WEDNESDAY 13.11.2019

17:30-20:00

Networking party

THURSDAY 14.11.2019

Room L	Room M	Room S
10:00 - 11:00 Why did I make "The MISSING: J.J. Macfield and the Island of Memories" as first career step in my new studio? Swery		
11:00 - 12:00 Super Blooming Concepts Ikumi Nakamura		
12:00 - 12:30 How to become a technical leader? Pawel Rohleder, Techland	**12:00 - 13:00** Building Better Worlds through Game Culturalization Kate Edwards, Geogrify	**12:00 - 13:00** eSports and Education Frank Sliwka, IB Media
12:30 - 13:00 Intellivision Amico: Getting back to the core roots of gaming Hans Ippisch, Intellivision Entertainment		

13:00 - 14:00

VIP LUNCH OFFERED BY XSOLLA

Room L	Room M
14:00 - 15:00 The Power of Play Ian Livingstone, Sumo Digital	
15:00 - 15:30 Mixing History and narrative design to create new Ips Daniele Falcone, VLG Publishing, Giacomo Masi, Studio V	**15:00 - 15:30** Pride Run and LGBTQ+ in videogames - Ivan Venturi, Mauro Copeta, Giacomo Guccinelli, Pride Run
16:00-17:00 Five Ways a Direct to Consumer Strategy Can Work for Your Studio Brooke van Dusen, Xsolla	**15:30 - 16:30** Increasing diversity and inclusion in the workplace David W. Smith, Marie-Claire Isaaman, Andjela Kusmuk, Mea Nilimaa, Kate Edwards
17:00-18:00 Nordic Game Discovery Contest Teddy Florea	**16:30 - 17:00** Why you should keep your developers happy Mea Nilimaa, Raw Fury

18:00 - 19:00

GAMEROME AWARDS - POWERED BY XSOLLA

FRIDAY 15.11.2019

Room L	Room M	Room S
10:00 - 11:00 VR Best Practices and Building Interactive Applications Through the Years Matt Hooper, Oculus		
11:00 - 12:00 Games for Social change T. Liberman, A. Van Otterlo, H. Lesser, A. Rizzi, T. Kopka	**11:00 - 12:00** Building starships with a digital brush, Maurizio Manzieri	**12:00 - 13:00** Connecting across borders – working together as networking and funding agencies in Germany - and Europe? Games Germany
12.00 - 12:30 It's OK to not know what you're doing Nicolae Berbece, Those Awesome Guys	**12:00 - 12:30** Business and legal issues for video game developers Andrea Rizzi, Nicoletta Serao, Insight Legal	
12:30 - 13:00 Casually Hardcore: Blurring the lines between gaming genres Martine Spaans, Tamalaki	**12:30 - 13:00** Best practices from 15 years of founding and running development studios H. Lesser, EGDF, Remote Control Productions	

13:00 - 14:00

VIP LUNCH OFFERED BY VLG

Room L	Room M	Room S
14:00 - 15:00 Neverwinter Nights Game Retrospective Don Daglow, AIAS Foundation, The Strong		**14:00 - 16:00** Intellivision Amico Hands-On Presentation
15:00 - 16:00 A traditional sculptor in a digital world Marco Rizzotti, Wooga	**15:30 - 16:00** How to avoid common pitfalls when working with AR Anna Norrevik, Antler Interactive	
16:00 - 17:00 Social News Gathering for Video Production in the Cloud with HPE ANG HPE Audience News Gathering G. Farinella, M. Montenovo, HPE	**16:00 - 17:00** Narrative Puzzle Design in Adventure Games Valentina Tamer, King	**16:00 - 17:00** Art: portfolio review Flavia Ceccarelli, Oculus
17:00 - 18:00 The adult gaming market as an alternative to the overcrowded stores Jorge Rosales, Nutaku		