

GDDG 2025



04/OCT/2025

INFFELDGASSE 25/D
8010 GRAZ, AUSTRIA



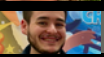
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SCHEDULE

Times in CEST

Tentative, open to changes

9:00	Doors Open		Come on in!
10:00	 	DevTunes & Johanna Pirker	Opening
10:15		Michael Schade CEO, Co-founder <i>Rockfish Games</i>	The Inevitable GaaS Reality: Strategies for Game Dev Success
11:00		Stepan Sobanov <i>Inquill Audio</i>	Musical Modular Looping System: Making Game Loops Less Boring
11:15		Dietmar Hauser Self-employed Programmer <i>roborodent</i>	A History and Future of Game Censorship
11:30		Thomas Feichtmeir Art Director, Pixel Artist <i>Independent</i>	Pixel Perfect has no Meaning
		Maximilian Csuk <i>MaxBytes</i>	Making Games On The Side - 15 Years, 15 Lessons
		Kris F. Lipphart <i>Bongfish + itengy Games</i>	Fast Forward System - Jump to Any Mission with Full State Simulation
		Philipp Lehner <i>Trimond Studios e.U.</i>	It's all Fun and Games
		Saeed Safikhani <i>NXRT</i>	HeroShow: MR product presentation platform
		Angela Hanko <i>Independent (former Rare Earth Games)</i>	Why I love horses and hate horse games
		Johannes Lugstein <i>Solo Developer</i>	Bringing Snowboarding Animals to Consoles - A Slopecrashers Post Mortem
13:00	Lunch Break 🍷 and play games 🎮 +  Mentoring Café + Streaming Workshop by Jessirocks 		
14:00		Back with DevTunes ❤️	
14:15		James Patton <i>Clockwork Bird (solo indie studio)</i>	How can real-world history inform worldbuilding?
14:30		Melanie 'Melle' Bartl Co-founder / Art Director <i>Flat Head Studio</i>	Creating stylized Art for Virtual Reality Games
14:45		Richard Tretzel <i>Green Lobster</i>	Telling Stories with Interactive Audio
15:00		Aleksandra Jarosz Game Designer <i>Purple Lamp</i>	How did I become a solodev?
15:15		Joshua Hollendonner Independent Game Developer <i>Stuffed Wombat</i>	The Level Design of FALLSTRUKTUR
15:30		Martin Filipp COO / Managing Director <i>Mi'pu'mi Games</i>	A brief insight into studio finances and project controlling
16:00	Coffee Break ☕ and play games 🎮		
17:00		Jack Gutmann <i>Jack the Generalist</i>	No Diversity, No Games: Why Inclusion Is No Longer Optional
17:30		Jogi Neufeld <i>Subotron</i>	50 Years of Austrian Game Dev: A Speedrun
18:00		Aliko Katriou Metal vocalist, Voice actor <i>The Monster Factory</i>	What goes into making monsters and creatures unforgettable
Door Closes at TU Graz at 20:00 and Post-Event (Drinks) Occasion Door Opens at 20:30 🍷			Green Lobster Studio ❤️

POWERED BY



PARTNERS



#gddg25

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