

Conference Program Draft 2019

Game Design

Indiana Jones and the Last Crusade: The Graphic Adventure – Classic Post Mortem by:

- David Fox - Co-Designer & Programmer
- Noah Falstein - Co-Designer & Programmer

Wonderboy meets Monsterboy – Meet two Generations of Developers - with:

- Ryuichi Nishizawa - Freelance Game Designer and creator of “Wonderboy”
- Philipp Döschl - Co-Founder / Executive Producer at FDG Entertainment
- Fabien Demeulenaere - Studio Manager at Game Atelier

Learning for the Future: Tom Clancy’s The Division 2 – by:

- Cristian Pana – Senior Producer at Ubisoft Massive

What Comes After “My Child Lebensborn” – by:

- Catharina Bohler – CEO and Co-Founder of Sarepta Studio

Connecting the Dots – Everspace Post Mortem – by:

- Michael Schade – CEO & Co-Founder at ROCKFISH Games

Culturalization in Games – by:

- Kate Edwards – CEO & Principal Consultant Geogrify

A Big Stage Fireside Chat – with:

- Goichi “SUDA51” Suda – CEO & Game Designer at Grasshopper Manufacture
- Hiromi Ishikawa – Chairman at Vantan Game Academy
- Marco Accordi Rickards – Executive Director at Vigamus Academy

Essence of Play: Accessible Player Experience – by:

- Marc Barlet (Founder & Executive Director at The AbleGamers Charity)

Player Dreams: Designing the Dictator Fantasy in “Tropico 6” – by:

- Johannes Reithmann – Design Director at Limbic Entertainment

Designing Farming Simulator – A Lesson in Balancing Realism – by:

- Renzo Thönen – Co-Owner and Level Designer at GIANTS Software

Hyper-personalization Fueled by Psychometrics – by:

- Bastian Bergmann – Co-founder & COO at 12traits

Forza Horizon 4 – Community Changes Everything – by:

- Carina Calvert – Community Liason at Playground Games

"Okay, One More Round": Designing for Replayability and Retention – by:

- Steve Crouse – Creative Director & Producer at Pixel Maniacs

Audio & Music

Dolby Atmos & Spatial Sound Design with

- Simon Koudriavtsev - Audio Director at Ubisoft Massive
- David Baxter - Co-Founder & Audio Lead at Boom Clap on **Inertial Drift**
- Frasier Strachan - Senior Audio Designer at Playground Games
- Robert Ridihalgh – Senior Technical Audio Specialist for Microsoft's Advanced Technology Group on **Spatial Sound Design**
- Andrew Vaughan - Developer Relations Manager at Dolby

Cultural Authenticity in Sound & Music Design (Shadow of the Tomb Raider) – by:

- Brian D'Oliveira - Creative Director, Lead Composer and Founder at La Hacienda Creative

Procedural Audio Sessions by:

- Paul Weir - Composer, Sound Designer and Audio Director at Earcom (“No Man’s Sky”)
- Hanna Lukashevich - Head of the Semantic Music Technologies (SMT) research group and Industrial Media Applications (IMA) business unit at Fraunhofer Institute
- Valerio Velardo - CEO and Co-Founder of Melodrive

Art & Visuals

Creating Impact Without Shaky Cam – by:

- Fabian Rastorfer – Founder, Game Designer, Graphic Designer, Animator, Writer, Level Designer, Unity Editor, Marketer and Community Manager at Fabraz
- Ben Miller – Game Designer, Programmer, Unity Editor and more at Fabraz

Developing Procedural Systems for Marvel’s Spider-Man – by:

- David Santiago - Principal Technical Artist at Insomniac Games

Filling Manhattan with Life and Culture in Marvel's Spiderman – by:

- Jason Hickey - Lead Environment Artist at Insomniac Games

Cascadeur: Making our own Physics-based Animation Software– by:

- Alexander Grishanin – CTO at Nekki

The Art of "We Happy Few" – by:

- Whitney Clayton - Art Director at Compulsion Games

Animating creatures with body mutations in Phoenix Point - same character, same animation set, different movement(s?) – by:

- Elena Nikolova - 3D and VFX animator at Snapshot Games

Basic knowledge on how to determine the rules of a pre-existing art style and adapt to it – by:

- Agata Bednorz - 2D Artist at Robot Gentleman

Environmental Storytelling in Tom Clancy's The Division 2 – by:

- Adam Olsson - Lead Environment Artist at Ubisoft Massive

Visual Storytelling & World Building in VR – by:

- Deniese Datema – Concept Artist at Vertigo Games

Interactive Cognitive Art – by:

- Ivana Randelshofer – UX Supervisor at Ubisoft Blue Byte

Anno 1800, Texturing the Industrial Revolution – by:

- David Shelton – 3D Artist at Ubisoft Blue Byte

Narrative Design

Narrative or Game Design? Both, please! – by:

- Jehanne Rousseau - CEO at Spiders

Fireside Chat: "Organizing dialogue in games - it's just text, right?" – with:

- Falko Löffler - Freelance Writer and Translator
- David Fox – (former Co-Designer & Programmer at LucasArts,
- Marcus Bäumer - Game Designer, Writer and Programmer at Backwoods Entertainment

Narrative Design in Call of Cthulhu – by:

- Pia Jacqmart - Lead Narrative Designer at Cyanide

More than Once upon a Time - KPI driven Storytelling - by:

- Nico Nowarra - CBDO at Gamebook

Do Mobile Games need Story? – by:

- Valentina Tamer - Game & Narrative Designer at King

The Creation of “Erica” – by:

- Jack Attridge - Co-Founder of FLAVORWORKS

When strong Narrative meets minor Gameplay Focus – Fireside Chat, with

- Sybill Collas - Freelance Writer at Dontnod Entertainment
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- tba

'War Stories - Action Is for the Moment, but Stories Can Empower or Haunt Far Beyond the Game'– by:

- Antonia Koop – CEO of corncutter.games Ltd / Kite Rider - Strategic Adventures Ltd.

The Artful Experience – by:

- Benjamin Feld - Director Game Publishing & Creative Development at Mixtvision

Romance and Games: The Design of a Love Story – by:

- Dario D’Ambra - Research and Teaching Assistant / Indie Developer at Maggesi

Business and Marketing

Community-driven Indie Development - by:

- Philomena Schwab - CEO at Stray Fawn Studios

Devs under influence(rs) – by:

- Mylène Lourdel - Freelance Consultant

Business Design: Setting Your Studio Up For Success and Avoiding Total Disaster with:

- Jason Della Rocca - Co-Founder of Execution Labs, game industry entrepreneur, funding advisor, and cluster expert

Development on the publishing side: how does a modern publisher's service profile look like, and what are today's publishers look for in a game? – by:

- Christina Seelye - CEO & Founder of Maximum Games

Publisher-Developer Relations: What it takes to build a fruitful relationship – by:

- Lance James - Head of Production at Versus Evil

Steam and what awaits – by:

- Alden Kroll - UI / Interactions Designer at Valve Software

Game Teasers done right – by:

- Juliusz Zenkner - Art Director at Robot Gentleman

Designing your Studio for a specific Audience – with:

- Romain de Waubert - Creative Director at Amplitude Studios
- Jean Maxime Morris - Executive Producer at Amplitude Studios

The Advantages of Cloud Gaming PCs with:

- Carolin Rother - Product Marketing Manager at Blade
- Maxime Mouret - Chief Product Officer at Blade

Panel on Tax Models & the current Status of the European Games Industry – with:

- Jo Twist - CEO of UKIE
- Elina Roinotti - advisor for the Deputy Minister of Digital Policy, Telecommunications and Media in Greece
- Julien Villedieu – President of SNJV
- tba
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- Intro session by Ina Göhring (game – The German Games Industry Association)

Pitching done right – by:

- Björn Bergstein – Freelance Consultant

From Outsourcing Company to Successful Independent Game Studio – by:

- Javi Giménez – CEO of Digital Sun/WildFrame Media

Rewarded Ads: The Marriage of Engagement and Monetization – by:

- Nathaniel Barker – Director of Business Development at Kolibri Games

The next Wave in Mobile Gaming Monetization – by:

- Tomek Chudzinski – App Annie

Should I put my Titles on a “Netflix for Games”? – by:

- Juancho Carrillo – Director of Product & Content Acquisition

Global Trends: Analysis of 3 Billion Mobile Gamers – by:

- Shariq Manji – Senior Product Manager at GameAnalytics

PR with \$0 budget – by:

- Kirill Perevozchikov – Director at White Label

Tech & Programming

Multiplayer infrastructure and hybrid cloud solutions – by :

- Carsten Orthband - CTO at Zeuz

Man in a Box: How to be effective working remotely – by:

- Otto Kivling - Lead Programmer at Redhill Games

Aether Wars: Breaking the World Record – by:

- Aidan Hobson Sayers - Head of Product at Hadean

Ray Tracing in Metro: Exodus – by:

- Benjamin Archard - Rendering Programmer at 4A Games Ltd.

CRYENGINE: Workshop – by:

- Brian Dilg – Learning Manager at CRYENGINE

Hyper, Hyper ... Scale! – by:

- Andreas Pohl - Cloud Architect Gaming Global Black Belt

Modern Backend Technologies – presented by:

- Leaseweb (4 sessions, speakers tba)

An open-hearted talk about being an introvert in a “loud industry” – by:

- Renato Pelizzari – Principle Game Designer at King

How Drones find their Way in The Surge – by:

- Carlos Torija Archilla – AI & Gameplay Programmer at Deck13
- Arturo Cepeda Pérez – Senior Engine & Game Programmer at Deck13

Workshop – presented by Microsoft – by:

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Leadership

Implementing a new Leadership System - by:

- Richard Jolly - CEO at Splash Damage

When S..t hits the Fan you need a Plan! – by:

- Dan Olthen - CEO at Black Sail Games

A Matter of Empathy: The Importance of a great Leader's EQ with:

- Matias Myllyrinne - CEO and Chairman of the Board at Redhill Games

The Evolution of Remedy Games – by:

- Tero Virtala - CEO at Remedy Games

Production and Team Management

Forge of Empires – LiveOps for a 500+ Million LTR Game with:

- Stefan Walter - Head of Product at InnoGames

When Handling a Team of Game Developers isn't Rock'n'Roll enough – by:

- Arnold Nesis - CEO of Capricia Productions

Revitalizing an MMORPG after 20 Years of Service – by:

- Martin Eglseder - Lead Product Manager at CipSoft GmbH

Other

Videogames, Capitalism and High Culture – by:

- Fabio Belsanti - Founder, CEO, Lead Designer and Game Writer of P.M. Studios
- Elisa Di Lorenzo – CEO of Untold Games

An open-hearted Talk about being an Introvert at a Game Company – by:

- Renato Pelizzari – Principle Game Designer at King

Panel: Talent War - The latest Tactics to hiring Game Developers – with:

- David Smith – Founder of Women in Games
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