-Rene Auclair, RocketRide Games — Working with Agents: Selecting, collaborating & managing this key relationship to the success of your studio |

17:00 – 17:30

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17:30 – 18:30

| NACON: Pitching session | PANEL: Hendrik Lesser, Johan Toresson, Alex Nicholson — Business challenges of the games industry today: Where have all the deals gone Moderated by: Andrej Kovačević `BUSINESS` | Huei Chan, Pumpkin VR — Love, Death & Marketing `MARKETING / PR` (S) | PANEL: Louis-Rene Auclair, Justin Berenbaum, Steve Escalante — The more things change, the more they stay the same: Revolving door of new entrants into the space Moderated by: Patrick Sweeney | Giulia Zamboni, Stormind Games — The Game Producer's Phrasebook: 10 handy sentences and how to use them. `BUSINESS` | PANEL: Susie McBeth, Sanja Žugić, Martijn Van Zweiten, Tom Gojević — Building and evolving company culture for the industry of today Moderated by: Andrej Kovačević `COMPANY CULTURE` `BUSINESS` | Renaud Charpentier, Tower Five — The big 5 of games `GAME DESIGN` `GAME PSYCHOLOGY` |

18:30 – 18:45

-------------- MAIN HALL RECONFIGURATION PAUSE --- MAIN HALL RECONFIGURATION PAUSE --- MAIN HALL RECONFIGURATION PAUSE --------------

18:45 – 19:45

EVENING KEYNOTE: Matt Firor, ZeniMax Studios - Ten Years in Tamriel: The Success of The Elder Scrolls Online
`GAME DESIGN` `BUSINESS`

TUESDAY 23/04

	i3D.net STAGE	XSOLLA STAGE	AMD STAGE	IE LAW - LEGAL STAGE	RAW FURY STAGE	AMBER STAGE	GD ENT. STAGE

10:00 – 11:00 — (S) KEYNOTE: Brian Fargo, inXile entertainment - Building Worlds: Managing the Creative Process `GAME DESIGN` `CREATIVE MANAGEMENT`

11:00 – 11:30 — --------------COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ----------------

11:30 – 12:30

- **i3D.net:** PANEL: Stefan Ideler, Stewart Chisam — Known Unknowns - Technical learnings from 10 years in Games as a Service — Moderated by: Garrett Young `BUSINESS` `S`
- **XSOLLA:** Jakob Bambič, Outfit7 — From Prototype to a Game `GAME DESIGN` `TECH`
- **AMD:** Fawzi Mesmar, Ubisoft — Creating memorable moments in video games `ART` `GAME DESIGN`
- **IE LAW:** PANEL: Maarten de Koning, Justin Berenbaum, Brad Hendricks — Survive til '25? Is that what we should be expecting? Realistic industry outcomes for both the short & medium term? — Moderated by: Jeff Hilbert
- **RAW FURY:** PANEL: David Housden, Jon Everist, Petri Alanko — Battle of the Beats: 4 game Composers, 1 room, unlimited secrets — Moderated by: Damjan Mravunac `AUDIO`
- **AMBER:** Vladimir Geršl — Decoding the 2024 Game Publishing Shift: Navigating the Transformation of AA and Beyond `BUSINESS`
- **GD ENT:** John Graham, Elbow Grease Games (EGG) — Prototype Funding `BUSINESS` `GAME DESIGN`

12:30 – 13:30

- **i3D.net:** Rami Ismail — Title TBD
- **XSOLLA:** Marta Kunić, Nanobit — From UI-driven development to one of the most successful Netflix game launches `TECH` `S`
- **AMD:** Lars Malcharek, GIANTS Software — Embracing Esports for Small to Medium-Sized Studios `MARKETING / PR`
- **IE LAW:** Brogan Keane, Double Black Capital — Go Where the Puck is Heading: Leveraging Trends in the Gaming Business to Optimize Financial Outcomes
- **RAW FURY:** Patrice Désilets, Panache Digital Games — 10 years of game making with Panache `TECH`
- **AMBER:** Jónas Antonsson, Raw Fury — Pull no punches, Ask me Anything with Jónas Antonsson `BUSINESS`
- **GD ENT:** PANEL: Ivan Lobo, Damir Đurović — The impact of games industry "bubble burst" on key games industry events — Moderated by: Dean Takahashi `BUSINESS` `EVENTS`

13:30 – 15:00 — --------------- LUNCH BREAK ----------------------- **Lunchtime wake-up @ game room / with Anna-Carolin Weber** ----------------------- LUNCH BREAK ----------------

15:00 – 16:00

- **i3D.net:** Paweł Wróbel, TikTok — PC & Console Gaming campaigns as case studies - how to win big on TikTok? `BUSINESS` `MARKETING / PR`
- **XSOLLA:** Harrison Gibbins,and Thomas Tuts, Massive Monster — Cult of the Twitch: How 'Cult of the Lamb' Used Twitch Integration to Reach a Massive Audience `GAME DESIGN` `TECH` `S`
- **AMD:** PANEL: Youri Loedts, Chris Filip, Hrvoje Mitić — Pssst, hey indies, can I interest you in some gaming funds and incentives? — Moderated by: Kristina Janković Obućina `BUSINESS`
- **IE LAW:** PANEL: Investors: Craig Fletcher, Chris van der Kuyl, Archie Stonehill / Founders: Alexander Bergendahl, Heather Jackson, Ivar Kristjansson — Investors vs Founders > Battle Royale - a fight to the end, only 1 shall survive — Moderated by: Nick Button Brown
- **RAW FURY:** Johanna Pirker, Game Lab Graz — Twitch for Game Developers `MARKETING / PR` `TECH`
- **AMBER:** BEACHSIDE CHAT with Charles Cecil — Remastering a Classic Adventure Game for a Modern Audience — Moderated by: Seoirse Dunbar `GAME DESIGN` `ART`
- **GD ENT:** Shuli Gilutz, UNICEF — Can Digital Play Promote Wellbeing for Children? The RITEC-8 framework, by UNICEF & LEGO `GAME DESIGN` `BUSINESS`

16:00 – 17:00

- **i3D.net:** Goran Adrinek & Tomislav Božić, Croteam — Realizing the ambitions of The Talos Principle 2 `ART` `TECH`
- **XSOLLA:** Elena Lobova, GDBay — How to Survive in Crisis: 15 Lessons from Ukrainian Gaming Companies `BUSINESS`
- **AMD:** Petr Souiš, PixelAnt Games Czech — Fully dynamic character controller `GAME DESIGN` `TECH` `S`
- **IE LAW:** Legal "Office Hours" : Greg Pilarowski, Luka Čolić, Peter Lewin, Luka Dorotić — Moderated by: Patrick Sweeney
- **RAW FURY:** Nikola Šobajić, Supergiant Games — DIY Gameplay Analytics for Indie Developers `TECH` `GAME DESIGN`
- **AMBER:** Ashley Riott — XR and the Future of Gaming: Finding Emergent Success `GAME DESIGN` `MARKETING / PR`
- **GD ENT:** Jari-Pekka Kaleva, EGDF — What's next for Apple's and Google's mobile platform duopoly? `BUSINESS`

17:00 – 17:30 — --------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ----------------

17:30 – 18:30

- **i3D.net:** NACON: Pitching session
- **XSOLLA:** Adriana Tanasković, Grindstone.sk — Mastering Your Game Dev Career in Crisis: The list of bullets and how to dodge them `MARKETING / PR` `BUSINESS`
- **AMD:** PANEL: Micaela Hays, Rod Stafford, Diego Beltrame, Ollie Warren — Creating Amazing Shared Gaming Experiences: Challenges & Opportunities — Moderated by: Rod Stafford `TECH` `S`
- **IE LAW:** Greg Pilarowski, Pillar Legal — Generative AI Policies and Best Practices for Game Studios `BUSINESS`
- **RAW FURY:** Błażej Żywiczyński, Fairy Mount Games — We don't need your stupid money. We need your smart money. `GAME DESIGN` `BUSINESS`
- **AMBER:** Sergei Kharchenko, CM games — Into The Radius. Analytics rules!
- **GD ENT:** PANEL - TBA

18:30 – 18:45 — --------------- MAIN HALL RECONFIGURATION PAUSE --- MAIN HALL RECONFIGURATION PAUSE --- MAIN HALL RECONFIGURATION PAUSE ----------------

18:45 – 19:45 — (S) EVENING KEYNOTE: Jörg Tittel, RapidEyeMovers - Games Have Crashed - Let's Reboot! `BUSINESS` `GAME DESIGN` `TECH` `ART` `LEGAL` `MARKETING / PR`

Find all session descriptions here: https://rebootdevelopblue.com/session-descriptions/

Sessions marked with (S) will be recorded and live-streamed on our YouTube & Twitch channels

WEDNESDAY 24/04

	i3D.net STAGE	XSOLLA STAGE	AMD STAGE	IE LAW - LEGAL STAGE	RAW FURY STAGE	AMBER STAGE	GD ENT. STAGE
10:00 – 11:00	KEYNOTE: Anita Sarkeesian, Feminist Frequency - Does the Games Industry Still Hate Women? Over a Decade Since Tropes vs Women in Video Games					**DIVERSITY AND INCLUSION**	
11:00 – 11:30	---------------COFFEE BREAK ----------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ---------------- COFFEE BREAK ----------------- COFFEE BREAK -----------------						
11:30 – 12:30	**Tom Donegan, Special Effect** SpecialEffect: Game On For Everyone! **ACCESIBILITY IN VIDEO GAMES**	**Antonia Forster, Unity** Developing for Apple Vision Pro using Unity **TECH** **XR** **S**	**Pavol Buday, PixelAnt Games** Making meaningful connections (That lasts) **BUSINESS**	**PANEL: Roberto Sasso, Jarrod Palmer, Ryan Peterson** Is 2024 really the year of server issues **Moderated by: Craig Fletcher**	**PANEL: Huei Chan, Ashley Riott, Rohan Pandula** VR is Dead - Long Live VR **Moderated by: Jörg Tittel** **BUSINESS**	**Sos Sosowski** Making an ultra-portable game engine from scratch! **TECH**	**PANEL - TBA**
12:30 – 13:30	**Adrian Goersch, Black Forest Games** Sailing Stormy Waters **HR**	**PANEL: Jussi Tahtinen, Anders Leicht Rohde** M&A / investment activity in the games industry: A recap and what to expect for the rest of 2024 and beyond **Moderated by: Shum Singh** **BUSINESS**	**Jon Everist, composer** Music Systems and Live Recording: The Lamplighters League **AUDIO** **S**	**Alexander Bergendahl, Loot Locker** To Be Continued: Lessons Learned from Over a Decade of Game Startups	**BEACHSIDE CHAT with Petri Alanko** From horror to hope - music for Alan Wake 2 **Moderated by: Dean Takahashi** **ART** **AUDIO**	**PANEL - TBA**	**PANEL - TBA**
13:30 – 15:00	--------------- LUNCH BREAK -- **Lunchtime wake-up @ game room / with Anna-Carolin Weber** --- LUNCH BREAK ----------------						
15:00 – 16:00	**Ed Smith, AccelByte** Why your single player game needs a backend **GAME DESIGN** **BUSINESS**	**Justin Berenbaum, Xsolla** How to craft the perfect pitch **MARKETING / PR** **BUSINESS** **S**	**Rod Stafford & Ollie Warren, Unity** The Future of Multiplayer Game Hosting **TECH** **BUSINESS**	**BEACHSIDE CHAT: Peter Lewin, Greg Pilarowski, Brogan Keane** After the Term Sheet: Understanding the Moving Parts of a Corporate Deal **Moderated by: Jeff Hilbert**	**BEACHSIDE CHAT with Damjan Mravunac and Bjørn Jacobsen** What makes games sound great **Moderated by: Luka Žučko** **AUDIO**	**Rami Ismail, Fawzi Mesmar & Osama Dorias** The Habibis Once Again, Inshallah! **GAME DESIGN**	**PANEL: Jörg Tittel, Johan Toresson** How to survive while making games that are trying to be art **Moderated by: Tobias Kopka** **BUSINESS** **ART**
16:00 – 17:00	**NACON: Pitching session**	**Tom Kaczmarczyk, IndieBI** What publishers should do for you - but maybe aren't. A grab bag of data-driven insights to help sell more games. **MARKETING / PR** **BUSINESS** **S**	**PANEL: Simon Barratt, William Hall, Johanna Pirker, Antonia Forster** AR/VR panel **Moderated by:Tobias Kopka** **TECH** **BUSINESS**	**BEACHSIDE CHAT: Bob Wallace, Strategic Alternatives** Shifting from a Game Developer to a Leader: Professional Growth & Leadership Tips for Success **Moderated by: Ryan Peterson**	**Saku Lehtinen, Mainframe Industries** Pax Dei - The Game of a Lifetime **GAME DESIGN** **BUSINESS**	**PANEL - TBA**	**PANEL - TBA**
17:00 – 17:30	--------------- MAIN HALL RECONFIGURATION PAUSE -- MAIN HALL RECONFIGURATION PAUSE -- MAIN HALL RECONFIGURATION PAUSE --------------						
17:30 – 18:30	Award Ceremony for Pitching Sessions & Indie Awards, Annual Hero Award + Closing Ceremony						

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