



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		Nathalie Lawhead	Game Designer / Developer Independent	Positive feedback loops (The power of choice, digital independence, and building something better for everyone)
11:00		Doris Vollgruber & Jan Steinhauser	Terragami	Press Start to go Blue
11:20		Klemens Franz	Board Game Illustrator atelier198	About Indexes, Cardboard and Red Foil – A brief and little bit different history of the adventure genre and some of its magic
11:40		Thomas Feichtmeir	Art Director, Pixel Artist Independent	Isometric games don't exist
12:00		Florian Putz	Paryonix	Building a custom Game Engine in 2024
		Lisa Habich & Michael Holly	TU Graz	Engaging Learners for Computer Science through Games
		Michał Raczyński	QLOC	Accessibility Starter Pack
		Alexander Grenus	Grenus Design	Learnings from coaching 50+ student projects
		Yvonne Scheer	ESVOE	E-Sports in Austria
		Fabian Schober	Dirty Paws Studio	From Wiring Plans to Puzzles: Gamifying Electrical Installation in Electric Alps
		Boris Asenov	Fantastyc Games	PLEASE Keep It Simple (Or we'll suffer the consequences)
13:00	Lunch Break 🍷 and play games 🎮 + pgda Mentoring Café + Streaming Workshop by Jessirocks			
14:00		Dietmar Hauser	Self-employed Programmer rborodent	Expedition to Mount Competence
14:15		Gebhard Degenhart	Department Manager Anton Paar	Mastering Interaction Design: The Flow Between Games and Products
14:30		Aleksandra Jarosz	Game Designer Purple Lamp	Click, Kill, Repeat: The Development of Fantastic Annihilation
15:00		Sebastian Merkl	Ancient Pixel	How to be successfully unsuccessful
		Sebastian Uitz	Fire Totem Games	Scaling Down to Scale Up: The Creative Leap from Islands to a House
		Stepan Sobanov	Independent	Dynamic Scores: The Art of Interactive Music in Gaming
		Tova Bele	Independent	core experience - a combined design approach
15:30		Martin Filipp	COO / Managing Director Mi'pu'mi Games	The global conference journey for indies – BizDev from concept to signing a publisher
16:00	Coffee Break ☕ and play games 🎮			
17:00		Joshua Hollendonner	Independent Game Developer Stuffed Wombat	10 years of making games
17:30		Regina Reisinger & Philipp Seifried	Microbird Games	Dungeons of Hinterberg
18:00		Rami Ismail	Games & Tool Developer Independent	The Rami Talk
20:00	Post-Event Occasion 🍷 -> Location: Bar 28, Gartengasse 28, 8010 Graz			

POWERED BY



Anton Paar



PARTNERS



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