GDDG 2024

SCHEDULE

05/OCT/2024

INFFELDGASSE 25/D
8010 GRAZ, AUSTRIA

Game Dev Graz

ORGANIZED BY

TU Graz

Times in CEST

Tentative, open to changes

Time	Speaker	Role / Company	Topic
9:00	Doors Open		Come on in!
10:00	Johanna Pirker	Host — *TU Graz, Game Lab*	Opening
10:15	Nathalie Lawhead	Game Designer / Developer — *Independent*	Positive feedback loops (The power of choice, digital independence, and building something better for everyone)
11:00	Doris Vollgruber — Climate Expert / Game Designer; Jan Steinhauser — Game designer / Sustainability Researcher	*Terragami*	Press Start to go Blue
11:20	Klemens Franz	Board Game Illustrator — *atelier198*	About Indexes, Cardboard and Red Foil – A brief and little bit different history of the adventure genre and some of its magic
11:40	Thomas Feichtmeir	Art Director, Pixel Artist — *Independent*	Isometric games don't exist
12:00 ⚡	Florian Putz	*Paryonix*	Building a custom Game Engine in 2024
	Lisa Habich & Michael Holly	*TU Graz*	Engaging Learners for Computer Science through Games
	Michał Raczyński	*QLOC*	Accessibility Starter Pack
	Alexander Grenus	*Grenus Design*	Learnings from coaching 50+ student projects
	Yvonne Scheer	*ESVOE*	E-Sports in Austria
	Fabian Schober	*Dirty Paws Studio*	From Wiring Plans to Puzzles: Gamifying Electrical Installation in Electric Alps
	Boris Asenov	*Fantastyc Games*	PLEASE Keep It Simple (Or we'll suffer the consequences)
13:00	Lunch Break 🍱 and play games 🎮 + pgda Mentoring Café + Streaming Workshop by Jessirocks		
14:00	Dietmar Hauser	Self-employed Programmer — *roborodent*	Expedition to Mount Competence
14:15	Gebhard Degenhart	Department Manager — *Anton Paar*	Mastering Interaction Design: The Flow Between Games and Products
14:30	Aleksandra Jarosz	Game Designer — *Purple Lamp*	Click, Kill, Repeat: The Development of Fantastic Annihilation
15:00 ⚡	Sebastian Merkl	*Ancient Pixel*	How to be successfully unsuccessful
	Sebastian Uitz	*Firetotem Games*	Scaling Down to Scale Up: The Creative Leap from Islands to a House
	Stepan Sobanov	*Independent*	Dynamic Scores: The Art of Interactive Music in Gaming
	Tova Bele	*Independent*	core experience - a combined design approach
15:30	Martin Filipp	COO / Managing Director — *Mi'pu'mi Games*	The global conference journey for indies – BizDev from concept to signing a publisher
16:00	Coffee Break ☕ and play games 🎮		
17:00	Joshua Hollendonner	Independent Game Developer — *Stuffed Wombat*	10 years of making games
17:30	Regina Reisinger — Co-Founder, 3D Artist; Philipp Seifried — Co-Founder, Managing Partner	*Microbird Games*	Dungeons of Hinterberg
18:00	Rami Ismail	Games & Tool Developer — *Independent*	The Rami Talk
20:00	Post-Event Occasion 🥂		-> Location: Bar 28, Gartengasse 28, 8010 Graz