


















# NOVEMBER 9, Wednesday

	<b>Badge Pickup Pre-Party</b> <b>Chartboost</b> 		
18:00 - 22:00	Get your badge and start networking day before! <i>Sponsored by Chartboost</i>  <a href="#">Additional registration to the Pre-Party is required!</a>	 <b>Address:</b> Club and Restaurant "Tuse", 57b Surganova Street ("Europe" shopping center), Minsk	 <b>What to expect:</b> you can pick up your badge to avoid lines in the morning. Network and meet new friends, spend an unforgettable evening to the strains of great live bands.

# NOVEMBER 10, Thursday

	RED HALL	ORANGE HALL	YELLOW HALL	BLUE HALL	GREEN HALL	PURPLE HALL
10:00 - 10:10	<b>Opening!</b> <i>Lerika Mallayeva, DevGAMM</i>				<i>Coffee Breaks Sponsor</i>	
10:10 - 11:00	<b>Keynote:</b> SUPERHOT: turning a game jam success into a full game <i>Piotr Iwanicki, SUPERHOT</i>		 <i>Extra Catering, wi-fi, charging stations you can find in <b>Business Lounge</b> (see map)</i>			
11:00 - 11:30	<b>Keynote:</b> The Witcher 3: From concept to environment art <i>Marta Dettlaff and Kacper Niepokólczycki, CD Projekt RED</i>		How the paper universe of Fold the World was created <i>Gregory Raikhman, Eon Games</i>	The use of data-oriented programming paradigm in Unity games <i>Alvina Rubalskaya, Vladimir Rotterdamskii, Interactive Moolt</i>	Sound in World of Tanks 2016: vision and approach to sound in AAA MMO <i>Vyacheslav Skadorva, Alexey Tomanov, Wargaming.net</i>	
11:30 - 12:00			Creating cloud backend for mobile multiplayer FPS <i>Andrey Ivashentsev, Game Insight</i>	Dominating influencer marketing <i>Johan Lofstrom, Chartboost</i>	Twists and turns of developing music applications for iOS <i>Alex Parhimovich, Pavel Khasanov, Gismart</i>	
12:00 - 12:30			Listen up, your game's got problems <i>Ilya Smirnov, Pixonic</i>	Practical guide to optimization in Unity <i>Valentin Simonov, Unity Technologies</i>	Applied music: how to speak the composer's language <i>Artem Samoilenko, Independent Expert</i>	
12:30 - 13:00	<b>Keynote:</b> The journey of Samorost 3 <i>Jakub Dvorsky, Amanita Design</i>		Lessons learned from being in games production <i>Slava Lukyanenka, Wargaming.net</i>		Sound drama in game projects. Movie sound in games <i>Vasily Filatov, Sound Design Institute</i>	
13:00 - 15:00	<b>Lunch Break</b>		<b>Lunch Break</b>		<b>Lunch Break</b>	
15:00 - 15:30	Amazon Lumberyard: end-to-end solutions for game developers <i>Mike Hines, Amazon</i>	<b>Discussion Panel:</b> New realities and form factors in gamedev <i>Andrey Ivashentsev, Game Insight, Dmitri Kirillov, VRARLab, Gleb Khodorkovsky, Neuro.institute, Alexander Lukichev, VRTech</i>	Game design technology: easy solutions for complex problems <i>Vladimir Yatsukevich, Vizor</i>	<b>Google Apps &amp; Games Track</b> Google  <i>Rami Jawhar, Mariusz Gasiewski, Mladen Vlaisic</i>		
15:30 - 16:00	Oceanhorn - from mobile to consoles <i>Philipp Döschl, FDG Entertainment</i>		Moving from Flash to HTML5 - converting large projects <i>Sergey Zapotilok, Vizor</i>		<b>Speed Game Dating</b> First Stream <i>Pre-registration is required!</i>	
16:00 - 16:30	<b>Keynote:</b> Clustertruck: road to PS4 & Xbox One <i>Alex Nichiporchik, tinyBuild</i>	Unreal Engine 4: busting 10 most common myths <i>Aleksey Savchenko, Epic Games</i>	Producing for indies <i>Yaroslav Kravtsov, Rising Wave</i>			
16:30 - 17:00		Getting investment: how-to guide based on real cases <i>Sergey Kopov, HeroCraft</i>	Development specifics of MMO RTS made with Unity <i>Artem Durnev, Plarium</i>			
17:00 - 17:30	Microsoft Technologies for Game Development – Present and Future <i>Romuald Zdebickiy, Microsoft</i>	<b>Anti-Lynch:</b> how to correct mistakes in your game design <i>Serge Himmelreich, ORC WORK, Vladimir Kovtun, Alawar, Artyom Volkov, Rocket Jump, Yaroslav Kravtsov, Rising Wave, Sviatoslav Tonik, Wargaming.net, Alexandr Pashin, Silly Penguin, Ilya Ostashko, AlternativaPlatform</i>	Convert this: peculiarities of cross-platform mobile game development at Vizor <i>Roman Chehowski, Vizor</i>	<b>Speed Game Dating</b> Second Stream <i>Pre-registration is required!</i>		
17:30 - 18:00	ROCKING THE FUTURE... how to best prepare for change in the industry <i>Tony Watkins, EA Games</i>		Game Designer's viewpoint: Want to be a better developer - play games! <i>Eugene Shevchenko, Gameloft</i>	AI and navigation in games: problems, solutions, mobile platform optimization <i>Timur Kozanov, Double Dice Games</i>		
20:00 - 00:00	<b>Official After Party</b> <i>Sponsored by DevGAMM</i>	 <b>Address:</b> "Cotton Hall", 15a Storojevskaya Street, Minsk Badge and ID required! 18+	 <b>Buses:</b> departure from hotel 19:40 - 20:25 (8 times) Sign up at registration desk for a specific time			

# NOVEMBER 11, Friday

	RED HALL	ORANGE HALL	YELLOW HALL	BLUE HALL	GREEN HALL	PURPLE HALL
10:00 - 10:30	UX and interaction in virtual reality <i>Ciro Continisio, Unity Technologies</i>	Game design analytics: case studies <i>Konstantin Sakhnov, Rocket Jump</i>	Pixel art as a tool, not a feature <i>Evgeniy Yudin, Zombie Dynamics</i>	 <i>Extra Catering, wi-fi, charging stations you can find in <b>Business Lounge</b> (see map)</i>		
10:30 - 11:00						
11:00 - 11:30	How indie developer can conquer mobile tops with VK game platform <i>Eugene Trufanov, Indigo Bunting, Maxim Babichev, VK</i>	The Story of MSQRD <i>Sergey Gonchar, Facebook</i>	The patient is rather alive than dead <i>Roman Evpakov, Armatur Games</i>	Intro to Unreal Engine 4: Building a game with the power of Blueprints <i>Sjoerd De Jong, Epic Games</i>		
11:30 - 12:00	Virtual Reality in 2016 from Valve's point of view <i>Chet Faliszek, Valve</i>	Mobile Ads in names and numbers <i>Slava Taraskin, Unity Ads</i>	Animation in Spine. Tips & tricks. 3D effects in 2D graphic <i>Slava Borovik, Moona Group</i>	Pre-registration is required! Ask details at Unity booth		
12:00 - 12:30	The Final Station development process <i>Andrew Rumak, Oleg Sergeev, Do My Best</i>	<b>Discussion Panel:</b> Game designer hunt or how recruitment actually works <i>Michael Kuzmin, HeroCraft, Philipp Galdkov, Pixonic, Sergey Brui, Vizor, Tetiana Evdokimenko, Playrix, Ivan Slotvov, Ice-Pick Lodge, Sergey Volkov, Spice IT Recruitment</i>	Two ramens, one icon <i>Alexandra Romanova, Orc Work</i>	Intro to Unreal Engine 4: Level building, lighting, post processing <i>Sjoerd De Jong, Epic Games</i>		
12:30 - 13:00			The tale of lost time <i>Maria Yartseva, Owl Studio</i>			
13:00 - 15:00	<b>Lunch Break</b>		<b>Lunch Break</b>		<b>Lunch Break</b>	
15:00 - 15:30	<b>Fireside Chat:</b> Script writer, producer and game designer walk into a bar... <i>Leonid Sirotnin, Independent Expert, Alex Nichiporchik, tinyBuild</i>		Specification and feedback: from producer perspective <i>Alexander Shtachenko, iLogos</i>	How to create the right competition system for your game: methodology <i>Aleksey Rehlov, Creative Mobile</i>		
15:30 - 16:00			Delicious and useful GUI: cooking recipe <i>Vera Velichko, Owl Studio</i>	Pre-registration is required! Ask details at Unity booth		
16:00 - 16:30	<b>Keynote:</b> Gamejamming to Success: Surgeon Simulator, Worlds Adrift and Beyond <i>Imre Jele, Bossa Studio</i>		The psychology of visual perception. Notes on a match-3 fields by Playrix <i>Svetlana Sablina, Playrix</i>	From ancient China to post-apocalypse: deep localization under the new setting A. Medov, Inlingo Localization Studio How to develop understanding while working with remote teams <i>Semen Kovalev, Ubisoft Kiev</i>	Pre-registration at Career Wall! Pre-registration at Career Wall!	
16:30 - 17:00				Ask details at Unity booth		
17:00 - 17:30	<b>Game Lynch</b> Drink or Die!		Voxels based on Madness Road <i>Eugene Lavrinenko, Cells Games</i>	6 Years of BigWorld Engine Evolution Caused by the Success of World of Tanks <i>Maksim Baryshnikov, Wargaming.net</i>		
17:30 - 18:00			Game settings design <i>Svyatoslav Kholod, Gameloft</i>			
18:00 - 18:30	<b>People of the Year Awards</b> Organized by DTF.ru					
18:30 - 19:15	<b>DevGAMM Awards</b> New and Improved!		Simultaneous translation (Eng-Rus & Rus-Eng)		Session in English (no translation to Russian)	
19:15 - 20:00	<b>Bye-Bye Mingle</b> Right after Awards		Mingle Sponsor		Wi-Fi: DevGAMM Password: BlueStacks	
21:00 - 00:00	<b>Unreal Party by Vizor and Epic Games</b> Invitation and pre-registration only		Party Sponsors		BlueStacks	