

SCHEDULE. MAY 15, 2014

	Conference Hall	Tolstoy Hall	Pushkin Hall	Chekhov Hall
10:00 - 11:00	Keynote: "Sincere Game Design" <i>Rami Ismail, Vlambeer</i> 	<i>Simultaneous translation of all sessions in Conference and Tolstoy Halls is provided</i>		 Technology & Development  Art & Animation  Game Design  Production  Games & Indies  Marketing  Unity@DevGAMM
11:00 - 11:30	"Preproduction of art in Zeptolab games" <i>Alexey Atomsky, Zeptolab</i>	"Unity 5 - What News is There For You" <i>Oleg Pridiuk, Unity</i> 	"Interactive Installations: Massively Single-player Offline Games" <i>Valentin Simonov, Interactive Lab</i>	Speed Game Dating <i>First Stream</i>   
11:30 - 12:00	"The Power of the Facebook Platform for Gaming Developers" <i>Julia Ognieva, Facebook</i> 	"Game cinematics. Money waste or important part of success?" <i>Vitalijus Zukas, OKTA</i> 		
12:00 - 12:30	"Think in other way? Good luck then!" <i>Anton Volkov, AlternativaPlatform</i>	"Ten Key Steps to a Successful Release Partnership" <i>Ted Ursu, Funtomic</i> 	"Manifesto of computer game writers" <i>Nikolay Dybovskiy, Ice-Pick Lodge</i> <i>Maria Kochakova, Message Quest</i>	
12:30 - 13:00		"Finding AwayJS" <i>Rob Bateman, Away3D</i> 	"Creation of graphics for Maze and 5734L3R" <i>Stanislav Baturin, Indie Developer</i>	
13:00 - 15:00	Lunch	Lunch	Lunch	Lunch
15:00 - 15:30	Discussion Panel: "Game design. Problem – solution" <i>Alexey Davydov, Flazm.com</i> <i>Anton Karlov, Indie Developer</i> <i>Vladimir Kovtun, AlternativaPlatform</i> <i>Eugene Yailenko, Zeptolab</i> <i>George Zarkua, Indie Developer</i>	"Overcome the bottleneck of HTML5 mobile game performance" <i>David Goemans, BoosterMedia</i> 	"Postmortem Sheep Happens" <i>Elena Stolbova, LingPlay</i>	Speed Game Dating <i>Second Stream</i>   
15:30 - 16:00		"Road To Japan - How To Do Marketing of Japanese Gaming App Market" <i>Aya Yamada, Adinnovation</i> 	"Realization of active gameplay in "Peklo" <i>Dmitriy Tarasov, RJ Games</i>	
16:00 - 16:30	"Mobile Game Development with Starling" <i>Daniel Sperl, Starling/Gamua</i> 	"Steam Early Access: publishing of SpeedRunners" <i>Alex Nichiporchik, tinyBuild</i> 	"Development and promotion of mobile MMORPGs" <i>Mikhail Kuzmin, AIGRIND</i>	Speed Game Dating <i>Third Stream</i>   
16:30 - 17:00	"Visual Effects in World of Tanks" <i>Alexander Yatsukevich, Wargaming.net</i> 	"Practics of Cross Platform Development with Ginge (case study)" <i>Moshe Maman, Ginge</i> 	"Making games on your own. Career of indie game developer" <i>Sergey Noskov, Indie Developer</i>	
17:00 - 17:30	Discussion Panel: "The future of mobile games?" <i>Petr Kharitonov, Mimimi</i> <i>Artur Shakalis, Odnoklassniki</i> <i>Maxim Maximov, RJ Games</i> <i>Maxim Donskikh, Road 404, Game Insight</i> <i>Sergey Brui, Vizor Interactive</i>	"Flox: Building Games With A No-Fuzz Backend" <i>Holger Weissböck, Gamua</i> 	"Operating through the "eyes" of development: Efficient communications" <i>Alexander Myasishev, Nival</i>	
17:30 - 18:00		"Community management: Purposes and Consequences" <i>Alisa Belova, Wargaming.net</i> 	"What character does your game need?" <i>Oleg Akimov, Nika Entertainment</i> 	

SCHEDULE. MAY 16, 2014

	Conference Hall	Tolstoy Hall	Pushkin + Chekhov Hall
10:00 - 11:00	Keynote: "The Value of Collaboration" <i>David Helgason, Founder CEO, Unity Technologies</i> 	<i>Simultaneous translation of all sessions in Conference Hall is provided</i>	
11:00 - 11:30	"A Hands-On Guide to Unity's New GUI System" <i>Andy Touch, Product Evangelist, Unity Technologies</i>	"Still waters have deep indie bottoms" <i>George Zarkua, Indie Developer</i> 	Discussion Panel: "Game media: operating suggestions for developers" <i>Gadji Makhtiev, Kanobu</i> <i>Anton Mukhataev, Kanobu</i> <i>Yaropolk Rash, Kanobu</i>
11:30 - 12:00		"Building 2D HTML5 games: myths and reality" <i>Sergey Batischev, Indie Developer</i> 	
12:00 - 12:30	"Obvious but Unbelievable": tips & tricks for development with Unity Android" <i>Ruslan Grigoryev, Software Test Engineer, Unity Technologies</i>	"Handmade storytelling" <i>Alina Brazdeikene, Indie Script Writer</i>	"The power of color in games" <i>Mikhail Pigichka, Indie Artist</i> 
12:30 - 13:00		"Peculiarities of production of graphic content with outsourced staff" <i>Vitaliy Semenov, AlternativaPlatform</i>	"Get more from your existing iOS apps by recompiling them for Android. Real time demonstration." <i>Ivan Belyi, Marmalade</i> 
13:00 - 15:00	Lunch	Lunch	Lunch
15:00 - 15:30	"Introducing NVIDIA PhysX3 support in Unity 5.0" <i>Anthony Yakovlev, Software Developer, Unity Technologies</i>	"Production of midcore projects for social networks (on the example of Contract Wars)" <i>Nikita Buyanov, AbsolutSoft</i>	"10 signs of a bad contract: things you should not sign with your partners" <i>Sergey Klimov, Charlie Oscar</i> 
15:30 - 16:00		"Practical magic for game designers: how to make your game sound" <i>Irina Nikitina (Ressa Schwarzwald), Indie Composer</i>	"Why your Unity project should work in console?" <i>Oleg Chumakov, Nival</i>
16:00 - 16:30	"Unity Internals: Memory and Performance" <i>Marco Trivellato, Field Engineer, Unity Technologies</i> 	"Post-mortem on Road Smash. Game making with a team of three" <i>Yuriy Saveliev, Laika Boss Games</i>	Discussion Panel: "Is it worth creating games if you could do something else and be equally successful?" <i>Sergey Klimov, Charlie Oscar</i> <i>Sergey Orlovskiy, Nival</i> <i>Anton Volkov, AlternativaPlatform</i> <i>Nikolay Dybovskiy, Ice-Pick Lodge</i>
16:30 - 17:00		"Sound design of children's games" <i>Ekaterina Kuzmenko, Strategic Music</i>	
17:00 - 17:30	Game Lynch 	"Browser games as a new industry trend" <i>Sergey Babayev, GD Team</i>	"Bring your character alive with Mecanim!" <i>Carl Callewaert, Lead product evangelist, Unity Technologies</i> 
17:30 - 18:00		"Code reviews as an important component of the successful mobile product" <i>Nikolay Sergeyev, Room 8 Studio</i> 	
18:00 - 19:00	Award Ceremony Conference Video 		 Technology & Development  Art & Animation  Game Design & Sound  Production  Games & Indies  Marketing  Unity@DevGAMM  Special Events