
























SCHEDULE

| DECEMBER 10 | RED HALL | ORANGE HALL | YELLOW HALL | GREEN HALL |
|---------------|---|--|---|--|
| 10:00 - 11:00 | Keynote: Better, Faster, Smarter, Witcher: Production tips from The Witcher 3: Wild Hunt – Hearts of Stone <i>Stan Just, CD Projekt RED</i> | | Service Showcase New Conference Project Find a suitable service for your game. Analytics, sound, localization, video, user acquisition, etc.  Extra catering |  Simultaneous translation  Session in English |
| 11:00 - 12:00 | Keynote: Transformice: from small Flash game to 60 million players MMO <i>Mélanie Christin, Atelier 801</i> | | | iOS Workshop Limited to 40 people Pre-registration is required! |
| 12:00 - 13:00 | Keynote: Twitch: Behind The Scenes <i>Jon Carnage, Twitch</i> | | | Lunch |
| 13:00 - 15:00 | Lunch | Lunch | | Lunch |
| 15:00 - 15:30 | Game designers don't exist <i>Leonid Sirotin, Independent Expert</i> | How Vizor Interactive builds its projects <i>Viktor Kuzmin, Vizor Interactive</i> | | Speed Game Dating First stream  Pre-registration is required! |
| 15:30 - 16:00 | | Enhancing Your Unity Mobile VR Experience <i>Roberto Lopez Mendez, ARM</i> | | |
| 16:00 - 16:30 | Party Hard Postmortem: Interactive Game Design <i>Alexandr Potapenko, Pinokl Games</i> <i>Alex Nichiporchik, tinyBuild</i> | What you need to know about e-sport <i>Stepan Shulga, GameShow TV channel</i> | | |
| 16:30 - 17:00 | | Ubisoft's Valiant Hearts localization highlights <i>Yulia Sadovnik, All Correct Group</i> <i>Dmitriy Usov, All Correct Group</i> | | Speed Game Dating Second Stream  Pre-registration is required! |
| 17:00 - 17:30 | Discussion Panel: Game Industry Waiting for Breakthrough <i>Petr Kharitonov, Raketa</i> <i>Sergey Orlovskiy, Nival</i> <i>Sergey Babaev, Nekki</i> <i>Maxim Donskih, Game Insight</i> <i>Roman Povolotski, 2reallife</i> <i>Maxim Maximov, RJ Games</i> <i>Sergey Brui, Vizor Interactive</i> | Game Designer: do it all and don't screw up! <i>Vladimir Kovtun, AlternativaPlatform</i> | | |
| 17:30 - 18:00 | | Restructuring a Warship at full steam <i>Daniil Volkov, Wargaming.net</i> | | |
| 20:00 - 00:00 | Official After Party Sponsored by Melesta Games  |  |  | Address: Bar "Coyote", Nezavisimosti 117a, Minsk Bus departs from hotel to the Party at 19:45 and 20:30 |

-  Technology & Development
-  Audio
-  Platforms
-  eSport
-  Miscellaneous
-  Production
-  Game Design
-  Game Postmortems
-  Unity
-  Special Events

| DECEMBER 11 | RED HALL | ORANGE HALL | YELLOW HALL | GREEN HALL |
|---------------|--|--|---|---|
| 10:00 - 10:30 | Discussion Panel: Surviving the Indieocalypse <i>@Ash_Woodlander</i> <i>@flazm</i> <i>@linxxa</i> <i>and others</i> | Trends in Mobile VR Headsets and Controllers <i>Dmitry Osin, Fibrum</i> | Well-executed architecture decisions for game backend on Unity <i>Konstantin Chernik, zGames</i> | Sound Design Triptych First Painting: Straight Talk Second Painting: Management Third Painting: Quality <i>Stanislav Polesko, Sergey Efremov, Andrey Burmistrov, Strategic Music</i> |
| 10:30 - 11:00 | | A secret of effective preproduction: 9 crucial points to consider <i>Alexander Shtachenko, iLogos</i> | New Features in Physics of Unity 5.3+ <i>Anton Yakovlev, Unity</i> | Rumbles of handheld battles: mobile strategy voiceover <i>Alexey Vanchuk, Heyworks</i> |
| 11:00 - 11:30 | Leveraging eSports as a critical part of your development toolkit <i>AI Yang, Bigpoint</i> | Shadow Fight series evolution <i>Evgeny Dyabin, Nekki</i> | Heroes of Paragon: publishing Unity WebGL game on Facebook <i>Vincent Vergonjeanne, EVERYDAYPLAY</i> | Audio Narrative: how sound aids storytelling <i>Ressa Schwarzwald, Indie Composer</i> |
| 11:30 - 12:00 | | Lifesaver for producers and game designers: fun research <i>Sofia Chebanova, Wargaming.net</i> | | |
| 12:00 - 12:30 | VK gamer – who is he? <i>Maxim Babichev, VK.com</i> | NVIDIAameworks, Libraries and Tools <i>Dmitry Duka, NVIDIA</i> | Practical guide to optimizing mobile Unity games <i>Valentin Simonov, Unity Technologies</i> | Q&A: Sound in game development <i>Serj Phomin, Phonophilist</i> |
| 12:30 - 13:00 | Case Study Facebook & Nika Entertainment: from game canvas to cross-platform <i>Igor Pashchenko, Facebook</i> <i>Maxim Slobodyanyuk, Nika Ent.</i> | A game without a publisher, is this possible? <i>Aleksey Rehlov, Creative Mobile</i> | | |
| 13:00 - 15:00 | Lunch | Lunch | Lunch | Lunch |
| 15:00 - 15:30 | You have 10 seconds: Understanding how to make your game pitch great <i>Mike Rose, tinyBuild</i> | | IMVU's Customizable Avatars for Unity <i>Nate Levin, IMVU</i> | Workshop: Sun, water and air or creating sound environment in games <i>Alexander Ahura, Indie</i> |
| 15:30 - 16:00 | | | Building Universal Windows Games with Unity <i>Dmitry Andreev, Microsoft</i> | |
| 16:00 - 16:30 | Unreal Engine 4: Best Practices and Recent Showcases <i>Aleksey Savchenko, Epic Games</i> | | Unity standalone project development: improving efficiency <i>Vadim Vorobyov, Black Beacon</i> | Divide By Sheep: art post-mortem <i>Denis Novikov, Indie</i> |
| 16:30 - 17:00 | | | | Artistic vision or how to work with talent <i>Vera Velichko, Owl Studio</i> |
| 17:00 - 17:30 | Game Lynch <i>Alex Nichiporchik, tinyBuild</i> <i>Mike Rose, tinyBuild</i> <i>Jon Carnage, Twitch</i> <i>and others</i> |  | Unity Editor Extensions for project automatization <i>Andrew Chaiko, Heyworks</i> | DirectX12 Graphics and Performance <i>Dmitry Andreev, Microsoft</i> |
| 17:30 - 18:00 | | | Destruction System for FPS Shooter in Unity 5 <i>Sviatoslav Pankratov, idspe dev ltd</i> | Secrets of YouTube <i>Yaroslav Shalashov, Wargaming.net</i> |
| 18:00 - 19:00 | People of the Year Award (supported by vc.ru) DevGAMM Awards |  |  Wi-Fi: DevGAMM Password: BlueStacks |  BlueStacks Play Bigger Wi-Fi sponsored by BlueStacks |
| 19:00 - 20:00 | Bye-Bye Mingle Sponsored by Renatus  | Gold sponsors area Right after Awards  | | |