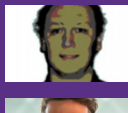
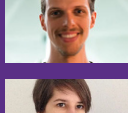
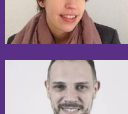
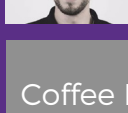




SCHEDULE

Times in CEST

13:00	Registration	Come on in!
14:00	  Johanna Pirker Host, TU Graz	Kick-off + Welcome: music by DevTones, Rektor Harald Kainz (TU Graz), Marion Kreiner (City of Graz)
14:30	 Ivan Buchta Creative Director, Bohemia Interactive	Beyond The Entertainment
15:20	 Gabriele Hebart Technical Lead, Bongfish	In the trenches – Frontline: Road to Glory
15:50	 Alexander Nussbaumer Postdoctoral Researcher, TU Graz	RAGE Software Components for Enhancing and Evaluating the Game Development
	 Jörg Müller Researcher, TU Graz	Vulkan - Industry Forged
	 Regina Reisinger 3D artist, IMI	Multicolor texturing workflow
	 Thomas Kriebner CEO and Co-Founder, App Radar	How to Distribute and Analyze your Games
16:30	Coffee Break ☕ and play games 🎮	
17:00	 Graham McAllister Founder, Player Research	Factors For Success: A UX Case Study
17:45	 Joshua Hollendonner Prototyper, Stuffed Wombat	Pomgmortem (Post Mortem)
18:00	 Dietmar Hauser Self-employed Programmer, roborodent e.U.	Going Rogue – Eight Months On My Own
18:15	Roundtable   	Roundtable – Pioneers, with Michael Fink, Michael Putz and Martin Filipp
19:15	 Mario Zechner Everything (libGDX, Spine)	A brief history of game development

Saturday: talks from 10:00, Sunday: Sunny Social Sunday, Game-Dev-Tour-Bus

Day 1 of 2

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SCHEDULE

Times in CEST

9:00	Registration	Come on in!
10:00	 Alen Ladavac CTO Croteam	Myths and Misconceptions of Frame Pacing - A pre-sequel to the Infamous Elusive Frame Timing
11:00	 Rainer Angermann Co-founder Rarebyte	Post Mortem: Game Dev Tycoon on Mobile
11:15	 Benjamin McCulloch Editor and game dialogue recorder Freelance	What does your game say about you? The power of voice
	 Lukas Vogl Junior Programmer Purple Lamp Studios	Rust for game devs
	 Matthias Maschek Founder Lost in the Garden	Going through the Platforms
	 Alexey Izvalov Airapport	Building your personal army
	 Tobias Hammerle gold extra	Stranger Home
12:05	 Silvia Wipfler Hellcat Translations	Job Application Demystified
12:30	Lunch Break 🍷 and play games 🎮	
13:30	 Thomas Shadwell Security Engineer Twitch	I hacked video games like 300 times and all I got was this stupid talk
14:30	 Daniel Gruss & Michael Schwarz TU Graz	Hacking (in) Games - Protecting your Games and your Gamers
15:30	Coffee Break ☕ and play games 🎮	
16:00	 Johannes Salvenmoser Game Development Graz	Going analigital: the long lasting symbiosis of digital and analog games
16:10	 Klemens Franz Board Game Illustrator atelier198	Re-Remediation - How Digital Games saved Boardgames
16:40	 Abdullah Karam & Georg Hobmeier Causa Creations	Pressed Escape: Migration in Games
17:00	 Thomas Feichtmeir & Michael Hartinger Blood Irony	Cthulhu, 5 colors and a Pixelart relationship
17:30	 Martin Filipp 2nd Vice Chairman Pioneers	Wirtschaftsstandort Austria
18:00	Break ☕	
18:30	 Lip Comarella Salon Alpin / North	The new Creative Booster
19:15	 Philipp Seifried Programmer, Game Designer IMI	Visual Effects in Iron Mountain's Unannounced New Game
20:00	Nordic Game Discovery Contest 🎮	
21:00	Award Ceremony and Official Closing 🏆	
21:15 After Show Party at mo.xx, Sunday: Sunny Social Sunday, Game-Dev-Tour-Bus		Day 2 of 2

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