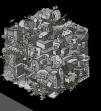
GDDG 2025



04/OCT/2025

INFFELDGASSE 25/D 8010 GRAZ, AUSTRIA



ORGANIZED BY



SCHEDULE

| Times in CEST | | Tentative, open to change |
|---------------|---|--|
| 9:00 | Doors Open | Come on in! |
| 10:00 | DevTunes & Johanna Pirker | Opening |
| 10:15 | Michael Schade CEO, Co-founder Roc | ockfish Games The Inevitable GaaS Reality: Strategies for Game Dev Success |
| 11:00 | Stepan Sobanov | Inquill Audio Musical Modular Looping System: Making Game Loops Less Boring |
| 11:15 | Dietmar Hauser Self-employed | ed Programmer roborodent A History and Future of Game Censorship |
| 11:30 | | ctor, Pixel Artist Independent Pixel Perfect has no Meaning |
| 12:00 | Maximilian Csuk | MaxBytes Making Games On The Side - 15 Years, 15 Lessons |
| | Kris F Lipphart Bongfish + ite | itengy Games Fast Forward System - Jump to Any Mission with Full State Simulation |
| | Philipp Lehner Trimond | nd Studios e.U. It's all Fun and Games |
| * | Saeed Safikhani | NXRT HeroShow: MR product presentation platform |
| | Angela Hanko Independent (former Rare Ed | Earth Games) Why I love horses and hate horse games |
| | Johannes Lugstein Soi | Solo Developer Bringing Snowboarding Animals to Consoles - A Slopecrashers Post Mortem |
| 13:00 | Lunch Break ❖ and play games 🙉 + ❖ | poda Mentoring Café + Streaming Workshop by Jessirocks |
| 14:00 | Back with DevTunes | |
| 14:15 | James Patton Clockwork Bird (solo | olo indie studio) How can real-world history inform worldbuilding? |
| 14:30 | | er / Art Director at Head Studio Creating stylized Art for Virtual Reality Games |
| 14:45 | Richard Tretzel Gr | Green Lobster Telling Stories with Interactive Audio |
| 15:00 | Aleksanora larosz | Ame Designer Purple Lamp How did I become a solodev? |
| 15:15 | Joshua Hollendonner Independent Gam Stuff | ame Developer The Level Design of FALLSTRUKTUR |
| 15:30 | | A brief inside into studio finances and project controlling |
| 16:00 | Coffee Break 🥗 and play games 🕮 | |
| 17:00 | Jack Gutmann Jack t | No Diversity, No Games: Why Inclusion Is No Longer Optional |
| 17:30 | Jogi Neufeld | Subotron 50 Years of Austrian Game Dev: A Speedrun |
| 18:00 | | list, Voice actor What goes into making monsters and creatures unforgettable |
| Door Clos | ses at TU Graz at 20:00 and Post-Event (Drinks) O | Occasion Door Opens at 20:30↑ Green Lobster Studio ♥ |

POWERED BY















#gddg25
WWW.GAMEDEVDAYS.COM