



DOORS OPEN: 9:30 a.m.	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	SIDE EVENTS
7:00 a.m. - 7:45 a.m.								devcom Run Club
10:00 a.m. - 11:30 a.m.								„Find the T-Bike and get your Boost!": sponsored by Telekom
11:30 a.m. - 12:00 p.m.	<div style="background-color: #0070C0; color: white; padding: 5px; transform: rotate(-2deg); display: inline-block;">STAGE 1</div> <p>Official Opening Ceremony: <b>Stephan Reichart &amp; Alon Kaplan and the Volunteer Choir</b></p>							Win a full access pass for 2018 OpenStack summit in Berlin sponsored by Deutsche Telekom.
12:00 p.m. - 12:30 p.m.	<div style="background-color: #0070C0; color: white; padding: 5px; transform: rotate(-2deg); display: inline-block;">STAGE 1</div> <p><b>Cory Barlog</b> (Sony Santa Monica) The Road to Creating a New God of War</p>							
12:30 p.m. - 1:00 p.m.								
1:00 p.m. - 1:30 p.m.	<b>Siobhan Reddy</b> (Media Molecule) Glitter & Doom Part II	<b>Chris Chung</b> (VOX Gamer) Let's take a Fire Walk: A Postmortem of Gigantic Proportions	<b>Prof. Dr. Lutz Anderie</b> (Anderie Management) Gamification: How to Make Money Outside of Video Games	<b>Edu Verzinsky</b> (Brainwash Gang) How to Distill your Brainwashing Message	<b>Arnold Nesis</b> (Capricia Productions) The Games Industry is the new Music Industry – Learn from it!	<b>Edvige Faini</b> (Independent Concept Artist, Illustrator, Art Director) Sensing the Environment	<b>George van Venrooij</b> (Military Operations BV) Simulating World War 2 on your GPU	
1:30 p.m. - 2:00 p.m.				<b>Shieny Aprilia</b> (Agate) How to Enter the Fastest Growing Mobile Game Market in the World				
2:00 p.m. - 2:30 p.m.	<b>Konrad Czernik</b> (Techland) 80% of Concept, 20% of Art. Character Design from Sci-Fi, Western to Dying Light 2	<b>Marc Braun &amp; Stefan Kraus</b> (Ubisoft Blue Byte) Mysterious Technology: Bringing a Fictional Island to Life using Procedural Tools	<b>Teut Weidemann</b> (I Teut you so) Lootboxes – WTF	<b>Mata Haggis-Burridge</b> (Breda University of Applied Sciences/Copper Stone Sea) Showing the Fun – Simple Checks for World Readability	<b>Mauricio García</b> (The Game Kitchen) Building a Nightmarish World out of the Spanish Folklore	<b>Samuel De Vos</b> (Ubisoft Massive) How not to get an Internship in AAA	<b>Konstantin Kronfeldner</b> (Boxelware) Engine Structure in Avorion – the Challenges and Perks of Building your own Engine	
2:30 p.m. - 3:00 p.m.				<b>Tatiana Delgado</b> (Vertical Robot) Interactions, Puzzles and Narrative in VR Games				<b>Daniele Falcone</b> (Vigamus Foundation) Cultural, Historical and Artistic Heritage and VideoGame: Final Fantasy XV and Beyond

	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	SIDE EVENTS
3:00 p.m. - 3:30 p.m.	Coffee Break							
3:30 p.m. - 4:00 p.m.		<b>Jens Begemann</b> (Wooga) Steering Through Big Change and Staying Sane as a Manager	<b>Trine Laier</b> (Klassefilm) Why I turned my Spy Family into a Video Game	<b>Ioana Hreniciuc</b> (GameAnalytics) Looking East: Analyzing the Behaviour of Chinese Gamers	<b>Philomena Schwab</b> (Stray Fawn Studio) How a free Demo got our Game Funded	<b>Matthew Florianz</b> (Frontier Development) Connected Thinking - Triggering Audio Earlier in your Game Development	<b>Johannes Eichner</b> (Ubisoft Blue Byte) Living Cities in the Anno Series	Beer Reception: sponsored by Gameforge
4:00 p.m. - 4:30 p.m.	<b>Jens Matthies &amp; Andreas Öjefors</b> (MachineGames) Creating Frau Engel - Portrayal of Evil in Wolfenstein	<b>Mike Hines</b> (Amazon) Amazon's Experience Boosting Engagement with User Rewards	<b>Shalev Moran</b> (Independent Artist & Game Designer) Corridors, Avenues, Gardens	<b>William Rhys Dekle</b> (Strategic Alternatives) Getting Acquired - What You Must Know!	<b>Helge Borgarts</b> (Freelancing Composer & Producer) Beyond the Emotional Background Layer - How Music Can Help Developing your Game	<b>Fawzi Mesmar</b> (King) Rapid Fire Game Design Inspiration Ideas	<b>David Salz &amp; Robin Henkys</b> (Sandbox Interactive) Making an independent MMO - The Albion Online Story	
4:30 p.m. - 5:00 p.m.								
5:00 p.m. - 5:30 p.m.	<div style="text-align: center;">  <p><b>Jan-Bart van Beek</b> (Guerrilla Games) Art Direction Bootcamp - A No-Nonsense Approach to Designing Robot-Dinosaurs</p> </div>							
5:30 p.m. - 6:00 p.m.								
7:00 p.m. - 9:30 p.m.								Speaker & VIP Dinner
9:00 p.m. - 1:00 a.m.								Get Together (at Bogen2)

DOORS OPEN: 8:30 a.m.	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6	STAGE 7	SIDE EVENTS
7:00 a.m. - 7:45 a.m.								devcom Run Club
9:45 a.m. - 10:00 a.m.	STAGE 1		Welcome Note: <b>Felix Falk</b> (game - The German Games Industry Association)					
10:00 a.m. - 11:00 a.m.	STAGE 1		<b>Saralyn Smith</b> (Blizzard Entertainment) The Great Fandom Frontier: and the Game Developer Imperative					
11:00 a.m. - 11:30 a.m.	STAGE 1		<b>Ethan Evans</b> (Twitch) Twitch: How Streaming is Changing how we Play					
11:30 a.m. - 12:00 p.m.			<b>Andrzej Wojcicki</b> (Adavio) Artpocalypse - the AI Future of Art Production	<b>Lisa Marie Kretschmer</b> (Ghost Games - Electronic Arts) Managers have Feelings, too!	<b>Attila Szantner</b> (MMOS Sàrl) Serious can be Fun: Exoplanets in EVE			<b>Julián Quijano</b> (Beautiful Glitch) The Wonderful Checklist: When Creativity Meets Strategy
12:00 p.m. - 12:30 p.m.	<b>Petri Alanko</b> (Composer) How Writer's Block Feeds your Creativity	<b>Anne Toole</b> (Freelance Writer and Narrative Designer) Fitting Writers into the Development Process	<b>Wojciech Pazdur</b> (The Farm 51) Building a Photography-based Pipeline for your Project's 3D Art Creation	<b>Isabelle Tremblay, Christopher Schmitz, Peter Holzapfel, Linda Kruse &amp; Moderator David Smith</b> Panel: Hiring for Diversity	<b>Jeff Tremblay</b> (Nutaku) The Rise of the Adult Gaming Market - a new Revenue Stream for Developers	<b>Tatu Aalto</b> (Remedy Entertainment) Bringing Ray-tracing into Remedy's Northlight Engine		<b>Daniel Koburger</b> (Chris Reid Law) Advertising the US: Legal Pitfalls for Devs and Publisher
12:30 p.m. - 1:00 p.m.								<b>Bernd Thiel</b> (T-Systems International) Design to Cost

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1:00 p.m. - 1:30 p.m.	Lunchbreak						CEEGA Press Conference	Beer Reception: sponsored by WildTangent
1:30 p.m. - 2:00 p.m.								
2:00 p.m. - 2:30 p.m.	<b>Garry Schyman &amp; Helge Borgarts</b> (Composers) From Bioshock to Middle-Earth and Beyond	<b>Kate Edwards</b> (Geogrify) Building Better Worlds through Game Culturalization	<b>Yann Le Tensorer</b> (GIANTS Software) How to Bring Mods to your Console Game	<b>Jason Della Rocca</b> (Execution Labs) Pitch Construction: All the Details you Need to Score a Deal	<b>Derk de Geus</b> (Paladin Studios) Re-Imagining classic IP for Modern Devices	<b>Richard Garriott</b> (Portalarium) & <b>Lars Janssen</b> (Travian) <b>Moderator: Tom Putzki</b> (Wargaming.net)	<b>Collin Bradford Bishop</b> (CRYENGINE) Workshop Rapid Development and Game Mechanics in CRYENGINE Using Flow Graph	Start: #icebreaker  2-4 p.m.
2:30 p.m. - 3:00 p.m.					<b>Alastair Hebson</b> (SUPERHOT) Remote Possibilities			
3:00 p.m. - 3:30 p.m.	<b>Jacinda Chew</b> (Insomniac Games) Growing your Team while Retaining your Culture	<b>Alon Kaplan</b> (Joytunes/Biohex Games) Soundtrack in Space - Playing with Feelings	<b>Saskia Bader</b> (PIXELTEX GmbH) Game Accessibility	<b>Simon Usiskin</b> (Flip Entertainment) Music and Games - Living Together in Sweet Harmony... well, they should be!	<b>Martine Spaans</b> (Tamalaki & FGL Publishing) „It's Complicated" - a Customer-Support Lovestory	<b>Erik Robertson, Ian Kelso, Jo Twist, Arne Peters &amp; Moderator: Prof. Dr. Malte Behrmann</b>  Panel: The Future of the European Games Industry	devcom Women in Games Networking Event  Access (for non-devcom attendees): 2.30 p.m.	
3:30 p.m. - 4:00 p.m.			<b>Tamara Tirjak</b> (Frontier Development) Lingua ex Machina: Language Technology in Game Localisation	<b>Philipp Zentner</b> (STOMT) How to Make your Game a Community Success	<b>Max Sacker &amp; Jasper Stutterheim</b> (AnotherWorld VR) Creating Story-driven, Cinematic & Photorealistic VR Experiences in UE4			
4:00 p.m. - 4:30 p.m.	 <b>Jason VandenBerghe</b> (ArenaNet) Drives: Helping More Players Get from First-Taste to Satisfaction						devcom HR	
4:30 p.m. - 5:00 p.m.								
5:00 p.m. - 5:30 p.m.	 <b>devcom Indie Awards</b>							
5:30 p.m. - 6:00 p.m.								