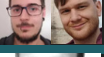


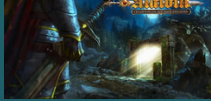
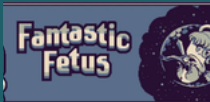
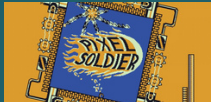


SCHEDULE

Times in CEST

12:00	Registration	Come on in!
13:00	 Welcome with DevTunes 🎵	
13:30	 Josh Sawyer Studio Design Director Obsidian Entertainment	Keynote: Death and the High Cost of Killing
14:30	 Pascal Luban General Manager The Game Design Studio	Onboarding: How to keep your players after the first minutes of gameplay
15:00	 Ashley Gwinnell Indie Developer Force Of Habit	All things Game Feel
15:30	 Georg Hobmeier Founder Causa Creations	Playing Politics - the XR experience Vienna All Tomorrows
15:45	 Silvia Wipfler Founder Carbon Black	The 1s and 0s of Brand Building
16:00	Coffee Break ☕ and play games 🎮	
16:30	 Andreas Suika Unreal Engine Evangelist Epic Games	How to apply Game Engines in Creative and Classic Industries
17:00	Panel 	First Presentation of Austrian Games Industry in Numbers, with Martin Filipp, Michael Putz and Michael Fink
17:30	 Alexander Schnider & Gregor Eigner GEISTWERT Mi'pu'mi Games	GDPR and Legal Discussion
18:00	 Lukas Vogl & Thomas Fritz Purple Lamp Studios	Post Mortem Middle Ages - The development of The Guild 3
18:30	 Martin Eder Lead Level Artist Bongfish	Art of World of Tanks
19:00	 Nika Dvoravic Level Designer, Environment Artist Croteam	Adventures in bot testing

Game Expo: play games from 19 studios on Friday and Saturday 🎮

 Wicked Lands by Hugging Dragons	 Attraction by Renaissance Video Games	 Alalo by Camera Interactive	 THRILLION by Renaissance Video Games	 Vandalizing chevalier by Game Dev Students Graz	 Rumblers by Kindred	 The Final Journey by Leaf Pixel Studios
 We Are Screwed! by Rarebyte	 Vagrus by Lost Pilgrims Studio	 Teron Offroad by DiTronic Apps	 Fantastic Fetus by Fantastic Humans	 Cado by Florian Marcher	 Pixel Soldier by Accidentally Awesome	
 Kemono Heroes by Mad Gear Games	 Click the Pic: Discover Earth by Nonex Games GmbH	 B.i.t.Lock by Petorio	 LabDay by twonodes	 Whalien by FH Salzburg	 Project: Override by Healing Bullet Games	

Saturday: talks from 10:00, 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	Noah Falstein The Inspiracy	Matches, Movies, and Medicine: Three Game Futures
11:00	Christopher Hamilton Genvid Technologies	The Future of E-Sports and Interactive Livestreaming
11:30	Klemens Franz Board Game Illustrator atelier198	The Code of Visual Interaction in Analogue Games
12:00	Dietmar Hauser Self-employed Programmer roborodent e.U.	The Abstraction Trap
	Eline Muijres Mi'pu'mi Games	tldr: quick & practical tips to reach journalists
	Christian Haas Workshop/Podcast creator	Reverse engineering System Shock
	Johannes Salvenmoser Game Development Graz	Why I always start with developing lore before ...
	Phil Gosch Lead Technical Artist CodeFlügel	A Production-Proven AR Workflow
	Amir Dini zarG Byte Studios	A focus group, different paths and a game dev.
13:00	Lunch Break 🍷 and play games 🎮	
14:00	Ivan Buchta Creative Director Bohemia Interactive	Living with Livonia
14:30	Evgeni Puzankov Narrative Designer A Wayward Writer	Narrative without Writing
15:00	Alexander Grenus Game Designer stillalive studios	Creating Seaside Valley - Using Cities: Skylines as a level design tool
15:30	Aleksandra Jarosz Co-Founder Pigmentum Game Studio	Game as a form of protest - Fantastic Fetus case study
16:00	Thomas Feichtmeir Art Director/Consultant, Pixel Artist Independent	Pixel Art Basics
16:15	Joshua Hollendonner Prototyper Stuffed Wombat	Ordmortem
16:30	Coffee Break ☕ and play games 🎮	
17:00	Raheel Yawar Game Developer Flying Sheep Studios	In-game Content Adaption using Machine Learning
17:30	Florian Spies Composer Self Employed	Dynamic Use of Music in Video Games and seamless Integration from the Production Software to Middleware
18:00	Adam Sporka Co-Founder / CTO welove.audio	Avalon Adaptive Audio for Video Games
18:30	Denovaire Co-Founder / Music Director welove.audio	A light on musical composition for games
18:40	Giulia Zamboni Camera Interactive	What producers really produce
19:00	Marta Fijak Lead Game Designer 11 bit studios	Ghost in the System: Authorial Voice in System Design
20:00	Games and Beer Session! 🍺	
21:30	After Show Party at mo.xx with Award Ceremony, DevTunes & Orchestra, Sunday: Game-Dev-Tour-Bus	

Day 2 of 2

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