

	Red Stage	Orange Stage	DevtoDev Stage	Green Stage	Unity Stage	Streaming Stage			
<b>May 14</b>	<b>GMT +3</b>								
	Opening by Lerika Malayeva								
9:55 10:00								Technology & Development	
10:00 10:30	Interactive Cognitive Art – Envisioning Information of Complex Interfaces <i>Ivana Randselshofer, Ubisoft Düsseldorf</i> (EN)	Code quality of game engines: is it really that bad? <i>George Gribkov, PVS-Studio</i> (RU)	New approach to reach core audience by psychology <i>Aleksandr Odaynik, humanteq, io</i>	<b>Game Design Review</b> Artyom Volkov, Hattori vs Spaceship Commander (RU)	Power to the Artists: The Evolution of 2D Game Tools <i>Rus Scammell, Unity Technologies</i> (EN)			Art & Visuals Game Studies	
10:30 11:00			Let's Work Together! How to improve your game with your players. <i>Cooking Diary Case Igor Petrov, MYTONA</i> (RU)		Graphics debugger RenderDoc: breaking graphics down to the last detail <i>Sergey Komishin, CoreMission.net</i> (RU)			Game Design & Narrative	
11:00 11:15	<b>B R E A K</b>								
11:15 11:45	Designing Real-time Dashboards to support eSports spectating <i>Oven Charles, Freelance UX / Dashboard / Dataviz R&amp;D</i> (EN)	The Art of the Pitch Deck <i>Christopher Wulf, Those Awesome Guys</i>	User segmentation, RFM analysis or "fishing dialogue" <i>Kate Nagornaya, Belka Games</i> (RU)	<b>Game Design Review</b> Anna Kersar, AppQuantum vs Jumpy Quads (RU)	Automating game testing: War Robots experience <i>Eugene Demidenko, Pixonic</i> (RU)	<b>Streaming Showcase</b>		Mix Analytics	
11:45 12:15	Pacing the Flow of Information in AAA Games: From the Open World of Horizon Zero Dawn, to the Sandbox That is Battlefield V <i>Ahmed Salama, DICE EA</i> (EN)	Alan Dang, Genvid Technologies (EN)	"Whales" in free-to-play games <i>Vasily Shushval, KamaGames Studio</i> (RU)			<b>Streaming Showcase</b>		Business & Marketing	
12:15 12:30	<b>B R E A K</b>								
12:30 13:00			<b>Live data panel:</b> lead analysts vs real game data <i>Vasily Shushval, KamaGames Studio</i>	<b>Game Design Review</b> Serge Himmelreich, GD Cuffs vs Broken Lines (RU)	Adaptive User Interface - Using Device Simulator to Fireproof your UI <i>Olga Damak, Unity Technologies</i> (EN)	<b>Streaming Showcase</b>		Talent Management	
13:00 13:30	LUX/UI Craft community <i>Anna Magleva, King</i> (EN)	Huawei Mobile Services: Game Services <i>Ivan Zhigarkov, Huawei AppGallery</i> (RU)	<i>Georgii Steshenko, Remedy Entertainment</i>			<b>Streaming Showcase</b>		UX & UI Special Events	
13:30 15:00	<b>P u b l i c P i t c h</b>								
15:00 15:30			Analysis and improvement of in-game events <i>Oleg Medved, Plarium</i> (RU)	<b>Game Design Review</b> Artyom Volkov, Game Designer vs Orange Cast (RU)	The Rendering of Pathologic 2 <i>Andrew Saraev, Ice-Pick Lodge</i> (RU)	<b>Streaming Showcase</b>		Session Language: RU - in Russian EN - in English	
15:30 16:00	What horse a player needs <i>Sofia Chebanova, Wargaming</i> (RU)	Broadcast: About live streams in simple words <i>Aleksandr Razuvalov, Dmitry Zhukov, Wargaming</i> (RU)	1001 events: launching tracking for the project <i>Georgii Steshenko, Remedy Entertainment</i> (RU)			<b>Streaming Showcase</b>			
16:00 16:15	<b>B R E A K</b>								
16:15 16:45	Everything You Wanted to Know About Kickstarter <i>Anya Combs, Kickstarter</i> (EN)	Sound design for live streams and teleconferences <i>Yuri Ocheretyany, Wargaming</i> (RU)	<b> Fireside chat:</b> Q&A session about Live Ops in mobile and AAA game development	<b>Game Design Review</b> Irina Burylina, NXStudio vs The Darkest Red (RU)	Static Analysis and Unity-projects: why and how <i>Viktoria Khanieva, PVS-Studio</i> (RU)	<b>Streaming Showcase</b>			
16:45 17:15		Viewer-centric design for eSports and interactive game streams <i>Christopher Hamilton, Genvid Technologies</i> (EN)	<i>Fawzi Mesmar, DICE</i>		Q&A session with Escape from Tarkov development team	<b>Streaming Showcase</b>			
17:15 17:30	<b>B R E A K</b>								
17:30 18:00	<b> Fireside chat:</b> Solving the challenge of multiplayer games	Hardware, software and settings for game developers to start making YouTube videos <i>Oleg Priduk, Developer Relations</i> (RU)	Steam Report – 2019 in Graphs & Diagrams <i>Dmitry Krause, HeroCraft</i> (RU)	<b>Game Design Review</b> Svyatoslav Torik, Wargaming vs Blocks Racing (RU)	Hosted by Valentin Simonov, Unity (RU)	<b>Streaming Showcase</b>			
18:00 18:30	<i>Deepak (Sorcus) Chandrasekaran, Roblox</i> <i>Alexander Simakhin, Drunken Monday</i> (EN)		Case: having extremely many A/B tests at one time and being ok with them <i>Vladimir Sankov, Crazy Panda</i> (RU)			<b>Streaming Showcase</b>			
18:30 19:00			How I switched from telecomm to game analytics and what I understood <i>Amir Omarov, WhaleApp</i> (RU)						
	<b>P A R T I E S</b>								
	Red Stage	Values Value Stage	Yellow Stage	Green Stage	Unity Stage	Lime Stage	Streaming Stage		
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15:30 16:00	<i>Ilya Nikitin, CEO, Sila Games</i> <i>Ivan Domankov, CEO, HighCore Games</i> <i>Hosted by Alina Gribanova, Boombit</i> (RU)	Onboarding as a competitive advantage <i>Anna Faryna, Vizor Games</i> (RU)			Smart bot behaviour in fighting games. How we applied ML in Shadow Fight Arena <i>Alexander Shcherbakov, Banzai Games</i> (RU)	<b>Streaming Showcase</b>			
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