gddg2020
schedule

TWITCH

Time	Speaker	Talk
12:00	Johnna Pirker, DevTunes	Opening
12:10	Teddy Dief	What the F#¢k are we Doing?
12:30	Rami Ismael	Hello World.
13:00	Jon Manning	Compiling Your Story: Using Techniques from Compiler Design to Check Your Narrative
13:30	Sadia Bashir	Collaborative Learning in Game Development
14:00	Gwen Foster	Game Pitching
14:30	Allan Cudicio	The Afrofantasy RPG – Anticolonialist Subversion of a Genre
15:00	Phil Strahl	Color Picking 101
15:09	Gideon Unger	Writing hacky code faster with good code architecture
15:18	Joshua Hollendonner	Making a commercial game in one month (never again)
15:27	Silvia Gaetano	The best time to hire a Community Manager is yesterday.
15:36	Dietmar Hauser	More Intuitive Programming Through Better Code Completion
15:45	Ren Demel	You'll never be prepared for the crowdfunding madness, but you can certainly try!
16:00	Game Expo	Calorie Defenders,Into A Dream, Queen City Chaos, AVA, Project:Override, Pixel Soldier, 17:03: Xero Hour, Rumblers, The Perfect Tower II, We are Screwed
18:00	Arnold Nesis	Managing Different Sized Remote Teams On-Line
18:30	Tara Brannigan	Not All Those Who Wander Are Lost
19:00	Kate Edwards	Maximizing Your Game's Reach – A Quick Guide to Culturalization powered by SUBOTRON pro games
19:30	Kate Edwards, Tara Brannigan, Martin Filipp	How to start a career in Games and Tech powered by SUBOTRON pro games
20:00	Alex Austin	The 15 Minute Game Jam
20:30	Jean Leggett	Level Up: Survival, Resiliency and Joy in Indie Game Dev
21:00	Tarn Adams	Fireside Conversations with Tarn Adams
21:30	DevTunes Orchestra 2019	Orchestra 2019
22:00	welove.audio	live composition session, eletronic liveset"

DISCORD

12:00 - 24:00 CEST Discord Action and Roundtables
13:00 - 21:30 Q&A with the Speakers after their Twitch Talk
12:00 - 24:00 GAME EXPO - Play fresh games!
21:30 ++ After Show Party