

GDDG2021

SCHEDULE



POWERED BY



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TWITCH.TV/GAMEDEVGRAZ

All times in CEST

11:00	 Johanna Pirker, DevTunes	Welcome, Intro Game Exhibition
11:30	 Ivan Buchta - Bohemia Interactive	Video Game Vegetation 101
12:00	 Celebrating Austrian Games	Featured Steam Austrian National Sale 
13:00	 Georg Hobmeier - Causa Creations	Sefirot - Lessons from a Kickstarter Rollercoaster
13:30	 Tobias Mayr - Mi'pu'mi Games	The Flower Collectors - Post Mortem
14:00	 Thomas Bauböck & Martin Eder - Bongfish	A Fine Balance
14:30	 Michael Hartinger - Purple Lamp	Short and smart SpongeBob Rehydrated Post Mortem
15:00	 Andy Schmoll	Best Practices as a Leader in Game Design powered by Subotron
15:30	 David Goldfarb - Outsiders	Lunch Conversations
16:00	 Andrew - Pizza Pranks	Building the Indieocalypse
16:10	 Enrica Loria - TU Graz	Influencers in Players' Social Networks and Communities
16:20	 Klemens Strasser	Letter Rooms: From Idea To Release in Two Months
16:30	 Claudia Six	Befriending the Imaginary
16:40	 Clio Em	Sci-Fi Worldbuilding Through Music
17:00	 Richard Tretzel & Martin Widmann - GreenLobster	Prope Mortem Retrospective - Reboot your engine!
17:30	 Joshua Hollendonner	qompmortem
18:00	 Tyler Sigman - Red Hook Studios	Conversations
18:30	 Maxi Molina - SandraMJ	Avoiding Burnout as a Solo Dev
19:00	 Chris Melissinos - Amazon Web Services	Our Global Playground powered by AWS
19:30	 Josh Sawyer - Obsidian	Fireside Conversations
20:00	 SAGA Awards, DevTunes Orchestra	Award Ceremony, Closing
21:00	 GreenLobster Studio Action	🎵 Dual Stream: Modular Electro-Acoustic SuperJam

DISCORD

11:00 - 24:00	Discord Action and Roundtables
11:00 - 20:00	Q&A with Speakers after their Talk
12:00 - 24:00	GAME EXPO - Play games!

GATHER.TOWN

11:00 - 24:00	Virtual Game Exhibitions
21:00 - 24:00	Virtual After Show Party, Game Exhibitions, Socializing

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