







SEPTEMBER 9

| WHEN?         | WHAT?  | WHERE?   |
|---------------|--|--|
| 14:30 – 18:00 | <b>International Office Tour</b><br><i>Take a tour to the offices of Hamburg gamedev companies!<br/>Space is limited to 30 people.<br/>Pre-registration is required!</i> | <b>Meeting point:</b> Grand Elysee (14:30)<br><b>First stop:</b> InnoGames Office (15:00)<br><b>Second stop:</b> Bigpoint Office (16:30)<br><br> |
| 18:00 – 22:00 | <b>Badge PickUp Pre-Party</b><br><i>Get you badge and start networking day before!<br/>Sponsored by Chartboost and gamecity:Hamburg</i>                                  | <b>Place:</b> University of Hamburg<br><b>Address:</b> Edmund-Siemers-Allee 1<br><br>  |

SEPTEMBER 10

|               | RED HALL  | ORANGE HALL  | YELLOW HALL   |
|---------------|---|--|---|
| 10:00 – 11:15 | <b>Opening Speech</b><br><i>Valeriya Mallayeva, Managing Director DevGAMM<br/>Hendrik Klindworth, CEO InnoGames</i>                                   |  |   |
| 10:15 – 11:00 | <b>Keynote:</b> "Creating Amazing Art in The Witcher 3: Wild Hunt"<br><i>Stan Just, CD Projekt Red</i>  |  |   |
| 11:00 – 11:30 | <b>Keynote:</b> "How Well Do Games Sell in 2015?"<br><i>Mike Rose, tinyBuild</i>  | "Hands-on with Audio Mixing in the Unity 5 Game Engine"<br><i>Andy Touch, Unity</i>                                      |   |
| 11:30 – 12:00 |   |  |   |
| 12:00 – 12:30 | <b>Keynote:</b> "The Art of Prototyping. Case study: This War of Mine"<br><i>Grzegorz Mazur, 11 bit studios</i>                                       | "Bringing Your Games to the Most Popular Social Network in Russia"<br><i>Maxim Babichev, VK.com</i>                      |   |
| 12:30 – 13:00 |   | "Clone Wars - How to Fight Successful Legal Battles Against Copycats"<br><i>Dr. Christian Rauda, GRAEF Rechtsanwälte</i> |   |
| 13:00 – 15:00 | <b>Lunch break</b>  | <b>Lunch break</b>   |   |
| 15:00 – 15:30 | <b>Keynote:</b> "DayZ: Surviving Success"<br><i>Christopher Torchia, Bohemia Interactive Studio</i>   | "Preserving the Core - The Myth of Innovation"<br><i>Al Yang, Bigpoint</i>   | <b>Speed Game Dating</b><br><i>First Stream</i>   |
| 15:30 – 16:00 |   |  |    |
| 16:00 – 16:30 | "Building a 2D Game in Unreal Engine 4"<br><i>Sjoerd De Jong, Epic Games</i>  | "Your Guide to Growing a Mobile Strategy Game Business"<br><i>Tomas Piktozis, Chartboost</i>                             |   |
| 16:30 – 17:00 |   |  | <b>Speed Game Dating</b><br><i>Second Stream</i>  |
| 17:00 – 17:30 | "Making A Successful Premium Game: SteamWorld Dig"<br><i>Brjann Sigurgeirsson, Image &amp; Form</i>   | "One Source To Rule Them All"<br><i>Andre Weissflog, Bigpoint</i>  |    |
| 17:30 – 18:00 |   |  |   |
| 20:00 – 00:00 | <b>Official Mixer</b><br><i>Sponsored by Vizor Interactive</i><br> |  |   |

SEPTEMBER 11

|               | RED HALL   | ORANGE HALL  | YELLOW HALL   |
|---------------|--|--|---|
| 10:00 – 11:30 | <b>Discussion Panel:</b> "Indie Developers Survival Guide"<br><i>Alexey Davydov, Flazm Interactive<br/>Wolf Lang, THREAKS<br/>Mattias Dittrich, Ditto<br/>and more...</i>      |  |   |
| 10:30 – 11:00 |  |  |   |
| 11:00 – 11:30 | "Gesture Control and DIY Motion Capturing with Kinect and Unity"<br><i>Kristina Rothe, Microsoft</i>   | "Creativity Through Tinkering"<br><i>Mareike Ottrand, Alexander Pieper, Studio Fizbin</i>                  | "2Dark, How Do We Get Our Neo-pixel Unique Look?"<br><i>Thierry Platon, Gloomywood</i>  |
| 11:30 – 12:00 |  |  |   |
| 12:00 – 12:30 | "World of Tanks Blitz: Lessons Learned from Designing Game User Experience on Mobile"<br><i>Olga Kachalina, Wargaming.net</i>  | "Cross Platform Animation with WebGL and AwayJS"<br><i>Rob Bateman, Away 3D Fundation</i>                  | "Virtual Reality: Real or Fantasy"<br><i>Malte Schmidt, CrazyBunch</i>  |
| 12:30 – 13:00 |  |  | "Collaborative Gaming, eSport and the Impact for the Gaming Industry"<br><i>Fredrik Keitel, clans.de</i>                        |
| 13:00 – 15:00 | <b>Lunch break</b>   | <b>Lunch break</b>   |   |
| 15:00 – 15:30 | "Making The Room"<br><i>Barry Meade, Fireproof Games</i>   | "Oculus + Lasers = Dinosaurs: Riding the wave of new technology"<br><i>Sean Druitt, Daniel Fisher, QUT</i> | "How To Succeed on Kickstarter if You are not a Games Celebrity"<br><i>Michael Schade, ROCKFISH Games GmbH</i>                  |
| 15:30 – 16:00 |  |  |   |
| 16:00 – 16:30 | <b>Game Lynch</b><br><i>Moderator: Alex Nichiporchik, tinyBuild<br/>Brjann Sigurgeirsson, Image &amp; Form<br/>Wolf Lang, THREAKS<br/>Mike Rose, tinyBuild<br/>and more...</i> | "Make It Wiggle (or How to Make Cool Art with No Talent)"<br><i>Mattias Dittrich, Ditto</i>                | "MOTÖRIZING VICTOR VRAN - Merging a 40 year old b(r)and with an indie ARPG"<br><i>Achim Heidelauf, HEATHRUN Game Consulting</i> |
| 16:30 – 17:00 |  |  |   |
| 17:00 – 17:30 | <b>DevGAMM Awards Ceremony</b>   |  |   |
| 17:30 – 18:00 | <i>Celebrate Best Games<br/>Win Prized in Raffles</i>  |  |   |