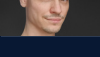




SCHEDULE

Times in CEST

Tentative, open to changes

9:00	Doors Open		Come on in!
10:00	 Johanna Pirker	Host TU Graz, Game Lab	Opening
10:15	 Ivan Buchta	Creative Director Bohemia Interactive	Building A World: Case Study Everon
11:00	 Dietmar Hauser	Self-employed Programmer rborodent	The Case Against Human Readability
11:15	 Clio Montrey	Producer Microbird Games	Produce Games Like Music
11:30	 Marcus Waldhütter	Senior Programmer Purple Lamp	Nice feature, but does it run on the Switch? Releasing simultaneously on multiple platforms
12:00	 Joshua Hollendonner	Indie Game Dev aka. Stuffed Wombat	The Making of Mosa Mina
12:30	 Jessirocks, Yvonne Scheer,		Intro to Streaming, E-Sports, PGDA
13:00	Lunch Break 🍷 + PGDA Mentoring Café & Streaming Workshop by Jessirocks		
14:00	 Patrick Reinbacher	Senior Software Dev Team Lead - Anton Paar	Game Tech and Simulations in the Industry
14:15	 Saeed Safikhani	HCI Researcher, Tech Artist TU Graz, Game Lab	Where Art Meets Science: Design and Development of Project Chimera
14:30	 Jan Steinhauser	Game Designer, Sustainability Researcher - Terragami	GGWP: Green Games vs World Problems
14:45	 Doris Vollgruber	Climate Expert, Game Designer Terragami	Greenwashing 101 – how (not) to make your company climate-friendly
15:00	 Anton Klinger	Indie Game Dev Accidently Awesome	Roto Force
15:30	 Phil Strahl	Chief-Executive Unicorn aka. Pixelprophecy	Color Picking 102
16:00	Coffee Break ☕		
17:00	 Felix Bohatsch	CEO Broken Rules	Gibbon – A Post Mortem beyond the Numbers
17:45	 Sebastian Uitz	CEO Fire Totem Games	Getting blessed by the TikTok algorithm and how it changed our game
18:00	 Johannes Gäbler	Developer Microbird Games	Life of Kai – An NPC's view on Hinterberg
18:30	 Eline Muijres	Producer Mi'pu'mi Games	From Prototype to Publisher: a Paws & Reflect on Developing Howl
19:00	Hang-Out		Stay awhile and talk to each other
20:00	Post-Event Occasion 🍷 -> Location: Bar 28, Gartengasse 28, 8010 Graz		

POWERED BY



Anton Paar



PARTNERS



#gddg23

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