

SCHEDULE: DECEMBER 10, 2011

Day 1	"Elite" hall	"Venezia" hall	"Lazure" hall
10:00 - 10:50	<p>"Workshop: First steps with AIR Native Extensions for Android and iOS"</p> <p><i>Lee Brimelow, Tom Krcha, Adobe</i></p> <p><i>*Session will be in English</i></p>	<p>"Integrity in the view of indie game development"</p> <p><i>Maxim "Mokus" Gryniv, Indie-developer</i></p>	<p>"Creation and migration of Flash projects to JS/Html using RASE. Going beyond Flash Player"</p> <p><i>Evgeny Potapenko, Relaxy</i></p>
10:50 - 11:00	Break		
11:00 - 11:50	<p>"Become a sponsorship ninja by utilizing"</p> <p><i>Merlin Gore, Flash Game Licence</i></p> <p><i>*Session will be in English</i></p>	<p>"Experimental game lab"</p> <p><i>Dmitry Malkov, Maxim Pavlov, Flexis</i></p>	<p>"Stage3D survival guide: Choosing the fittest Flash 3D engine on earth for your (first) AAA game"</p> <p><i>Michael Ivanov, Neurotech Solutions</i></p>
11:50 - 12:00	Break		
12:00 - 12:50	<p>"Satisfying 150 million users"</p> <p><i>Alex Nichporchik, Spil Games</i></p>	<p>"Mobile games: from idea to updates"</p> <p><i>Alexander Egoshin, Alawar</i></p>	<p>"Applied social magic"</p> <p><i>Semen Frish, Nucleart</i></p> <hr/> <p>"Bootstrapping: profits from scratch"</p> <p><i>Alexander Titov, Xenao Games</i></p>
12:50 - 15:00	Lunch		
15:00 - 15:50	<p>"AlternativaPhysics: physic simulation on Flash is easy"</p> <p><i>Dmitry Sergeyev, AlternativaPlatform</i></p>	<p>"Using detailed statistics in game development"</p> <p><i>Nikita Lyubimov, Pixonic</i></p>	<p>Speed Game Dating</p> <p><i>*Event only for pre-registered participants</i></p>
15:50 - 16:00	Break		
16:00 - 16:50	<p>"Successful flash games" <i>*Sessions will be in English</i></p> <p><i>Seth de Koning, Jaludo</i></p> <p>"Monetizing Each of Your Games on a Dedicated Website - Taking a Different Angle for Game Monetization"</p> <p><i>Konrad Holubek, Games Passport at Mediastay</i></p>	<p>"Developing successful games on Unity3D"</p> <p><i>Pavel Krivoruchko, Liliun Games</i></p>	
16:50 - 17:00	Break		
17:00 - 17:50	<p>"Cross Platform: Portability and Performance without compromise"</p> <p><i>Paul Gregory, Marmalade</i></p> <p><i>*Session will be in English</i></p>	<p>Round table: "Game marketing"</p> <p><i>Moderator: Petr Khantonov</i></p> <p><i>Participants: Andrey Fadeyev, Progrestar; Stanislav Rodyansky, SKAZKA; Anton Volkov, Alternativa Platform; Anastasiya Babkina, Gamez UP</i></p>	

SCHEDULE: DECEMBER 11, 2011

Day 2	"Elite" Hall	"Venezia" Hall	"Lazure" Hall
10:00 - 10:50	<p>"Leading with Audio"</p> <p><i>Dmitry Kuzmenko, William Bucknum, Strategic Music</i></p>	<p>"How to build marketing of social game?"</p> <p><i>Maxim Shatilov, Webgames</i></p>	<p>Master class: "High performance cross-platform made easy. Creating a native app in iOS and Android in 5 minutes."</p> <p><i>Ivan Belyi, Marmalade</i></p>
10:50 - 11:00	Break		
11:00 - 11:50	<p>"Publishing on App Store from sex point of view"</p> <p><i>Julia Lebedeva, Nevosoft</i></p>	<p>"Making games fun"</p> <p><i>Denis Romanko, Indie-developer</i></p>	<p>"New monetization of Odnoklassniki and virality in Moi Mir Mail.ru"</p> <p><i>Edgar Strods, Odnoklassniki</i></p> <p><i>Roman Novikov, Mail.ru</i></p>
11:50 - 12:00	Break		
12:00 - 12:50	<p>"Accelerating 2D and 3D Games on the GPU"</p> <p><i>Tom Krcha, Lee Brimelow, Adobe</i></p> <p><i>*Session will be in English</i></p>	Blitz sessions section	<p>"The secrets of creating fairy worlds"</p> <p><i>Ekaterina Belyayeva, Mariana Kovalenko, Animuba</i></p>
12:50 - 15:00	Lunch		
15:00 - 15:50	<p>"Technology of success!"</p> <p><i>Viktor Kuzmin, Andrey Kuzmin, Vizor Interactive</i></p>	<p>"Social game design"</p> <p><i>Alexander Fadin, Mail.ru</i></p>	<p>"FlashJS open source game engine on Javascript and HTML5 for flash developer"</p> <p><i>Denis Radin, Sigma Ukraine</i></p> <hr/> <p>"HTML5 for mobile platforms"</p> <p><i>Alexander Norinchak, True Token</i></p>
15:50 - 16:00	Break		
16:00 - 16:50	<p>Master class: "Flash games: transition to the third dimension"</p> <p><i>Pavel Gorbunov, Andrey Kopysov</i></p> <p><i>AlternativaPlatform</i></p>	<p>"Backgrounds for 2D games"</p> <p><i>Oleg Akimov, Indie-developer</i></p>	<p>"Developing markets and Conversion strategies"</p> <p><i>Nadya Ivanova, Gate2Shop</i></p>
16:50 - 17:00	Break		
17:00 - 17:50	<p>Game lynch</p> <p><i>*Session will be in English</i></p>	<p>"Artist + game designer = game"</p> <p><i>Eugene Boyarin, Absolutist</i></p>	<p>"Key principles of handling offers"</p> <p><i>Ilya Philippov, FreetoPay</i></p> <hr/> <p>"Getting Big on Facebook"</p> <p><i>Dan Laughlin, 6waves</i></p>
18:00 - 18:30	Flash GAMM Contest Award Ceremony		