







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

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3:00 p.m. - 3:30 p.m.	Coffee Break							Beer Reception: sponsored by Gameforge
3:30 p.m. - 4:00 p.m.		Jens Begemann (Wooga) Steering Through Big Change and Staying Sane as a Manager	Trine Laier (Klassefilm) Why I turned my Spy Family into a Video Game	Ioana Hreniciuc (GameAnalytics) Looking East: Analyzing the Behaviour of Chinese Gamers	Philomena Schwab (Stray Fawn Studio) How a free Demo got our Game Funded	Matthew Florianz (Frontier Development) Connected Thinking - Triggering Audio Earlier in your Game Development	Johannes Eichner (Ubisoft Blue Byte) Living Cities in the Anno Series	
4:00 p.m. - 4:30 p.m.	Jens Matthies & Andreas Öjefors (MachineGames) Creating Frau Engel - Portrayal of Evil in Wolfenstein	Mike Hines (Amazon) Amazon's Experience Boosting Engagement with User Rewards	Shalev Moran (Independent Artist & Game Designer) Corridors, Avenues, Gardens	William Rhys Dekle (Strategic Alternatives) Getting Acquired - What You Must Know!	Helge Borgarts (Freelancing Composer & Producer) Beyond the Emotional Background Layer - How Music Can Help Developing your Game	Fawzi Mesmar (King) Rapid Fire Game Design Inspiration Ideas	David Salz & Robin Henkys (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;">  Jan-Bart van Beek (Guerrilla Games) Art Direction Bootcamp - A No-Nonsense Approach to Designing Robot-Dinosaurs </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.				Welcome Note: Felix Falk (game - The German Games Industry Association)				
10:00 a.m. - 11:00 a.m.				Saralyn Smith (Blizzard Entertainment) The Great Fandom Frontier: and the Game Developer Imperative				
11:00 a.m. - 11:30 a.m.				Ethan Evans (Twitch) Twitch: How Streaming is Changing how we Play				
11:30 a.m. - 12:00 p.m.			Andrzej Wojcicki (Adavio) Artpocalypse - the AI Future of Art Production	Lisa Marie Kretschmer (Ghost Games - Electronic Arts) Managers have Feelings, too!	Attila Szantner (MMOS Sàrl) Serious can be Fun: Exoplanets in EVE			Julián Quijano (Beautiful Glitch) The Wonderful Checklist: When Creativity Meets Strategy
12:00 p.m. - 12:30 p.m.	Petri Alanko (Composer) How Writer's Block Feeds your Creativity	Anne Toole (Freelance Writer and Narrative Designer) Fitting Writers into the Development Process	Wojciech Pazdur (The Farm 51) Building a Photography-based Pipeline for your Project's 3D Art Creation	Isabelle Tremblay, Christopher Schmitz, Peter Holzapfel, Linda Kruse & Moderator David Smith Panel: Hiring for Diversity	Jeff Tremblay (Nutaku) The Rise of the Adult Gaming Market - a new Revenue Stream for Developers	Tatu Aalto (Remedy Entertainment) Bringing Ray-tracing into Remedy's Northlight Engine	Daniel Koburger (Chris Reid Law) Advertising the US: Legal Pitfalls for Devs and Publisher	
12:30 p.m. - 1:00 p.m.					Bernd Thiel (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.	Garry Schyman & Helge Borgarts (Composers) From Bioshock to Middle-Earth and Beyond	Kate Edwards (Geogrify) Building Better Worlds through Game Culturalization	Yann Le Tensorer (GIANTS Software) How to Bring Mods to your Console Game	Jason Della Rocca (Execution Labs) Pitch Construction: All the Details you Need to Score a Deal	Derk de Geus (Paladin Studios) Re-Imagining classic IP for Modern Devices	Richard Garriott (Portalarium) & Lars Janssen (Travian) Moderator: Tom Putzki (Wargaming.net)	Collin Bradford Bishop (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.					Alastair Hebson (SUPERHOT) Remote Possibilities			
3:00 p.m. - 3:30 p.m.	Jacinda Chew (Insomniac Games) Growing your Team while Retaining your Culture	Alon Kaplan (Joytunes/Biohex Games) Soundtrack in Space - Playing with Feelings	Saskia Bader (PIXELTEX GmbH) Game Accessibility	Simon Usiskin (Flip Entertainment) Music and Games - Living Together in Sweet Harmony... well, they should be!	Martine Spaans (Tamalaki & FGL Publishing) „It's Complicated" - a Customer-Support Lovestory	Erik Robertson, Ian Kelso, Jo Twist, Arne Peters & Moderator: Prof. Dr. Malte Behrmann Panel: The Future of the European Games Industry	devcom Women in Games Networking Event	
3:30 p.m. - 4:00 p.m.			Tamara Tirjak (Frontier Development) Lingua ex Machina: Language Technology in Game Localisation	Philipp Zentner (STOMT) How to Make your Game a Community Success	Max Sacker & Jasper Stutterheim (AnotherWorld VR) Creating Story-driven, Cinematic & Photorealistic VR Experiences in UE4			Access (for non-devcom attendees): 2.30 p.m.
4:00 p.m. - 4:30 p.m.	 Jason VandenBerghe (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.	 devcom Indie Awards							
5:30 p.m. - 6:00 p.m.								