

**MAIN HALL**

**ROOM 1-2**

**ROOM 4**

**ROOM 6**




09:00	Networking & Coffee			
09:30	Opening Remark			
09:45	Björn Flintberg Jenny Skarstedt Marlène Tamlin Andreas De Faria Waleij Moderator: Gabriela Kalteneckar Panel Discussion State of the Union			
10:45	Break			
11:00	Thomas Bressler Sweden as a platform for doing business in games Partner Session	Jean-Paul Mannon Before you start programming start with Kickstarter first. Shh shh shh! Kickstarter first! Speaker Session	Fredrik Jonsson Between Creativity and Business: Reflections from Three Decades in the Loop Speaker Session	
11:15				
11:30	Johan Pilestedt Moderator: Mattias Wiking Fireside Chat		Lawyer.se Content Warning! Legal survival tips from the Peak, Helldivers Lawyers! Speaker Session	
12:00	Lunch & Networking			
13:30	Yves Le Yaouanq, Focus Entertainment K. A. Pedersen, Fireshine Games Joshua Garrity, Secret Mode Leo Zullo, Wired Productions Moderator: Jay Powell Panel Discussion Publishing Landscape	Emma Cummins What we do in the Shadows - an introduction to the roles in Production Speaker Session	Peter Warman Redefine. Back to the Future of Gaming. Speaker Session	
14:30	Break			
14:45	Ivan Carrillo, Joystick Ventures Binni Erlingsson, Behold Ventures Stephane Bonazza, Shiro Games Thomas Lindgren, Goodbye Kansas Moderator: Cat Chew Panel Discussion Investment Landscape	Guido Schmidt You don't want to be a lead Speaker Session	Ioannis Lefkaditis Decade + games Speaker Session	
15:45	Break			
16:00	Reverse Pitch Publishers + investors			
18:15	Closing Remark			
18:30				

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**ROOM 4**

**ROOM 6**

09:00	Networking & Coffee			
09:30				
09:45	Opening Remark			
10:45	 <b>UGC Pitching Competition</b> powered by Epic Games & Powell Group  	<b>Ali Farha</b> Speaker Session LinkedIn Master Class	<b>Björn Flintberg</b> Speaker Session AI beyond content generation	
11:00		Break		<b>Jennimari Koskela</b> Speaker Session Utilizing big data to boost your game
12:00	Lunch & Networking			
13:30		<b>Pontus Maehler</b> Speaker Session Company Growth	<b>Sebastian Forsström</b> Speaker Session How to market on steam	<b>Trisha Lee - Krafton</b> <b>Anna Frangogianni - Yodo1</b> <b>Tomoe Haga - GozenGames</b> Moderator: Danny Armstrong Panel Discussion Asian Market
14:30	Break/Setup			
14:45	Playtest		<b>Zodiac Lindgren</b> Speaker Session The Unique Design Challenges Behind Hazelight's Co-op Games	<b>Milja-Mariia Nykänen</b> Speaker Session Treating your game like art is the quickest way to fail... but the only way it'll ever 'matter'
15:45		Break		
16:00		<b>Gordon van Dyke</b> Speaker Session Make Success a Bigger Target	<b>Jonathan Hill</b> <b>Begüm Dogan</b> Building a Modern Indie Launch Team <b>Dimitra Papacosta</b> Moderator: Mattias Wiking Panel Discussion	
17:00	Closing Remark			
17:15				

**MAIN HALL**

**ROOM 4**

**ROOM 6**

<b>09:00</b>	<b>MeetToMatch</b>	<b>Networking &amp; Coffee</b>	
<b>09:30</b>		<b>Christian Fønnesbech</b> Workshop Build Your IP Vision Early: 10 most Common Mistakes	<b>Linda Davidsson</b> <b>Åke André</b> <b>Karl Emdin</b> Moderator: Mattias Wiking Panel Discussion The Startup and Survival of a Small Studio
<b>10:30</b>		<b>Break</b>	
<b>11:00</b>		<b>Begüm Doğan</b> Workshop How to Unhex Your Steam Page	
<b>11:45</b>		<b>Dennis Brännvall</b> <b>Fia Tjernberg</b> Moderator: Mattias Wiking Fireside Chat From AAA to Startup	
<b>12:00</b>			
<b>12:45</b>			

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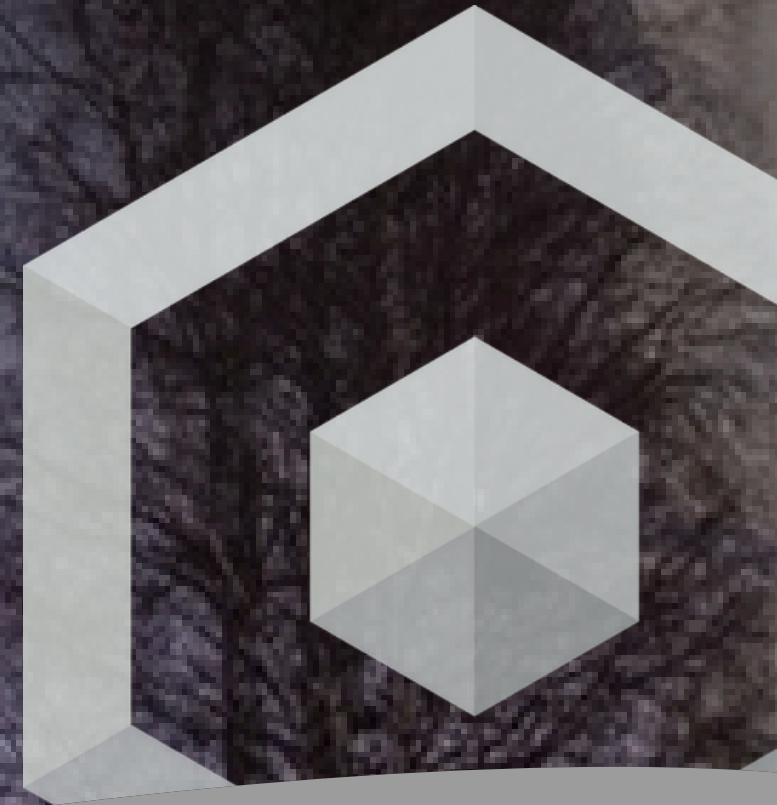
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