

<b>Game Design</b>	Games as a Service: Development approaches for your game's long-term success
	The 'Special Sauce': Creating your own USP to stand out of the crowd
	The next big thing: A more uncommon approach to finding ideas for your next game
	Community Driven Development: Pros and cons of creating your game in cooperation with your community.
<b>Tech &amp; Programming</b>	Balance between procedurally generated content and detailed hand-crafting: How to speed up content creation in an AAA development process while never losing control over it?
	Photogrammetry & Scanning: Efficient ways of improving content creation pipelines.
	Procedural character creation - from gestures to facial expressions.
	Choice of Engines: Advantages, disadvantages and developers' motivation for having and using their own tech instead of 'from the off-shelf' products.
	Ray-tracing: Current technologies and implementation
	Modern backend technologies

<b>Sound &amp; Music</b>	Procedural sound production in games
	Dolby Atmos: a new level of sound design (!?)
	Sound production for 'Games as a Service' titles: post-production, production pipelines, etc.

<b>Narrative</b>	Walking simulators and narrative games - when strong narrative meets minor gameplay focus: What's the genre's current state? Why are there so many entries but only so few successful titles, and what made those few successful after all?
	Tell your (own) stories: Storytelling in openworlds - a framework for players to create their own tales and adventures.
	<b>The Art of Telling Stories: What actually makes a great story a great story?</b>
	What comes first? The struggle between game design and storytelling.
	Challenge 'Open World': How to bring the narrative into a massively open world.
	A special 'marriage': Successfully merging narrative, games and cinematics

<b>Business, PR &amp; Marketing</b>	Jack of all trades: In today's games industry landscape PR, marketing & game development are getting more and more intertwined - you can't have one without the other to be successful.
	Streaming services for games: different models, technology, opportunities and risks.
	"Netflix for Games" - Does Netflix' model even work for the games industry?
	Current investment strategies (e.g. studio purchases): long-term goals for short-term acquisition decisions
	Development on the publishing side: how does a modern publisher's service profile look like, and what are today's publishers look for in a game?
	Community development: Why building a strong community is crucial for today's game developers, from indie to AAA.

<b>Production &amp; Team Management</b>	Global Game Production: Battling timezones while coordinating individual departments on a global scale
	Games as a Service: Production pipelines, project schedules and other challenges
	X-Platform & X-Generation Development: Challenges, chances and risks

<b>Leadership</b>	Wheating the storm: How to navigate your team through a time of crisis.
	Lateral leadership: How every single member of the company/team contributes to its overall success!
	A matter of empathy: The importance of a great leader's EQ
	Investor goals: The things an investor looks for before making an investment.
	Speak on your Feet: Various tips every leader should know.
	How to lead a team of creative people
	Publisher-Developer Relations: What it takes to build a fruitful relationship.
	Turning a Sinking Ship Into a Submarine: Personal experiences of turning a failure around and end up successful.
	Star Power: Investing into gaming companies based on leaders' names - but why?
	When S..t hits the fan, you need a plan: How to act when things go wrong.

<b>Art &amp; Visuals</b>	Aimations done right: Setting worlds and characters in motion - from AAA to indie.
	Smoke, mirrors & water: Creating stunning visual effects in games
	Art Content Creation for 'Games as a Service': Production pipelines, procedural content creation
	Cultural adaption: The advantages and challenges of creating game art based on real-world cultures.
	Environmental Design: The art of telling stories without words
	Visual guidelines & subconscious recognition: Bringing in your personal experiences to create outstanding pieces of art.
	Attention to detail: The fascination of (historically) precise maps and ingame models
	The Art of UI design
	Creating stunning visuals with the help of photogrammetry and scanning
	Learnig from experts outside the games industry: How they come up with worlds and tips and tricks to making better characters or more engrossing enviroments
	Cinematics: The subtle difference between adapting and imitating