

NOV 20 18:00 - 00:00	Badge Pick Up Pre-Party Address: Cotton Hall, 15a Storojevskaya St. When: 6:00 PM - 10:00 PM Sponsor:				Poker Tournament Address: Cotton Hall, 15a Storojevskaya St. When: 6:00 PM - 12:00 AM <i>Pre-registration is required!</i> www.bit.ly/2oH2rxR				NOV 20 18:00 - 00:00	
NOV 21	Red Hall	Orange Hall	Yellow Hall	Green Hall	Lime Hall	Blue Hall	Purple Hall	Pink Hall	NOV 21	
09:00 - 10:00	Registration & Morning Coffee								09:00 - 10:00	
10:00 - 10:10	Opening! Lerika Mallayeva								10:00 - 10:10	
10:10 - 11:00	Secret Neighbor: Postmortem Alex Nichiporchik, tinyBuild		<i>Simultaneous translation is provided in Red, Orange & Green Halls (Eng-Rus and Rus-Eng)</i> Wi-Fi Sponsor		 Coffee Breaks Sponsor		LEGEND Technology & Development Legal Platforms Game Design Mix Business & Marketing Indie & Game Postmortems Art & Visuals Audio Special Events		10:10 - 11:00	
11:00 - 11:15	BREAK								11:00 - 11:15	
11:15 - 11:45	Game Writers: Why Get One and What to Do Next Adrian Vershinin, Video Game Writer	DOTS - Unity meets Data Oriented Design Fabrice Lété, Unity	A Postmortem on the Development of "Wildscapes" Yura Liapin, Playrix	Gaming Holiday Playbook Kristina Lasenko, Facebook	Making A Decent Soundtrack With Less Than Nothing By Your Side Peter Salnikov, Sounds Goose	Speed Game Dating <i>Pre-registration is required!</i>	Game Design Review Hosted by Svyatoslav Torick, Wargaming.net	One-To-One Review with iOS experts <i>If you have a new game and want to explore new opportunities, please feel free to make a submission</i>	11:15 - 11:45	
11:45 - 12:15	Best free PR tools to launch your game Kirill Perevozchikov, White Label PR		Find more of the right users with Google ads: best practices for Gaming Valentin Rudnitsky, Google		Speed Game Dating <i>Pre-registration is required!</i>		Game Design Review Hosted by Svyatoslav Torick, Wargaming.net		11:45 - 12:15	
12:15 - 12:30	BREAK								12:15 - 12:30	
12:30 - 13:00	Do Not Feed the Monkeys: Expanding the Target of Narrative-Driven Games Luis Olivan, Fictiorama Studios	From artist to Head of Art - career path in game development Aleksander Danilov, Playgendary	Shader magic: Breakdown of popular visual effects for games Sergey Kormishin, Sperasoft, a Keywords studio	World War Z - Audio Postmortem Ivan Osipenko, Saber Interactive	Speed Game Dating <i>Pre-registration is required!</i>		Game Design Review Hosted by Svyatoslav Torick, Wargaming.net		12:30 - 13:00	
13:00 - 13:30	Indie teams' growing pains: do's and don'ts Andrei Podoprigora, tinyBuild	Unity Scriptable Render Pipeline - diving into scriptable customization Kirill Nadezhdin, SWAG MASHA	Next Level Growth: Growing your game with Ads Artur Davydenko, Google	Speed Game Dating <i>Pre-registration is required!</i>		Game Design Review Hosted by Svyatoslav Torick, Wargaming.net		One-To-One Review with iOS experts <i>Pre-registration is required!</i> www.bit.ly/2NIF7PM	13:00 - 13:30	
13:30 - 15:30	LUNCH BREAK								13:30 - 15:30	
Belkathon Awards Lunch for BUSINESS ticket holders will be served in Falcon Club cafe (see map)				LUNCH BREAK				Cinema Boutique Hall		
15:00 - 16:30	BREAK								15:00 - 16:30	
15:30 - 16:00	10 steps for successful M&A deal Cvetan Rusimov, Imperia Online JSC	CI: Meow or Never Sergey Orlov, Playrix	Unity DOTS RTS Case Study Sergey Klimenko, Moonlight Mouse	Tale about pain: INMOST postmortem Alexey Testov, Hidden Layer Games	DevGAMM Roundtables Sponsored by Wargaming.net	Game Design Review Hosted by Svyatoslav Torick, Wargaming.net	Full Track Schedule: www.bit.ly/2JRWbPn		15:30 - 16:00	
16:00 - 16:30	Sidechat with CEO: 10 years of Game Insight and Beyond Anatoly Ropotov, Game Insight	Automatic layouts and styles in Unity: our new pipeline and UI tools Alina Chupakhina, Pixonic		Things you should know if you plan to ship a game Alex Rose, Alex Rose Games	UE4 Developer Gentleman's Set Vladimir Alyamkin, Pushkin Studio (MY.GAMES)	DevGAMM Roundtables Sponsored by Wargaming.net	Explore China Track Sponsored by Mobvista		16:00 - 16:30	
16:30 - 16:45	BREAK								16:30 - 16:45	
16:45 - 17:15	So, you're considering using a voice actor? Jay Britton, Voice Actor	Painless UI: Live Demo by Game Insight Arvydas Brazdeikis, Game Insight	Self publishing backed by investor. A Zillion Whales case Alisher Yakubov, MRGV Andrey Korotkov, Zillion Whales	How to create a cinematic quality game trailer Viktor Manin, Anvil Frame Studio	DevGAMM Roundtables Sponsored by Wargaming.net	Game Design Review Hosted by Svyatoslav Torick, Wargaming.net	Explore China Track Sponsored by Mobvista		16:45 - 17:15	
17:15 - 18:00	How Spaceland got into first wave of Apple Arcade games Anton Mikhailov, Tortuga Team	Publishing a Unity based Title on mobile, PC and consoles Dmitriy Fokin, Michail Pizik, CarX Technologies	How to create a cinematic quality game trailer Viktor Manin, Anvil Frame Studio		DevGAMM Roundtables Sponsored by Wargaming.net		Mobvista.		17:15 - 18:00	
20:00 - 00:00	Official Business Party Address: Ok16, Oktyabrskaya 16/27 st. When: doors open at 8:00 PM				BUSINESS, SPEAKERS & MEDIA Only Wristband and ID are required! 18+ Ask at the registration desk for additional information		Sponsor:		Bus Shuttles from Marriott parking lot to the Party starting from 7:40 PM Bus Shuttles from the Party to Marriott Hotel at 12:00 AM and 12:30 AM	20:00 - 00:00

NOV 22	Red Hall	Orange Hall	Yellow Hall	Green Hall	Lime Hall	Blue Hall	Purple Hall	Pink Hall	NOV 22
10:00 - 11:00	Registration & Morning Coffee								10:00 - 11:00
11:00 - 11:30		Game Design and Programming. Stirred not Shaken Vladimir Kovtun, Andrey Yakovlev, W4 Project	Network traffic optimization in Tacticool Dmitry Koblyk, Panzerdog	Successful Games on OK.RU. Myth or reality? Evgeny Polotnyanko OK.RU	Optimization of the animation pipeline for AAA projects in the CIS Eugeny Molotskiy, 1C Entertainment	Optimizing iOS games built with Unity or Unreal Engine by iOS Experts	Static code analysis of the projects built on Unreal Engine Ilya Gainulin, PVS-Studio	Investor Pitch Review by MRGV	11:00 - 11:30
11:30 - 12:00	When Random is too Random Hendrik Demmer, Independent Engineer	Physics in Unity-projects: Shadow Fight 3 developer story Roman Tersky, Banzai Games	The Future of E-Sports and Interactive Livestreaming Christopher Hamilton, Genvid Technologies	How to make an indie hit Nikolay Armonik, Aterdux Entertainment	Optimizing iOS games built with Unity or Unreal Engine by iOS Experts	Investor Pitch Review by MRGV	<i>Pre-registration is required!</i> www.bit.ly/2JXIPOs		11:30 - 12:00
12:00 - 12:15	BREAK								12:00 - 12:15
12:15 - 12:45	Discussion Panel: Game Producing As a Turn-based Strategy Hosted by Konstantin Sakhnov, Datcroft Games Alexander Devyaterikov, Belka Games	How survival mode changed WH SpaceWolf Anton Zinovev, HeroCraft	Feedback as guide to action Marya Yartseva, G5 Entertainment	Marketing Research: our in-depth interviews experience Alena Smychikina, Wargaming	UE4 Graphics Optimization Overview Alexander Prokopchuk, Andrey Bykovskiy, Vizor Games	Optimizing iOS games built with Unity or Unreal Engine by iOS Experts	Toon-shaders and How to Make Them Alena Ponomarenko, W4 Project	Investor Pitch Review by MRGV	12:15 - 12:45
12:45 - 13:15	Between two fires: narrative through game design Kirill Zolovkin, OctoBox Interactive	Serialization approach at Encased Alexander Tuzhik, Dark Crystal Games	Security risks of cheating in online games Evgenii Parinov, MY.GAMES Anton Selikhov, Kaspersky Lab	Marketability - what is really matters for mobile game's success Eugene Trufanov, Indigo Bunting	Optimizing iOS games built with Unity or Unreal Engine by iOS Experts	Desktop-like Games. How and why? Andrew Kokhan, NightCat Games	<i>Pre-registration is required!</i> www.bit.ly/2JXIPOs		12:45 - 13:15
13:15 - 15:00	LUNCH BREAK								13:15 - 15:00
14:15 - 15:00	DevGAMM Quest Raffle	LUNCH BREAK Lunch for BUSINESS ticket holders will be served in Falcon Club cafe (see map)		LUNCH BREAK		LUNCH BREAK		13:15 - 15:00	
15:00 - 15:30	Porting existing games to Apple Metal API. Case study: Divinity Original Sin 2 engine David Walgrave, Larian Studios Platon Fomichev, Rostislav Mikheev, Elveris	Developing accessibility features in Far Cry: New Dawn Ivan Kulbych, Ubisoft	Animations on discount: creation of procedural animations for a first-person shooter Artem Kuriavchenko, Digital Dreams Entertainment	Worldwide Multi-platform Submit of an Indie-game (PC, PS4, XB1, Switch) Artem Kuriavchenko, Digital Dreams Entertainment	Creating a mobile game interface in UE4 Andrey Pekarskiy, Sperasoft	Introduction to advanced rendering in Metal by iOS Experts	Video Games & Personal Data Aleksai Gribanov, Borenius	Investor Pitch Review by MRGV	15:00 - 15:30
15:30 - 16:00	Workflow of Creating Game UX/UI Design Andrey Talishvili, Gameloft	Concept art in mobile midcore projects: how to design a world Evgeniya Morozova, Azur Games	How to make successful games in a probability market Thomas Dubreuil, Voodoo	Be the fire that never burns out Vera Velichko, OWL Studio	How to make a mobile game interface in UE4 Andrey Pekarskiy, Sperasoft	Introduction to advanced rendering in Metal by iOS Experts	You can create a market for two-handed swords, blasters, or Martian beetles. But what for? Alexander Solopov, Arzinger & Partners	<i>Pre-registration is required!</i> www.bit.ly/2JXIPOs	15:30 - 16:00
16:00 - 16:15	BREAK								16:00 - 16:15
16:15 - 16:45	Introduction to publishing on the Nintendo Switch Mao Sugiyama, Nintendo	Genres synergy as a way to success on the example of Funky Bay Michael Skorodumov, Belka Games	Kings Bounty 2: Tools and tech for open world game Vladimir Shirshov, 1C Entertainment	How to fill up your product backlog Oleg Medved, Plarium	The safeguarding of player profile data: the case of Robot Warfare Maksim Tiganov, Azur Games	Introduction to advanced rendering in Metal by iOS Experts	Why do you not need "trademarks" to protect your game Anton Endresyuk, CLAIMS	Investor Pitch Review by MRGV	16:15 - 16:45
16:45 - 17:15	Unreal Contest Awards by UE4, Disgusting Men, and Kefir	How to organize game design department in a right way Mikhail Dragovalovskii, Banzai Games	From 3D Scan to Real-Time Character Ilya Krutikhin, DigitalForms.info		Introduction to advanced rendering in Metal by iOS Experts	What is necessary for a successful M&A transaction from a legal point of view Alexander Bondar, SBH Law Offices	<i>Pre-registration is required!</i> www.bit.ly/2JXIPOs		16:45 - 17:15
17:15 - 17:30	BREAK								17:15 - 17:30
17:30 - 18:30	Game Roast								17:30 - 18:30
18:30 - 19:15	DevGAMM Awards	<i>Simultaneous translation is provided in Red, Orange & Green Halls (Eng-Rus and Rus-Eng)</i> Wi-Fi Sponsor		 Coffee Breaks Sponsor		LEGEND Technology & Development Legal Platforms Game Design Mix Business & Marketing Indie & Game Postmortems Art & Visuals Audio Special Events		18:30 - 19:15	
19:15 - 21:00	Bye-Bye Mingle Where: Main Expo Sponsor: Easybrain	Extra Catering, charging stations you can find in Business Lounge		Bye-Bye Mingle		Bye-Bye Mingle		19:15 - 21:00	