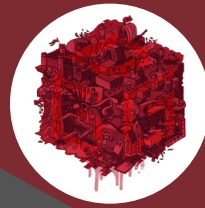


GDDG 2016



27/AUG/2016

INFFELDGASSE 25/D
8010 GRAZ, AUSTRIA



Game Dev Graz

ORGANIZED BY



SCHEDULE

Times in CEST

8:00	Registration		Come on in!
9:00	 Jogi Neufeld	Originator and Operator SUBOTRON	Opening Keynote: Games and Pop Culture: Interactions with phenomena of pop culture in the history of digital games
10:00	 Stefan Srb	Creative Lead Mi'pu'mi Games	Serendipitous Adventures in Game Development
10:30	 Dietmar Hauser	Head of Programming Sproing Interactive Media GmbH	Every Tool Sucks
11:00	Coffee Break ☕ and play games 🎮		
11:30	 Arno Franzl	Freelance	Crunchtime - How not to
11:50	 Peter Oberrauner	Rarebyte	The Illusion of Control
12:10	 Matthias Maschek	Co-founder Lost in the Garden	How we got Lost in the Garden
12:30	 Silvia Wipfler	Warhorse Studios	From Dream to Dream Job: how to get a job in the games industry
12:50	 Klaus Hufnagl-Abraham	projectcircus.com	Motivational Factors in Games
13:10	 Lorenz Jäger	ICC, TU Graz	Locomotion in VR
13:30	Lunch Break 🍷 and play games 🎮		
14:30	 Daniel Klug	Co-founder Greenheart Games	Keynote: Game Dev Tycoon - Lessons learned
15:30	 Gregor Eigner	CEO Mi'pu'mi Games	Seven Years
15:50	 Michael Lankes	University of Applied Sciences Upper Austria	Presence in Co-located Playful Interactive Environments
16:10	 Alexander Grenus	Project manager and designer stillalive studios	Game Design Workflow at stillalive studios
16:30	Coffee Break ☕ and play games 🎮		
17:00	Panel		The local developments ... with Črtomir Drofenik, Damir Đurović, Veit Frick, Michael Lankes, Jogi Neufeld and Johanna Pirker
18:00	 Tadej Gregorcic	Co-founder, Creative Director Motiviti	VR - Challenges and Chances
19:00	Beer & Games, Sunday 10:00 - 17:00: Wine Tasting Tour + Buschenschank Lunch		
			Lecture Theatre i7

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