

WEDNESDAY 30.10.2019

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| MADHEAD GAMES STAGE | AMD STAGE | KHRONOS GROUP STAGE |
|---|---|--|
| <p>Opening Ceremony: Damir Durovic (Reboot), Patrice Désilets (Panache Digital Games)</p> <p>Keynote: Goichi Suda, Grasshopper Manufacture Reviving Travis Touchdown: Restructuring the NO MORE HEROES Series</p> | | |
| <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>Rand Miller and Hannah Gamiel (Cyan) 30 Years in the Making: The Indie Evolution of Cyan Business Industry</p> | <p>Hendrik Lesser (rc productions) Principles to run game companies - survival, sustainability and success Business</p> | <p>Benjamin Mitchell (Samsung) Mobilising Call of Duty: Bringing a Blockbuster title to Android Tech</p> |
| <p>Patrice Désilets (Panache Digital Games) The Courage to Be Different: Ancestors Post-Mortem Design</p> | <p>Tom Ohle (Evolve PR) The Evolution of PR - Adapt or Die Business Industry</p> | <p>Nuno Subtil (Nvidia) Bringing Ray Tracing to Vulkan Tech</p> |
| <p>Lunch Break</p> | | |
| <p>Raphael Van Lierop (Hinterland) Fireplace chat, moderated by Matthew Handrahan Industry</p> | <p>PANEL: Future of UX Graham McAllister, David Lightbown (Ubisoft Montréal), moderated by Richard Rouse Design</p> | <p>Aleksander Kauch (11 bit studios) Between the player and the game - programming user interface Tech</p> |
| <p>Austin Wintory From JOURNEY to ERICA - A look at interactive music systems Audio Design</p> | <p>Tramell Ray Isaac (Ilfronics) The Game Developers Guide to Leadership Business</p> | <p>Mundi Vondi (Klang Games) Next Gen Multi-Player Tech</p> |
| <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>Ste Curran Killing the Games Industry 2019 Industry</p> | <p>Alexander Fernandez (Streamline Media Group) The Rise of Southeast Asia: Expand development & find new fans Industry</p> | <p>Kevin Flynn (Mobile Game Partners) Launching Mobile Games in a Crowded Ecosystem Business</p> |

| OCULUS STAGE | BIG BLUE BUBBLE STAGE | ZEUZ STAGE |
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| <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>Chris Jurney (Oculus) VR Business Best Practices Industry</p> | <p>Matt Turner (EA) The Character of Play - Emotional character moments through cinematic storytelling and game mechanics Design</p> | <p>Jon Goldman (Greycroft / Skybound) Watch Out, Hollywood. Stories Got Game!</p> |
| <p>Matt Conte (Oculus) OpenXR: A New Standard for Extended Reality Tech</p> | <p>Damir Slogar (Big Blue Bubble) Stop Making Sense - Evolution and the changes in the direction of independent studios Business</p> | <p>Graham McAllister (Independent) SYNC: A Practical System for Defining the Player Experience and Creating Successful Teams Design</p> |
| <p>Lunch Break</p> | | |
| <p>Doug North Cook (Chatham University), Hannah Gamiel (Cyan), Alex Schwartz (absurd:joy) Screens to HMDs Fireside Chat: Transitioning your Studio from traditional games to VR Tech</p> | <p>Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop</p> | <p>PANEL: Current and future challenges for PR in games Tom Ohle, Ante Vrdelja, Dan Pearson, moderated by Matt Handrahan Industry</p> |
| <p>Bruce Wooden (Oculus) The Exciting and Challenging Future of VR Content Industry</p> | <p>Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop</p> | <p>Jeff Hilbert (Starting Point Games) Building a AAA Studios: Common Success Factors Business</p> |
| <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>Cristiano Ferreira (Oculus) Deep(ish) Dive on Oculus Quest Optimization Tech</p> | | <p>Jack Attridge (Flavourworks) Building a studio, a technology, and a debut game using a Live Action Audio Design</p> |

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THURSDAY 31.10.2019

| MADHEAD GAMES STAGE | AMD STAGE | KHRONOS GROUP STAGE |
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| <p>10:00 - 11:00 AM</p> <p>Keynote: Aaryn Flynn (Improbable) Design, Play, Disrupt: The Tools to Empower Game Developers Tech Industry</p> | | |
| <p>11:00 - 11:30 AM</p> <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>11:30 AM - 12:30 PM</p> <p>Keith Warner (NWI), Greg Hart (Thin Air Labs) Building a gaming ecosystem out of Thin Air! Business Industry</p> | <p>Justin Berenbaum (Xsolla) Fund-U - Market, Games, Development Budgets, Project Financing vs. Equity Funding Business</p> | <p>Arseny Kapoulkine (Roblox), Joe Rozek (ARM) Getting Faster and Leaner on Mobile: Optimizing Roblox with Vulkan Tech</p> |
| <p>12:30 - 01:30 PM</p> <p>Emma Farrow (Kongregate) Reboot Your Monetization Strategy with In-Game Ads Business</p> | <p>PANEL: Future of the Alberta Games Industry Chris Bain (BioWare), Aaryn Flynn (Improbable), Keith Warner (New World Interactive), Scott Langevin (Serious Labs) Business Industry</p> | <p>PANEL: Is tech innovation important to evolve games? Moderated by Dino Patti Business Industry</p> |
| <p>01:30 - 03:00 PM</p> <p>Lunch Break</p> | | |
| <p>03:00 - 04:00 PM</p> <p>Rami Ismail (Vlamber) Rami talks about.... Industry</p> | <p>Harry Krueger (Housemarque) The Arcade Spirit - A Nex Machina retrospective Design</p> | <p>Jordan Logan (AMD), Nikolai Petrov (Saber Interactive) World War Z – Using Vulkan to Tame the Zombie Swarm Tech</p> |
| <p>04:00 - 05:00 PM</p> <p>Swery 65 (White Owls) WHITE OWLS ARE NOT WHAT THEY SEEM Business</p> | <p>Chris Remo (Valve) Reactive Narrative Design: Story Mechanics in Firewatch Design</p> | <p>Andy Moore (absurd:joy) Lightning prototyping: when rapid isn't fast enough Design</p> |
| <p>05:00 - 05:30 PM</p> <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>05:30 - 06:30 PM</p> <p>Thomas Van Berg and Gordon van Dyke (Raw Fury) Kingdom: It Will Last! A tale of a flash game that became bigger than anyone dreamed possible! Design</p> | <p>Tim Wilson and Nader Alikhani (Atomhawk) COLLABORATE TO COMPETE – Creating Successful External Art Partnerships Industry</p> | <p>PANEL: Creating worlds while being on time and budget Poria Torkan (Bungie), Harry Krueger (Housemarque), Marek Ziemak (11 bit studios), moderated by Dan Pearson</p> |

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| <p>10:00 - 11:00 AM</p> <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>11:00 - 11:30 AM</p> <p>Deborah Guzman Barrios (Oculus) The more things Change... Trends in VR Industry</p> | <p>Ivan Trancik (Superscale) Capturing Value in Mobile Gaming: What Do You Need To Break Into And Stay In Top 500 Grossing Games Business</p> | <p>Lyndsey Gallant and Nels Anderson (Sonderlust Studio) Maybe The Internet Is Good Sometimes: The Totally Remote Game Studio Business Industry</p> |
| <p>11:30 AM - 12:30 PM</p> <p>PANEL: Upcoming challenges of AR/VR development Elliot Christian (Serious Labs), Cy Wise (absurd:joy), Julie Heyde (VRUnicorns) Tech</p> | <p>Derek Czerkaski (New World Interactive) Evaluations and the Business of Game Investments Business</p> | <p>Andrew Czarnietzki (Only by Midnight) How to feed your unicorns (deploying interdisciplinary developers) Business</p> |
| <p>12:30 - 01:30 PM</p> <p>Lunch Break</p> | | |
| <p>01:30 - 03:00 PM</p> <p>Cy Wise (absurd:joy) Reactive VR Design: Designing for the weird shit that humans do Design</p> | <p>Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop</p> | <p>Keith Warner and Derek Czerkaski (New World Interactive) Building a kick-ass team: Culture, skills & alignment Business</p> |
| <p>03:00 - 04:00 PM</p> <p>Robin Hunicke and Martin Middleton (Funomena) Fireplace Chat: 7 years of Funomena: Riding the Waves of an Experimental Indie Game Studio Business Industry</p> | <p>Anna Carolin Weber (Independent) Creating Common Ground: Artistic Methods for Collaboration, Exchange and Interaction Workshop</p> | <p>Denis Dyack (Apocalypse Studios) The New Medium of Video Games Industry</p> |
| <p>04:00 - 05:00 PM</p> <p>Coffee Break powered by Innovate Edmonton</p> | | |
| <p>05:00 - 05:30 PM</p> <p>Aleissia Laidacker (Magic Leap) How Emerging Technologies Will Change the Games We Play (AR, MR, AI) Tech</p> | | <p>05:30 - 06:30 PM</p> <p>Ste Curran Things We Lost Industry</p> |

FRIDAY 01.11.2019

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| | MADHEAD GAMES STAGE | AMD STAGE | KHRONOS GROUP STAGE |
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| 10:00 - 11:00 AM | <p>Keynote: Mike Wilson (Devolver Digital / Good Shepherd) Mike Wilson Has Some Sh** To Say About The Games Industry Industry</p> | | |
| 11:00 - 11:30 AM | Coffee Break powered by Innovate Edmonton | | |
| 11:30 AM - 12:30 PM | <p>XDS PANEL: Scale, Scale, Scale! Level-Up Your External Development Kassi O'Connor, Grayson Chalmers, Carla Rylance, Tim Wilson, moderated by Chris Wren Business</p> | <p>Thierry Boulanger (Sabotage) Designing The Messenger: how embracing vulnerability can fuel the creative process Design</p> | <p>Zak Parrish (Epic Games) Overcoming Early Challenges in Unreal Engine Tech</p> |
| 12:30 - 01:30 PM | <p>PANEL: The business of making games: insights from industry vets Mary Moran, Chelsea Hallick, Lesley Phord-Toy, Patrick Finn, Chris Bain, Derek Czerkaski Business Industry</p> | <p>Kate Edwards (Geogrify) Building Better Worlds through Game Culturalization Business Industry</p> | <p>PANEL: Under the hood, choosing the right engine for your project Andrej Levenski (Gamepires), Aleksander Kauch (11 bit studios), Andy Moore (absurd:joy) Tech</p> |
| 01:30 - 03:00 PM | Lunch Break | | |
| 03:00 - 04:00 PM | <p>David Lightbown (Ubisoft Montréal) The Power of Patterns: User Experience and game development tools at Ubisoft Design</p> | <p>PANEL: Fireplace Chat: The Japanese Indie Industry You Never Heard About Victor Malineau and Daichi Sato and Masatoshi Tokuoka Industry</p> | <p>Daniel Boutros (Soul Hardware + Soul Arcade) What analyzing the Ancient World has taught me about existence as a video game we're all playing Design Industry</p> |
| 04:00 - 05:00 PM | <p>Jennifer Scheurle (ArenaNet) Hidden Game Design and the endless Difficulty Discussion Design</p> | <p>Kate Edwards (Geogrify), Tobias Kopka (Reboot), Nikola Covic (SGA) Building a sustainable local community Industry</p> | <p>Jakub Dvorsky (Amanita Design) Interactive Fairy Tales - Animated films, fairy tales and magic of the unspoken narrative Design</p> |
| 05:00 - 05:30 PM | Coffee Break powered by Innovate Edmonton | | |
| 05:30 - 06:30 PM | <p>Reboot Develop Indie Award powered by Xsolla, Reboot Hero Award and Closing Ceremony hosted by Ste Curran</p> | | |

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| 10:00 - 11:00 AM | | | |
| 11:00 - 11:30 AM | Coffee Break powered by Innovate Edmonton | | |
| 11:30 AM - 12:30 PM | <p>Jose Luis Palacios Vives (Oculus) Perspectives on Successful Game Pitching Business</p> | <p>Chet Faliszek (Stray Bombay Company) Priming Culture Business Industry</p> | <p>John Krajewski (Strange Loop Games) Changing the Narrative of Climate Change with Games Design</p> |
| 12:30 - 01:30 PM | <p>Julie Heyde (VR Unicorns) Why VR? It's just a game... The pitfalls of making small cool experimental VR games Design</p> | <p>PANEL: Unpopular advice to indie studios Marek Ziemak (11 bit studios), Jakub Dvorsky (Amanita Design), Gordon van Dyke (Raw Fury), moderated by Richard Rouse Business Industry</p> | <p>Justin Lassen (Nihil Studios), Dave Chan (Quantum Integrity Software) Field Recording for Video Games: A Journey Around the World Audio</p> |
| 01:30 - 03:00 PM | Lunch Break | | |
| 03:00 - 04:00 PM | <p>Ryley Meville and Alex Stickel (Serious Labs) Solving for User Discomfort: Motion in VR Tech</p> | <p>Marek Ziemak (11 bit studios) Children of Morta postmortem. How our game mechanics became our production methodology Design</p> | <p>Brenda Bailey (DigiBC), Stephane Cotichini (81monkeys) How Understanding Gender Differences Can Accelerate Performance Business Industry</p> |
| 04:00 - 05:00 PM | <p>Doug North Cook (Chatham University) Designing for Human Bodies: Adventures in Meatspace Design</p> | | |
| 05:00 - 05:30 PM | Coffee Break powered by Innovate Edmonton | | |
| 05:30 - 06:30 PM | | | |