NOVEMBER 9, Wednesday

18:00 - 22:00

Badge Pick-Up Pre-Party

Get your badge and start networking day before!
Sponsored by Chartboost

Additional registration to the Pre-Party is required.

Address: Club and Restaurant “Tuse”, 57b Surganova Street ("Europe" shopping center), Minsk

What to expect: you can pick up your badge and avoid lines in the morning. Network and meet new friends, spend an unforgettable evening to the strains of great live bands.

NOVEMBER 10, Thursday

10:00 - 10:10

Opening! Lenka Malayaeva, DevGAMM

10:10 - 11:00

Keynote: SUPERHOT turning a game jam into a full game
Post-Chairman, SUPERHOT

How the paper universe of Fold the World was created
Gregory Blyskal, Eden Games

Creating cloud backend for mobile multiplayer FPS
Andrew Fassnacht, Game Insight

Dominating influencer marketing
Andrzej Liszko, Chartboost

Twists and turns of developing music applications for iOS
Alex Parunska, Pavel Khasanov, Gismart

App used: how to speak to the composer’s language
Arkam Samolevskiy, Independent Expert

Sound in games drama in games: Sound in games drama in games
Vladimir Khasanov, Gismart

11:00 - 11:30

Keynote: The Witcher 3: From concept to environment art
Maria Dettlaff and Kazper Niedziolko, CD Projekt RED

11:30 - 12:30

12:30 - 13:00

13:00 - 15:00

Lunch Break

15:00 - 15:15

Amazon Lumberyard: end-to-end solutions for game developers
Mike Hines, Amazon

Discussion Panel: New realities and form factors in games
Murray Ch斐sher, Game Insight
Dmitriy Kabyshev, VRLab
Sasha Otsuka, Independent Expert

Game design technology: easy solutions for complex problems
Vladimir Yatsukov, Vizor

Moving from Flash to HTML5 - converting large projects
Sergey Zapotilok, Vizor

Producing for indies
Yaroslav Kravtsov, Rising Wave

Development specifics of MMO RTS made with Unity
Artem Savchenko, Epic Games

Convert this: peculiarities of cross-platform mobile game development at Vizor
Roman Chashurkin, Vizor

Game Designer’s viewpoint: Want to be a better developer - play games!
Eugene Shevchenko, Gameloft

17:00 - 17:15

Microsoft Technologies for Game Development — Present and Future
Romas Zulevskis, Microsoft

Anti-Lych: how to correct mistakes in your game design
Sergey Nurchenko, DPR WORK
Vladimir Ksenion, Alex
Katya Yeliseeva, Katya

The story of MSQRD
Sergey Glikhor, Facebook

Mobile Apps in names and numbers
Sasha Tarasien, Unity Ads

Development of a mobile game: conversion strategy of a successful mobile game
Eugene Shevchenko, Gameloft

17:15 - 18:00

ROCKING THE FUTURE: how to best prepare for change in the industry
Tony Watkins, EA Games

18:00 - 22:00

Extra Catering, wi-fi, charging stations
you can find in Business lounge (see map)

11:30 - 12:00

Virtual Reality in 2016 from Valve’s point of view
Chad Filbey, Valve

Mobile Ads in names and numbers
Sasha Tarasien, Unity Ads

The Final Station development process
Andrew Rumak, Cheg Sayers, Do My Best

Discussion Panel: Game designer hunt or how recruitment actually works
Michael Kurnits, Hooke
Philipp Sandin, Freund
Sergey Box, Vizor
Dmitry Iskeleno, Playrix
Gleb Khodorkovsky, Neuro.Institute

The tale of lost time
Maria Yatsina, Owl Studio

Intro to Unreal Engine 4: Building a game with the power of Blueprints
Sparta De Jong, Epic Games

12:00 - 12:30

Lunch Break

12:30 - 13:00

Speed Game Dating
First Stream
Pre-registration is required!

Speed Game Dating
Second Stream
Pre-registration is required!

13:00 - 15:00

15:00 - 15:30

UI and UX in interaction in virtual reality
Contemporary Unity Technologies

Game design analytics: case studies
Roman Stec, Rocket Pool

Pixel art as a tool, not a feature
Eugene Yatsukiviz, Zombi Dynamics

The patient is rather alive than dead
Roman Epslak, Amatort Games

Animation in Spine: Tips & tricks. 3D effects in 2D graphic
Dima Romak, Mozilla Group

Two ramens, one icon
Aleksandra Romanova, On Work

The tale of lost time
Maria Yatsina, Owl Studio

Intro to Unreal Engine 4: Level building, lighting, post-processing
Sparta De Jong, Epic Games

15:30 - 16:00

Fireworks Chat: Script writer, producer and game designer walk into a bar... Lenart Sindo, Independent Expert
Ask Nikolskaya, Topied

Game Jamming to Success: Surgeon Simulator, Worlds Adrift and Beyond
Ivme Jle, Bossa Studio

The psychology of visual perception. Notes on a match-3 fields by Playrix
Svetlana Sablina, Playrix

Game settings design
Svetlana Sablina, Gameloft

9 years of BigWorld engine: development and the Success of World of Tanks
Simultaneous translation
Vladimir Khasanov, Gismart

16:00 - 16:30

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16:30 - 17:00

GAME LUNCH

Drink or Eat

17:00 - 17:30

Yes-Bye Mingle

Rights After Awards

Mingle Sponsor

Party Sponsors

17:30 - 18:00

People of the Year Awards
Organized by DevGAMM

18:00 - 18:30

DevGAMM Awards
New and Improved

18:30 - 19:15

Catering by Vizor and Epic Games
Invitation and pre-registration only

19:15 - 20:00

Pre-Registration is required!

20:00 - 22:00

Extra Catering, wi-fi, charging stations
you can find in Business lounge (see map)