











Schedule | Game Dev Days 2019

Friday, 6 September

Time	Agenda / Speaker	Talk
12:00	Registration	Welcome and warm-up Coffee Sponsored by  
13:00	Welcome with DEVTUNES	
13:30	Keynote: Josh Sawyer, Obsidian Entertainment	Death and the High Cost of Killing 
14:30	Pascal Luban, The Game Design Studio	Onboarding: How to keep your players after the first minutes of gameplay
15:00	Ashley Gwinnell, Force of Habit	All things Game Feel
15:30	Georg Hobmeier, Causa Creations	Playing Politics – the XR experience Vienna All Tomorrows
15:45	Silvia Wipfler, Carbon Black	The 1s and 0s of Brand Building
16:00	Coffee Break	Sponsored by  Play all the fantastic games 
16:30	Andreas Suika, Epic Games Subotron Partner Event	How to apply Game Engines in Creative and Classic Industries Sponsored by   
Austrian Dev Hours		
17:00	Pioneers: Martin Filipp, Mipumi Games; Michael Putz, Bongfish; Michael Fink, Cofortytwo	First Presentation of Austrian Games Industry in Numbers
17:30	Gregor Eigner, Mipumi Games; Alexander Schneider, Geistwert	GDPR and Legal Discussion
18:00	Lukas Vogl/Thoms Fritz, Purple Lamp Studios	Post Mortem Middle Ages - The development of The Guild 3
18:30	Martin Eder, Bongfish	Art of World of Tanks
19:00	Keynote: Nika Dvoravic, Croteam	Adventures in bot testing 

Saturday, 7 September

Time	Agenda / Speaker	Talk
09:00	Registration	
10:00	Keynote Noah Falstein, The Inspiracy	Matches, Movies, and Medicine: Three Game Futures 
11:00	Christopher Hamilton, Genvid Technologies	The Future of E-Sports and Interactive Livestreaming
11:30	Klemens Franz, Atelier198	The Code of Visual Interaction in Analogue Games
Lightning Talks Session		
12:00	Dietmar Hauser, Roborodent Eline Muijres, Mipumi Games Christian Haas, Ind Johannes Salvenmoser, Game Dev Graz Phil Gosch, Codeflügel Amir Dini, zarG Byte Studios	The Abstraction Trap tldr: quick & practical tips to reach journalists Reverse engineering System Shock Why I always start with developing lore before ... A Production-Proven AR Workflow A focus group, different paths and a game dev.
13:00	Lunch Break	Lunch Conversations with Silvia Wipfler How to Get a Job in the Games Industry 
14:00	Ivan Buchta, Bohemia Interactive	Living with Livonia
14:30	Evgeni Puzankov, A Wayward Writer	Narrative without Writing
15:00	Alexander Grenus, stillalive Studios	Creating Seaside Valley – Using Cities: Skylines as a level design tool
15:30	Aleksandra Jarosz, Pigmentum Game Studio	Game as a form of protest – Fantastic Fetus case study
16:00	Thomas Feichtmaier, Independent	Pixel Art Basics
16:15	Joshua Hollendonner, Stuffed Wombat	Ordmortem
16:30	Coffee Break	Sponsored by BYTEPOETS Play all the fantastic games 
17:00	Raheel Yawar, Flying Sheep Studios	In-game Content Adaption using Machine Learning
welove.audio Session 		
17:30	Florian Spies, Independent	Dynamic Use of Music in Video Games and seamless Integration from the Production Software to Middleware
18:00	Adam Sporka, welove.audio	Avalon Adaptive Audio for Video Games
18:30	Denovaire, welove.audio	A light on musical composition for games
18:40	Giulia Zamboni, Gamera Interactive	What producers really produce
19:00	Keynote: Marta Fijak + Closing and Awards	Ghost in the System: Authorial Voice in System Design 
20:00	Games and Beer Session!	
21:30	Official Party & Award Ceremony & DevTunes & Orchester @ MOXX 	