

Speed Game Dating

Speed Game Dating (SGD) is the most useful event at DevGAMM. We applied Speed Dating principle to game developers and publishers for networking

- SGD will be held in the [Meeting Room 4](#) on the 2nd floor.
- The developers will be sitting on one side of the table while the publishers on the other.
- Each meeting lasts **3 minutes**, then a signal is given to change the seats.
- Participation is **free of charge** for all registered attendees.
- [Business registration](#) for publishers is required.
- No admission for unprepared participants! Be sure to read the following information attentively.

Speed Game Dating Advantages:

- 20 meetings in 1 hour
- Developers with publishing-oriented projects to present.
- Only publishers, no service/traffic providers

How to participate:

- The participation is totally free for the attendees that registered in advance.
- [Register](#) for the conference before signing up for Speed Game Dating.
- Fill in [this form](#) till **November 25, 2015**.
- If you miss the deadline for registration on website, you are welcome to register on site (waiting list) on the day of the event (provided that your project gets approval from the moderator).
- Participants from the Waiting List will be admitted on first-come, first-served basis, depending on the number of seats available and approval by the moderator of SGD.
- The SGD schedule will be sent out to all registered participants a week before the conference.
- We can't guarantee your a seat at SGD unless you previously registered on the website.

Requirements for the developer:

- A game for publishing (alfa, beta or final version). A prototype isn't allowed.
- Come **10 minutes** before the SGD starts.
- Participants from the waiting list will take the place of the latecomers, who may attend other stream subject to availability (only if they have game approved by moderator of SGD)
 - One game can be presented by one person only.
 - Games can be showcased on any device. Participants without devices and games won't be admitted!
 - Business cards to exchange
 - Preferably a gameplay video (30-40 seconds).

Requirements for publishers:

- Unlike developers, you need to attend both streams to view all projects.
- Come **10 minutes** before the SGD!

- Latecomers won't be admitted.
- Only **1 representative** of a publishing company is admitted to a stream.
- You must have business cards.

If you have any questions regarding the SGD, do not hesitate to contact us at:
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