

Game Dev Days Graz 2018 - Schedule

Friday, August 31		Saturday, September 1	
13:00 - 14:00	Registration	09:00 - 10:00	Registration
14:00 - 14:30	Kick-off + Welcome Music by Dev Tunes Welcome by Rektor Harald Kainz Greetings, City of Graz by Marion Kreiner Kick-off by Johanna Pirker	10:00 - 11:00	Keynote Alen Ladavac - Myths and Misconceptions of Frame Pacing - A pre-sequel to the Infamous Elusive Frame Timing
14:30 - 15:20	Keynote Ivan Buchta - Beyond The Entertainment	11:00 - 11:15	Rainer Angermann - Post Mortem: Game Dev Tycoon on Mobile (Post Mortem)
15:20 - 15:50	Gabriele Hebart - In the trenches – Frontline: Road to Glory	11:15 - 12:05	Lightning Talk Benjamin McCulloch - What does your game say about you? The power of voice Lightning Talk Lukas Vogl - Rust for game devs
15:50 - 16:30	Lightning Talk Alexander Nussbaumer - RAGE Software Components for Enhancing and Evaluating the Game Development Lightning Talk Jörg Müller - Vulkan - Industry Forged Lightning Talk Regina Reisinger - Multicolor texturing workflow Lightning Talk Thomas Kriebnegg - How to Distribute and Analyze your Games	12:05 - 12:30	Silvia Wipfler - Job Application Demystified
16:30 - 17:00	COFFEE BREAK	12:30 - 13:30	LUNCH BREAK
17:00 - 17:45	Keynote Graham McAllister - Factors For Success: A UX Case Study	Game Security Track	
17:45 - 18:00	Joshua Hollendonner - Pomgmortem (Post Mortem)	13:30 - 14:30	Keynote Thomas Shadwell - i hacked video games like 300 times and all i got was this stupid talk
18:00 - 18:15	Dietmar Hauser - Going Rogue – Eight Months On My Own	14:30 - 15:30	Daniel Gruss & Michael Schwarz - Hacking (in) Games - Protecting your Games and your Gamers
18:15 - 19:15	Roundtable - Pioneers, Michael Fink, Michael Putz, Martin Filipp - Industrie	15:30 - 16:00	COFFEE BREAK
19:15 - 20:15	Keynote Mario Zechner - A brief history of game development	Crossing: Analog/Digital Track	
		16:00 - 16:10	Lightning Talk Johannes Salvenmoser - Going analogital: the long lasting symbiosis of digital and analog games
		16:10 - 16:40	Klemens Franz - Re-Remediation – How Digital Games saved Boardgames
		16:40 - 17:00	Georg Hobmaier & Abdullah Karam - Pressed Escape: Migration in Games
		17:00 - 17:30	Thomas Feichtmeir + Michael Hartinger - Cthulhu, 5 colors and a Pixelart relationship
		17:30 - 18:00	Martin Filip - Wirtschaftsstandort Austria
		18:00 - 18:30	BREAK
		A visual ending	
		18:30 - 19:15	Lip Comarella - The new Creative Booster
		19:15 - 20:00	Philipp Seifried - Visual Effects in Iron Mountain's Unannounced New Game
		20:00 - 21:00	Nordic Game Discovery Contest
		21:00 - 21:15	Award Ceremony and Official Closing
		21:15 - ????	Afterparty @ mo.xx