

SCHEDULE. MAY 17, 2012

	"Vecherny Cosmos" Hall	"Saturn" Hall	"Galactica 1-2" Hall	"Galactica 4-5" Hall
10:00 - 10:50	<p>"Away3D for the accelerated age" Rob Bateman, Away 3D</p> <p><i>*The lecture will have simultaneous translation</i></p>	<p>"A recipe of a popular flash game" Alex Nichiporchik, SpilGames</p>	<p>"Game in the pocket – some how-to's" Alexander Egoshin, Alawar</p>	<p>"Gripping players at the start" Eugeny Yailenko, Indie developer</p>
10:50 - 11:00	Break			
11:00 – 11:50	<p>"Lecture topic to be determined" Enrique Duvós, Adobe</p> <p><i>*Simultaneous translation</i></p>	<p>Round table: "The problems of indie games development" Moderator: Makar "Elmortem" Osokin Participants: Eugeny "Johnny-K" Kuzmin, Anton "AntKarlof" Karlov, Konstantin "Smrdis" Boronenkov, Alexey "Flazm" Davydov</p>	<p>"Investor vs Publisher: myths and reality of social games publishing" Alexander Fadin, Mail.ru Group</p>	<p>"Taking advantage of the economic crisis: serving advertisement to your players" Konrad Holubek, GamePassport</p> <p><i>*Session will be in English</i></p>
11:50 – 12:00	Break			
12:00 – 12:50	<p>"Mistakes story of a successful project" Anton Volkov, AlternativaPlatform</p> <p><i>*Simultaneous translation</i></p>	<p>Blitz sessions section</p>	<p>"The scandals, intrigues, investigations: what mobile games developers never know" Julia Lebedeva, Nevosoft</p> <hr/> <p>"Production and processing of game traffic" Andrey Sharapov, GD-Team</p>	<p>"Professional cross-platform development: how and why?" Ivan Belyy, Marmelade</p>
12:50 – 15:00	Lunch			
15:00 – 15:50	<p>"Going Global with GREE - best practice and current trends in social mobile free-to-play" David McCarthy, Gree</p> <p><i>*Simultaneous translation</i></p>	<p>"FGL opens the door to big money with EasyLicense" Sergey Batishchev, Indie developer Chris Hughes, FlashGameLicense</p>	<p>"Flash games development using Unity3D" Valentin Simonov, InteractiveLab</p>	<p>"Modern animation character for mixed-media" Pavel Muntyan, Toonbox</p>
15:50 – 16:00	Break			
16:00 – 16:50	<p>"Global Gaming Opportunities" Arthur Chow, 6waves</p> <p><i>*Simultaneous translation</i></p>	<p>"Modern mobile games: key to success" Alexey Tarasenko, Zeptolab</p>	<p>"Flash 3D на мобильных - это просто!" Mikhail Sukhoterin, Andrey Andreyev AlternativaPlatform</p>	<p>"Payment systems for online games" Vyacheslav Fedorov, DengiOnline</p> <hr/> <p>"Adding value to your business with new ecommerce features" Nadejda Ivanova, Gate2Shop</p>
16:50– 17:00	Break			
17:00 – 17:50	<p>Game lynch</p> <p><i>*Simultaneous translation</i></p>	<p>Round Table: "Games in VKontakte" Moderator: Petr Kharitonov, MimimiGames Participants: Pavel Durov, Iliia Perekopsky, Andrey Rogozov, Vkontakte; Akshin Dzhangirov, Creara; Andrey Fadeyev, Progrestar</p>	<p>"Keeping the essential" Alexey Anikulin, SKAZKA</p>	<p>"Augmented Reality: the Version for Adobe Flash and AIR on Mobiles" Eugene Zatepyakin, Leo Burnett</p> <hr/> <p>"Starling: Разбор полетов" Valeriy Bokhan, SWDrom</p>
17:50 – 18:30	Game contest award ceremony and drawing among Flash GAMM attendees			