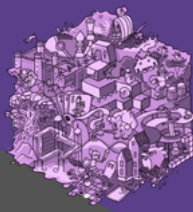


GDDG 2026



10/OCT/2026

INFFELDGASSE 25/D
8010 GRAZ, AUSTRIA



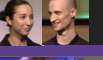
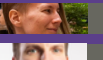
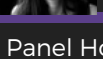
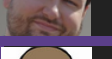
ORGANIZED BY



SCHEDULE

Times in CEST

Tentative, open to changes

9:00	Doors Open		Come on in!
10:15	 Johanna Pirker	 	Opening
10:30	 Mario Zechner	Spine, PI, Robo Games,...	i fucking hate ai
11:00	 Dietmar Hauser	Programmer Epic Games, <i>robodent</i>	LLMs vs Chess: Predicting the Next Move
11:20	 Martin Filipp	COO / Managing Director <i>Mi'pu'mi Games</i>	The global conference journey for indies 2.0
11:40	 Flavia Mazzanti & Manuel Bonell	<i>Immerea</i>	Exhibiting Games: Curation and Installation in Art Contexts
12:00	 Ronja Röbner	Producer	Diversity in Game Development: A Curse and a Blessing
	 Yours Amri	<i>Yooma Studios</i>	Game Emotional UX Is the Last Moat in the Age of AI Slop
	 Angela Hanko	<i>Super Stable Games</i>	Designing for games outside the comfort zone
	 Jakob Raith	Solo Developer	Employee by Day, Game Dev by Night
	 Anton Klinger	<i>Accidently Awesome</i>	Stop doing boring level maps
	 Yossi Eliaz	<i>Incredibuild</i>	From Unity Builds to Self-Improving Game Agents: Sandboxes for Faster Game Dev
13:00	Lunch Break 🍷 and play games 🎮 +  Mentoring Café + Streaming Workshop by Jessirocks 		
14:00	 Clio Montrey	Solo dev/Producer	Arc of Venus: Baroque Music & Astronomy Through the Lens of Games
14:30	 Stepan Sobanov	Audio Lead & Music Composer <i>Inquill Audio</i>	How Game Dev Days Kickstarted my Game Audio Career
14:45	 Richard Tretzel	<i>Green Lobster Games</i>	The blurring line between processing and recycling, or: 'I can no longer tell which part I made myself'
15:00	 Aliko Katriou	Metal vocalist, Voice actor The Monster Factory	Creature Voice Design - Why humans are the better monsters"
15:30	Panel Hosted by Aliko	   	A sound investment - The impact of sound on the player, and why it's worth allocating budget towards it
16:30	Coffee Break ☕ and play games 🎮		
17:00	 Thomas Müller & Christian Hübner	<i>Herdles</i>	Making a platformer blind accessible
17:30	 Philipp Lehner	Game Developer <i>Trimond Studios e.U.</i>	I streamed game dev for one year, here's what happened
17:45	 Marcus Waldhütter	Programmer <i>Mipumi / Bonbiri</i>	Going to Gamescom as an Indie Dev
18:00	 Joshua Hollendonner	Independent Game Developer <i>Stuffed Wombat</i>	making games while sober // learning 5% of blender in a year by banging your head against it
18:30	Surprise Impulse		Surprise Impulse
18:45	Closing and Big Band		

Door Closes at TU Graz at 20:00 and Post-Event (Drinks) Occasion Door Opens at 20:30 🍷

Green Lobster Studio ❤️

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PARTNERS



#gddg26

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