

GDDG 2020



19/JUN/2020

ONLINE EDITION
TWITCH & DISCORD

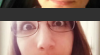


Game Dev Graz



SCHEDULE

Times in CEST

12:00		Johanna Pirker & DevTunes	 	Opening
12:10		Teddy Dief	Director and Co-Writer Palmtree Project	What the F#ck are we Doing?
12:30		Rami Ismail	Business & Development Guy Vlamber	Hello World.
13:00		Jon Manning	Co-Founder Secret Lab	Compiling Your Story: Using Techniques from Compiler Design to Check Your Narrative
13:30		Sadia Bashir	Founder Pixel Art Academy	Collaborative Learning in Game Development
14:00		Gwen Foster	Senior Business Development Manager Robot Teddy	Game Pitching
14:30		Allan Cudicio	Game Designer/Founder Twin Drums	The Afrofantasy RPG – Anticolonialist Subversion of a Genre
15:00		Phil Strahl	Pixel Prophecy	Color Picking 101
		Gideon Unger	Self-employed	Writing hacky code faster with good code architecture
		Joshua Hollendonner	Stuffed Wombat	Making a commercial game in one month (never again)
		Silvia Gaetano	Koch Media	The best time to hire a Community Manager is yesterday.
		Dietmar Hauser	roborodent	More Intuitive Programming Through Better Code Completion
		Verena Demel	Follow the Feathers	You'll never be prepared for the crowdfunding madness, but you can certainly try!
16:00	Game Expo  Calorie Defenders Pixel Soldier Into A Dream 17:03: Xero Hour Queen City Chaos Rumblers AVA The Perfect Tower II Project:Override We are Screwed			
18:00		Arnold Nesis	CEO and Founder Capricia Productions	Managing Different Sized Remote Teams On-Line
18:30		Tara Brannigan	Director of Community & Player Support Behaviour Interactive	Not All Those Who Wander Are Lost
19:00		Kate Edwards	Executive Director Global Game Jam	Maximizing Your Game's Reach – A Quick Guide to Culturalization powered by SUBOTRON pro games
19:30	Panel	  		How to start a career in Games and Tech, with Kate Edwards, Tara Brannigan and Martin Filipp, powered by SUBOTRON pro games
20:00		Alex Austin	Designer/Programmer Cryptic Sea	The 15 Minute Game Jam
20:30		Jean Leggett	CEO & Cofounder One More Story Games	Level Up: Survival, Resiliency and Joy in Indie Game Dev
21:00		Tarn Adams	Co-Founder Bay 12 Games	Fireside Conversations with Tarn Adams
21:30		DevTunes Orchestra 2019		Orchestra 2019 live composition session
22:00		welove.audio		Electronic Live Set and Virtual After Show Party

Discord 12:00 – 24:00: Roundtables, Q&A with the speakers, Game Expo – play games!

POWERED BY



PARTNERS



#gddg20

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