MAY 11, Wednesday

18:00 – 22:00	**Badge PickUp Pre-Party** Chartboost	
	Get your badge and start networking day before! *Sponsored by Chartboost*	**Address:** "Apriori" (Loft 300), Leninskaya sloboda 26 (m.Avtozavodskaya)
	Additional registration to the Pre-Party is required! http://bit.ly/devgamm-pre-party	**What to expect:** beer, cider, soft drinks, fries, sausages, snacks and a lot of networking!

MAY 12, Thursday

	RED HALL	ORANGE HALL	YELLOW HALL	BLUE HALL (Microsoft)	GREEN HALL
10:00 – 10:10	**Opening!**				Technology & Development / Narrative / Platforms / Game Design / VR / Game Postmortems / Art & Animation / Miscellaneous / Special Events
10:10 – 11:00	**Keynote:** Punch Club Postmortem *Alex Nichiporchik, tinyBuild*	*Simultaneous translation is provided in Red, Orange and Blue Halls (Eng-Rus & Rus-Eng)*	*Extra Catering, wi-fi, charging stations you can find in Business Lounge (see map)*		
11:00 – 11:30	**Keynote:** Twitch Talk: The Dos and Don'ts of Broadcasting *Jon Carnage, Twitch*	Bob the Robber: road from flash to mobile release *Ted Ursu, Funtomic* *Alexey Davydov, Flazm*	Problems and solutions when developing synchronized PvP MMO games *Philipp Gladkov, Pixonic*	Microsoft Platform for Game Developers *Neil Leslie, Microsoft*	
11:30 – 12:00		Preorders Are Your Problem *Nelson Rodriguez, Akamai*	Stop whining and make a cross-platform game already! *Sergey Lerg, Corona Labs*	Millions of Dollars from Windows Store - how to make it? *Romuald Zdebskiy, Microsoft*	**iOS Workshop** *Limited to 30 people Pre-registration is required!*
12:00 – 12:30	**Keynote:** Firewatch: Rethinking Story-Driven Games *Chris Remo, Campo Santo*	Unity & VR: What we are working on and how to design & develop VR Experiences *Antony Douglas, Unity*	Multiplayer sandbox. Game design and mechanics *Vladimir Piskunov, Bitbox Ltd.*	Windows 10 Store Impovements & Tricks for Game Developers *Victor Kiselev, Microsoft*	
12:30 – 13:00		How to be Successful on Google Play *Dmitri Martynov, Google Play*			
13:00 – 15:00	Lunch Break		Lunch Break	Lunch Break	
15:00 – 15:30	**Keynote:** How The World of The Witcher 3 Was Created: Quest Design *Philipp Weber, CD Projekt Red*	Turning Your Indie Game Into An Indie Franchise *Dan Da Rocha, Toxic Games*	Total immersion VR. A new word in the entertainment industry *Alexander Lukichev, ARena* *Egor Tomskiy, ARena*	Windows 10 UWP Development Overview *Jaime Rodriguez, Microsoft*	**Speed Game Dating** *First Stream* *Pre-registration is required!*
15:30 – 16:00		Self-publishing on Nintendo eShop *Ed Valiente, Nintendo*	Localization Crowdsourcing: Tips for Game Developers and Publishers *Ksenia Mezhenina, All Correct Group*		
16:00 – 16:30	Are you really a producer? *Leonid Sirotin, Independent Expert*	An Introduction to Writing Custom Unity Shaders! *Andrew Touch, Unity*	Animated art adaptation for games and publishing kids' franchise *Alexey Iliyn, VGTRK* *Alexey Strahov, VGTRK*	Different Realities - VR, AR and Holograms *Andrey Ivashentsev, Game Insight*	
16:30 – 17:00				Unity 5.3 for Virtual Reality and HoloLens *Valentin Simonov, Unity*	**Speed Game Dating** *Second Stream* *Pre-registration is required!*
17:00 – 17:30	**Keynote:** 10 things that seem to be working right now for indies *Mike Bithell, Bithell Games*	Developing More Opportunities for Your Game Today and Tomorrow with Twitch *Garnett Lee, Amazon*	Code and memory optimization tricks *Evgeny Muralev, Sperasoft*	OVIVO: From Hackathon project to winning Microsoft Imagine Cup *IzHard*	
17:30 – 18:00			Voxel rendering on mobile devices *Nikolai Shalimov, EPAM*		
18:00 – 18:45	**GamesJamKanobu Awards Ceremony**				
20:00 – 00:00	**Official After Party** *Sponsored by Riot Games*	**Address:** "Jagger Hall", Rochdelskaya 15, build.30 *Badge and ID is required! 18+*			

MAY 13, Friday

	RED HALL	ORANGE HALL	YELLOW HALL	BLUE HALL (Microsoft)	GREEN HALL
10:00 – 10:30	**Discussion Panel:** International Indie Survival Guide *Chris Remo, Campo Santo; Mike Bithell, Bithell Games; Rami Ismail, Vlambeer; Adriel Wallick, TrainJam; Dan Da Rocha, Toxic Games; Grzegorz Mazur, Vile Monarch*	**Workshop** *Introduction to Unreal Engine* *Andy Hess, Epic Games*	Technology & Development / Narrative / Platforms / Game Design / VR / Game Postmortems / Art & Animation / Miscellaneous / Special Events		
10:30 – 11:00					
11:00 – 11:30	**Discussion Panel:** Streamers & Video Bloggers: user's manual *Artavazd Muradyan, Igromania Richard "Useless Mouth" Chirkin, Denis "We Love Games" Korobkov Nikolay "Pixel Devil" Gubanov Yulia Vakhrusheva, tinyBuild Kirill Kalashnikov, DavayLayma* *Host: Roman Goroshkin, PR in GameDev*		Game design mistakes in Punch Club *Nikita Kulaga, Lazy Bear Games*	ID@Xbox - your games on Xbox One and Windows 10 *Agostino Simonetta, Microsoft*	Gamedev writer: from game to the book and back *Alexander Zorich, Zorichbooks*
11:30 – 12:00			Playtests: from AAA to III *Slava Lukyanenka, Wargaming.net*		Narrative VS MMO *Alexey Kolesnikov, Mail.Ru Group*
12:00 – 12:30	**Keynote:** Nuclear Throne Postmortem: from Early Access to Consoles Release *Rami Ismail, Vlambeer*		Pieces of advice: plod to prosperity with VK gaming platform *Maxim Babichev, VK.com*	Boosting Engagement in UWP apps *Jaime Rodriguez, Microsoft*	**Narrative Challange**
12:30 – 13:00			Rendering and synchronization of 4000 units in Mushroom Wars 2 *Alex Feer, Zillion Whales*		
13:00 – 15:00	Lunch Break		Lunch Break	Lunch Break	
15:00 – 15:30	**"Play & Chat"** *Leonid Sirotin, Independent Expert Marina Goncharova, 101xp Semen Voynov, Zeptolab Roman Povolotskiy, 2RealLife Alexandra Pestretsova, My.com Valentin Merzlikin, Creative Mobile* *Hosts: Roman Goroshkin, PR in GameDev Iliya Esaulov, GameShow*	Optimized Rendering Techniques for Mobile VR *Roberto Lopez Mendez, ARM*	Game design analytics: expressive reports *Konstantin Sakhnov, Rocket Jump*	Microsoft Azure for Gaming - Ultimate Backend *Alexander Belotserkovskiy, Microsoft*	**Discussion Panel:** How much does narrative cost or how to count game story profit? *Evgeniy Danilov, Independent Expert Evgeni Puzankov, Suricate Games Alina Brazdeikene, Creative Mobile Alexey Kolesnikov, Mail.Ru Group* *Host: Maria Kochakova, Narratorika*
15:30 – 16:00		Mobile publishing and platforms landscape in Asia *Stephan Lee, 6waves*			
16:00 – 16:30	**Discussion Panel:** I've got my VR, now where's the money? *Kirill Udintsev, Gaijin Andy Hess, Epic Games Alexander Lukichev, ARena Yaroslav Sivokhin, Fibrum Antony Douglas, Unity* *Hosts: Sergey Galyonkin, Epic Games Oleg Chumakov, Nival*	Artificial Intelligence in games *Grzegorz Mazur, Vile Monarch*	Game art integrity or how to defeat chaos *Yurii Nudha, Playrix*	Deep Dive into DirectX 12 *Dmitry Andreev, Microsoft*	Psychological factor of player influence *Anton Lande, Academy of Acting Arts Lande Project*
16:30 – 17:00			Games: from obligation to aesthetic enjoyment *Vladimir Kovtun, AlternativaPlatform*		Game script writer Zen: plot, text and characters in casual game *Evgeniy Danilov*
17:00 – 17:30	**Game Lynch** *Alex Nichiporchik, tinyBuild Sergey Galyonkin, Epic Games Jon Carnage, Twitch Rami Ismail, Vlambeer Chris Remo, Campo Santo*	Crank art out: how to use your art team at maximum capacity *Vera Velichko, OWL-Studio*	Big and small development: key differences *Alexander Myasishchev, Nival*	UI & UX hints for UWP on Windows 10 *Evgeniy Shkliar, Microsoft*	Rights to Characters and Nuances of Easter Eggs: Facets of Intellectual Property *Vladislav Arkhipov, Dentons*
17:30 – 18:00		Custom location editor for a Unity project: how to do and why to bother *Pavel Shtangeev, zGames*	Resume and interviews. How to apply for a job in an international company *Kirill Buyanin, King.com*	TurnOn: Developing first Russian Game for ID@Xbox *Evgeniy Romin, Brainy Studio*	Game humor: serious talk on not so serious business *Igor Nesmelov, Saber Interactive*
18:00 – 19:00	**DevGAMM Awards** *New and Improved!*	**DO NOT MISS!** *Featuring live music concert!* AWARDS	**Wi-Fi** is available only fo BUSINESS participants You can find password in **Business Lounge**		*Simultaneous translation is provided in Red, Orange and Blue Halls*
19:00 – 21:00	**Bye-Bye Mingle**	GAMM:Play Showcase area *Right after Awards*			