

Angus	Rangimarie 1	Rangimarie 2
<b>Early Registration</b> <span style="float: right;">8:00am - 9:30am</span>		
<p><b>9:30am - 12:30pm</b>  <b>Making UE Work For You: Building Tools Inside of Unreal Engine</b>  <b>Alex Stevens</b>                      Unreal Engine Evangelist at Epic Games</p>	<p><b>9:30am - 12:30pm</b>  <b>Roundtable with the Steam Team at Valve</b>  <b>Tom Giardino</b>                      Business at Valve  <b>TBD</b>                      TBD Valve</p>	<p><b>9:30am - 12:30pm</b>  <b>Unity ArtEngine and PlasticSCM</b>  <b>Victor Kam</b>                      Senior Tech Art Consultant at Unity Technologies for ArtEngine  <b>Brian Gaffney</b>                      Business Development Manager for Unity Technologies  <b>Francisco Monteverde (Kiko)</b>                      Maker of Plastic SCM                      Senior Manager for Unity's Emerging Products</p>
<b>Tea and Coffee Break</b> (provided morning tea)		
<p><b>Workshop Description:</b>                      It's not often that developers are in need of a missing tool with Unreal Engine, but when it happens, what are your options? More than you think! Join Epic Games for a whirlwind workshop on extending Unreal Engine with super-accessible Blueprints and an intro to C++ tooling.</p>	<p><b>Workshop Description:</b>                      Join the Steam Team for a friendly question-and-answer session at NZGDC. Submit marketing, business or technical questions in advance about your game on Steam and get answers from experts from Valve. Curious about how the Discovery Queue works? Want to get advice about what features to implement for your game? Got a suggestion for the next Steam Sale? We look forward to hearing from you!</p>	<p><b>Workshop Description:</b>                      This workshop will be in two parts. One on ArtEngine and using a materials processing system with an example based AI workflow and also one on Asset Management and Version control of content created and games using the PlasticSCM product.                      ArtEngine is an AI assisted art creation tool that helps you create ultra-realistic materials using AI-assisted artistry. 2D and 3D Artists and Art Directors can advance their material creation by harnessing the power of an example-based workflow.                       Included in this session will be a detailed overview of PlasticSCM and the Gluon UI for Game Version control and version control over material processing templates and associated node templates associated with the game versions.</p>
<b>Lunch Break</b> <span style="float: right;">12:30pm - 1:30pm</span>		
<p><b>1:30pm - 4:30pm</b>  <b>Art Portfolio Review Workshop</b>  <b>Mikey Bastiaens</b>                      Art Department Lead at CerebralFix  <b>Duncan Withers</b>                      Art Manager at PikPok  <b>Neli Chaneva</b>                      Art Manager at PikPok  <b>Paul Tobin</b>                      Creative Director &amp; Co-Founder, Arkus Games                      Senior Concept Artist, Weta Workshop  <b>Raqi Syed</b>                      Writer, Visual Effects Designer, and Researcher                      Victoria University of Wellington</p>	<p><b>1:30pm - 4:30pm</b>  <b>Unreal Engine 5 Early Access Guided Tour</b>  <b>Chris Murphy</b>                      Unreal Engine Evangelist at Epic Games</p>	<p><b>1:30pm - 4:30pm</b>  <b>Break it down with Story Mapping</b>  <b>Zea Slosar</b></p>
<b>Tea and Coffee Break</b> (provided afternoon tea)		
<p><b>Workshop Description:</b>                      We all want to put our best foot forward when we go for our dream job! Join us and see how your Artist Portfolio lines up with your goals and receive constructive and focused feedback/critique from one of our talented industry superstars.</p>	<p><b>Workshop Description:</b>                      You've seen the video, now let's take the tour! In this workshop we'll build our first Unreal Engine 5 environment, using the Early Access build, to demonstrate Nanite, Lumen and more.</p>	<p><b>Workshop Description:</b>                      This workshop will present tools that will help game developers plan out the fastest way to deliver their next big game feature, cutting out the junk and putting the focus on what matters first! Looking at our next feature through the eyes and fingers of our players, we will learn to break down the work and prioritize what's necessary to deliver the most bang for the buck to our players.</p>

### Session Streams

- Programming & QA
- Business, Marketing & Production
- Art



## Sounding Theatre

## Amokura

## MYTONA MYTONA Lounge

### Registration

8:00am - 9:00am

9:00am - 10:30am

Conference Opening Remarks and Keynote Speaker, Sara Clemens  
(Lorien Gugich MODERATOR)  
Amokura and Soundings Theatre (overflow)

Sara Clemens  
COO at Twitch



### Morning Tea/Coffee Break Te Papa, Oceania Room

10:30am - 11:00am

11:00am - 11:50am

#### The Psychology of Player Engagement

Daniel Aparcio  
User Research Manager at PikPok

11:00am - 11:50am

#### How to Pivot Painlessly (PANEL)

Ally McLean  
Senior Producer at Mighty Kingdom  
Founder of 'The Working Lunch'

Liam Esler  
Writer, Producer and Co Founder of Summerfall Studios

Stefano Martincigh  
Development Manager and Agile Coach at Wargaming Sydney

Ashley van Wyngaard  
Producer at Wargaming Sydney

11:00am - 11:50am

#### Trash Code (and why it could be invaluable)

David Delgado  
Senior Software Engineer at MYTONA

12:00pm - 12:30pm

#### Thoughts from a Studio Manager on Creating Great Work Cultures

Nadia Thorne  
Co-Founder of Black Salt Games

12:00pm - 12:30pm

#### Building Dialogue Tools for Designers

Francis Stephens  
Gameplay Programmer at Studio Mayday

12:00pm - 12:30pm

#### Design for Localization: why should Designers care?

Denis Phoenix  
Game Designer

### Lunch Break Te Papa, Oceania Room

12:30pm - 1:30pm

1:30pm - 2:20pm

#### Transcendent - Being Transgender in the Industry (PANEL)

Carl Leducq  
Production Coordinator at RocketWerkz

Patty Shannon  
Game Designer at BEANS

Samara-Jade Sendek  
Freelance Narrative Designer and QA Tech

Liliana Ravenwood  
Programmer at PikPok

1:30pm - 2:20pm

#### Taking your Game to the Tabletop (PANEL)

Alayn Clint  
Software Engineer and Founder of Gametime Again

Rich Durham  
Co-ordinator at The Game Artisans of New Zealand

Michael Haught  
Founder of Scary Biscuits Studio

Takashi Sawada  
Game Designer and Founder of Gumboot Games

1:30pm - 2:00pm

#### Motivation and engagement in games

Simon McCallum  
Senior Lecturer at Victoria University of Wellington

2:05pm - 2:20pm

#### Games of a Feather

Tanya Marriott  
Character Designer  
Senior Lecturer at Massey University

2:30pm - 3:20pm

#### What's the Story with Narrative Game Development? (PANEL)

Paris Buttfeld-Addison  
Co-Founder of Secret Lab

Jon Manning  
Co-Founder of Secret Lab

Tim Nugent  
Game Designer, Tools Builder, Researcher and Tech Author

2:30pm - 3:20pm

#### The Investing Landscape of Games in New Zealand (PANEL)

Chelsea Rapp (Moderator)  
NZGDA Chairperson/ Head of Strategy and Business Development at CerebralFix

Tim Ponting  
Establishment Director of CODE

Chris Jagger  
Managing Partner at AmpliPHI Ventures

Lucy Morris  
Creative Director at Starcolt Studios

Rob Vickery  
Founder of Hillfarrance Venture Capital

2:30pm - 3:00pm

#### Efficient live ops for mobile: How our Team of 8 manages 5 Successful Games

Seth Corbett-Davies  
Product Owner at Runaway Play

### Afternoon Tea/Coffee Break Te Papa, Oceania Room

3:30pm - 4:00pm

4:00pm - 4:50pm

#### A Pragmatic Guide to Game Code Optimization

Gavin Freyburg  
WB Games

4:00pm - 4:50pm

#### Forging Tools Worthy of Wraeclast

Daniel Armstrong  
Level Designer at Grinding Gear Games

4:00pm - 4:30pm

#### Adaptability and the Iron Triangle

Tim Bourne  
President of CerebralFix

4:35pm - 4:50pm

#### Adapting Games Conferences to Online: Our Experience Making Zones

Jae Stuart  
Programmer and Game Designer

5:00pm - 5:50pm

#### Fostering Adaptive and Accessible Workplaces (PANEL)

Cameron Hopkinson  
Programmer, Composer and Game Accessibility Consultant

Humphrey 'NoHandsNZ' Hanley  
Content Creator and Accessibility Specialist

Kelly Marquand  
QA at PikPok

Bailey 'Bee' Raumati  
Community Manager at PikPok

5:00pm - 5:50pm

#### A Decade of Change: How Art has Evolved in the Industry over the last Decade (PANEL)

Mikey Bastiaens  
Art Department Lead at CerebralFix

Shem Dawson  
Lead 3D Artist at Blizzard Entertainment

Matt Gretton  
Art Director at Outerdown Games

Campbell Crawford  
Senior Concept Artist at Rocketwerkz

5:00pm - 5:50pm

#### Loose Canons: More Like Guidelines

Samara-Jade Sendek  
Narrative Designer and QA Tech

### (EVENT) Indie Biz Showcase Te Papa, Oceania Room

6:00pm

### (EVENT) We're in Games Social (WinGS) QT Hotel, 90 Cable Street

7:00pm

### Session Streams





Rangimarie 1	Rangimarie 2	Rangimarie 3
<b>Registration</b> 8:00am - 9:00am		
Thanks to our Major Sponsors:     		
<b>Morning Tea/Coffee Break</b> Te Papa, Oceania Room 10:30am - 11:00am		
<b>11:00am - 11:50am</b> <b>Bringing Senior Dog Celebs to your Phone: An Old Friends Dog Game Narrative Postmortem.</b> Lisa Blakie Narrative Designer and Community Director at Runaway Play Bridget Tompkins Artist and Writer at Runaway Play	<b>11:00am - 11:50am</b> <b>Where these Roads are going, we don't need Physics (how and why we made a Car game without using Physics)</b> Andrew Rowse Technical Manager at PikPok	<b>11:00am - 11:50am</b> <b>Studio Manager Roundtable</b> Private talk for studio managers and specific invitees only. If you believe you qualify and wish to attend, please email events@nzgda.com
<b>12:00pm - 12:30pm</b> <b>Music Communication: How to do Everything Wrong/Right</b> Matt Bentley Programmer, Composer and Audio Engineer at Soul Studios	<b>12:00pm - 12:30pm</b> <b>Machine Learning, Artificial Intelligence, and Simulations with Unity</b> Paris Buttfield-Addison Mars Buttfield-Addison Co-Founder at Secret Lab Software Engineer and Data Scientist	<b>12:00pm - 12:30pm</b> <b>A Brief Tour of the Realities</b> Keir Rice Co-Founder of NZXR
<b>Lunch Break</b> Te Papa, Oceania Room 12:30pm - 1:30pm		
<b>1:30pm - 2:00pm</b> <b>The Adaptive Toolkit: How we build Mini Motorways</b> Tana Tanoi Programmer and Game Designer at Dinosaur Polo Club	<b>1:30pm - 2:00pm</b> <b>A No Horsing Around Guide to Marketing on Mobile</b> Seb Featherstone Product Marketing at PikPok	<b>1:30pm - 2:00pm</b> <b>Concept Design for Boardgames</b> Paul Tobin Creative Director and Co-Founder of Arkus Games Senior Concept Artist at Weta Workshop
<b>2:05pm - 2:20pm</b> <b>What Content Creators can do for your Game</b> Mitch Cramer 'HeavyEyed' Content Creator	<b>2:10pm - 2:40pm</b> <b>Maya and Photoshop Scripting at PikPok</b> Rohin Knight Technical Artist at PikPok	<b>2:10pm - 2:40pm</b> <b>Game theory and UX : How to design out of the box for a transformational interactive experience</b> Sakthi Priya Balaji Ranganathan Founder and Design Technologist, JIX Research Innovation Lab
<b>2:30pm - 3:20pm</b> <b>Where to Begin: Games Accessibility</b> Morgan Baker Accessibility Lead and Game Designer at The Odd Gentlemen	<b>2:50pm - 3:20pm</b> <b>Needs More Boom! - The Anatomy of Explosions</b> Broghan Blackshaw Audio Designer at PikPok and Co-Director of AwesomeSource	<b>2:50pm - 3:20pm</b> <b>Towards a Theory of Existential Game Design</b> Andrew Phelps Artist, Designer and Professor at HIT Lab NZ
<b>Afternoon Tea/Coffee Break</b> Te Papa, Oceania Room 3:30pm - 4:00pm		
<b>4:00pm - 4:30pm</b> <b>A Day in the Life of a 2D Environment Artist</b> Sadie Boyd 2D Environment Artist at Arkane Studios	<b>4:00pm - 4:50pm</b> <b>Getting On The Same Page with the High Concept Formula</b> Alexander Swords Interactive Narrative Specialist and Narratology Evangelist	<b>4:00pm - 4:30pm</b> <b>Prototyping Utopia: Modeling a Better Future in XR</b> Ollie Rankin XR and Realtime Creative Director, Activist and Futurist
<b>4:35pm - 4:50pm</b> <b>Sound Design in Path of Exile</b> Patricia Sunandar Sound Designer at Grinding Gear Games		<b>4:35pm - 12:30pm</b> <b>A 5G Mobile Gaming Journey into Virtual Reality (no tinfoil hats or covid included)</b> Jessica Manins Beyond Studio
<b>5:00pm - 5:50pm</b> <b>Aotearoa: a Leader for an Equitable AR Future?</b> James Everett Co-Founder and Director of NZXR	<b>5:00pm - 5:50pm</b> <b>From Prototyping to Production; Market-driven processes and agile methodologies for smooth(er) game development that = profit (maybe)</b> Nadia Thorne Co-Founder of Black Salt Games	<b>2:30pm - 3:20pm</b> <b>Technical Design in a Nutshell: Multiclassing Design and Programming.</b> Sean Flannigan Senior Technical Designer at Outerdawn
<b>(EVENT) Indie Biz Showcase</b> Te Papa, Oceania Room 6:00pm		
<b>(EVENT) We're in Games Social (WinGS)</b> QT Hotel, 90 Cable Street 7:00pm		

### Session Streams

Story & Narrative	Serious & Educational	Realities	Culture	Programming & QA	Business, Marketing & Production	Game Design	Art	Audio	Other
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 <b>The Unreal Engine Creators Room</b>	Amokura	Angus
<b>Registration</b> <span style="float: right;">8:00am - 9:00am</span>		
<p><b>9:00am - 9:50am</b>  <b>Adapting to Change: New Unreal Engine Developer Stories (PANEL)</b></p> <p><b>Alex Stevens</b> Unreal Engine Evangelist at Epic Games</p> <p><b>Jordan Ewen</b> Technical Lead at Mayday</p> <p><b>Brandon Grimshaw</b> Lead Programmer at Starcolt</p> <p><b>Dana Henwood</b> UI Lead at A44</p> <p><b>Izzy Kirkpatrick</b> UI Designer at A44</p> <p><b>Hannah Crosby</b> Senior 3D Artist at Gameloft</p>	<p><b>9:00am - 9:50am</b>  <b>Pathways to and through VFX</b></p> <p><b>Jason Keyser</b> VFX Artist and Creator of VFX Apprentice</p> <p><b>Gabriel Boileau</b> VFX Artist at Virtuos Games</p>	<p><b>9:00am - 9:50am</b>  <b>The Player and the Pentacle - Folkloric Motifs for Narrative Design</b></p> <p><b>Nick Jones</b> Transmedia Producer and Narrative Designer</p>
<p><b>10:00am - 10:30am</b>  <b>MetaSounds: Next-Generation Audio in Unreal Engine 5</b></p> <p><b>Chris Murphy</b> Unreal Engine Evangelist at Epic Games</p>	<p><b>10:00am - 10:30am</b>  <b>FTUE - First Time User Experience</b></p> <p><b>Eric Santana</b> Senior Game Designer at Outerdawn</p>	<p><b>10:00am - 10:30am</b>  <b>Avoiding Under-engineering</b></p> <p><b>Michael Page</b> Technical Director at Outerdawn</p>
<b>Morning Tea/Coffee Break</b> Te Papa, Oceania Room <span style="float: right;">10:30am - 11:00am</span>		
<p><b>11:00am - 11:50pm</b>  <b>Lighting The Oregon Trail in Four Dimensions</b></p> <p><b>Bruno Gohier</b> Senior Technical Artist at Gameloft</p>	<p><b>11:00am - 11:50pm</b>  <b>Te Ao Kemu – Working with Maori in Game Design and Development (PANEL)</b></p> <p><b>Maru Nihoniho (Moderator)</b> Game Producer and Managing Director of Metia Interactive Te Whanau a Apanui, Ngati Porou, Ngai Tahu</p> <p><b>Eric-Rangi Hillman</b> Game Design and Artist at Metia Interactive Te Whanau a Apanui, Te Ati Awa</p> <p><b>Hine Mona</b> Social Media Manager at Metia Interactive Te Whanau a Apanui, Ngati Porou, Ngai Tahu</p> <p><b>Reuben Shortland</b> 3D Animator at Metia Interactive Ngati Hine</p> <p><b>Michael Vandermeer</b> Game Designer at Metia Interactive Ngati Pakeha</p>	<p><b>11:00am - 11:50pm</b>  <b>Jimmy talks about Designing for Augmented Reality for fifty-ish minutes.</b></p> <p><b>Jimmy Baird</b> Game Designer and Co-Founder of NZXR</p>
<p><b>12:00pm - 12:30pm</b>  <b>Lighting Bricolage: Doing More with Less</b></p> <p><b>Raqi Syed</b> Writer, Visual Effects Designer, and Researcher Victoria University of Wellington</p>	<p><b>12:00pm - 12:30pm</b>  <b>A Bug's Life: Applying QA Practices to all Stages of a Project</b></p> <p><b>Jason Imms</b> Director of QA at Mighty Kingdom</p>	<p><b>12:00pm - 12:30pm</b>  <b>Software developers need Education! A serious Game Design approach teaches Developers how to implement Privacy-Preserving Software Systems</b></p> <p><b>Nalin Arachchilage</b> Lecturer in Cyber Security and Privacy at the University of Auckland</p>
<b>Lunch Break</b> Te Papa, Oceania Room <span style="float: right;">12:30pm - 1:30pm</span>		
<p><b>1:30pm - 2:20pm</b>  <b>Pre-Flight Check: Preparing for Unreal Engine 5 Migration</b></p> <p><b>Chris Murphy</b> Unreal Engine Evangelist at Epic Games</p> <p><b>Alex Stevens</b> Unreal Engine Evangelist at Epic Games</p>	<p><b>1:30pm - 2:20pm</b>  <b>Designing Non-Violent Games (PANEL)</b></p> <p><b>Lisa Blakie</b> Narrative Designer and Community Director at Runaway Play</p> <p><b>Sam Barham</b> Founder and Creative Director of Balancing Monkey Games</p> <p><b>Robert Curry</b> Co-Founder and Sneior Designer of Dinosaur Polo Club</p> <p><b>Stef Animal</b> Creative Director of Spookysoft Games</p>	<p><b>1:30pm - 2:00pm</b>  <b>Exploring Design and UX Requirements for a Game-Based Youth Social Anxiety Tool</b></p> <p><b>Zoe Platt-Young</b> Senior UX Researcher and PHD Student at HIT Lab NZ</p> <p><b>2:05pm - 2:20pm</b>  <b>Animation and Motion Capture in Rival Stars Horse Racing</b></p> <p><b>Karl Davis</b> Animator at PikPok</p>
<p><b>2:30pm - 3:20pm</b>  <b>Leveraging Unreal Engine for Live Service Games</b></p> <p><b>James Tan</b> Director at Digital Confectioners</p>	<p><b>2:30pm - 3:20pm</b>  <b>Why Voice Acting is a Critical Hit for your Game Success (PANEL)</b></p> <p><b>Sarah McLeod</b> BigMouth Voices</p> <p><b>Stephen Brunton</b> Actor and Voice Artist</p> <p><b>Gemma Laurelle</b> Actor and Voice Artist</p>	<p><b>2:30pm - 3:20pm</b>  <b>Practical Diversity</b></p> <p><b>Philip Mayes</b> Founder and Manging Director at Mighty Kingdom</p>
<b>Afternoon Tea/Coffee Break</b> Te Papa, Oceania Room <span style="float: right;">3:30pm - 4:00pm</span>		
<p><b>4:00pm - 6:00pm</b>  <b>Conference Closing Remarks and Keynote Speaker, Sam Barham</b>          Amokura and Soundings Theatre (overflow)</p>		<p><b>Sam Barham</b>          Creative Director at Balancing Monkey Games</p> 
<b>AfterParty</b> The Grand, 69 Courtenay Place <span style="float: right;">7:00pm</span>		

### Session Streams

Story & Narrative	Serious & Educational	Realities	Culture	Programming & QA	Business, Marketing & Production	Game Design	Art	Audio	Other
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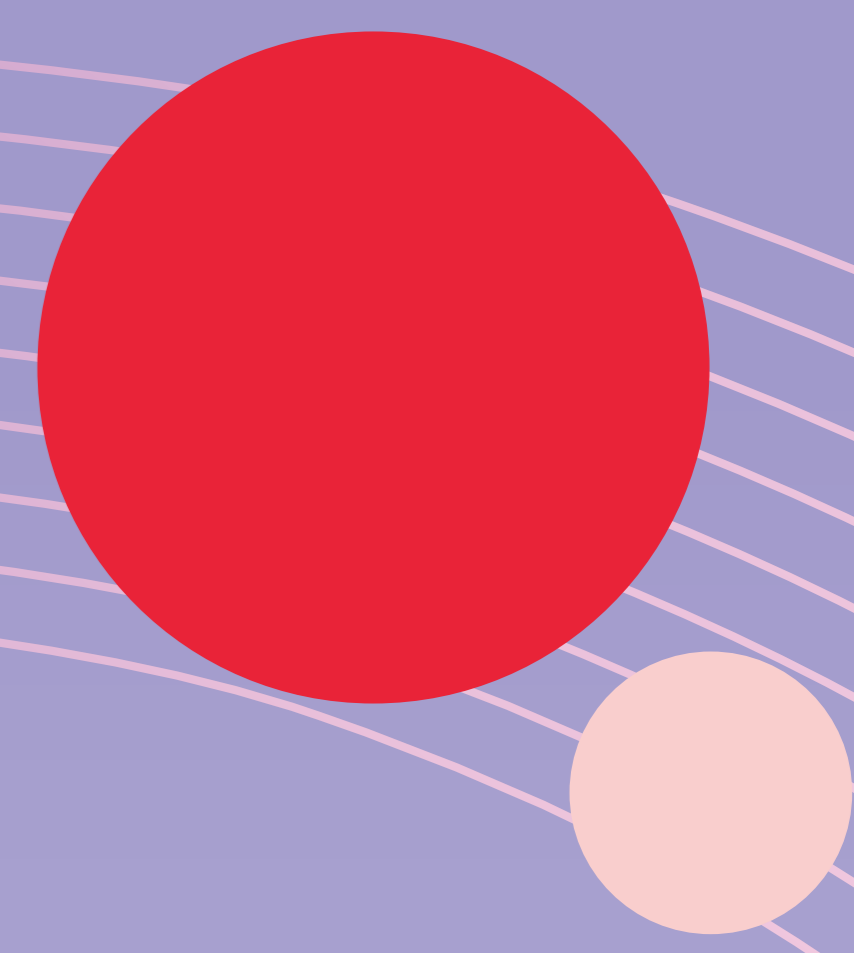


Rangimarie 1	Rangimarie 2	Rangimarie 3
<b>Registration</b> 8:00am - 9:00am		
<p><b>9:00am - 9:50am</b> <b>Build Studios, Not Games (PANEL)</b></p> <p><b>Zoe Hobson</b> CEO of Runaway Play</p> <p><b>Jason Imms</b> Director of QA at Mighty Kingdom</p> <p><b>Chantelle Cole</b> CEO at Dinosaur Polo Club</p> <p><b>Liam Esler</b> Writer, Producer and Co-Founder of Summerfall Studios</p> <p><b>Ceri Hutton</b> Director of Operations &amp; Projects at the Interactive Games &amp; Entertainment Association</p>	<p><b>9:00am - 9:50am</b> <b>17 Tips For Pitching Your Game</b></p> <p><b>Simon Smith</b> Senior Games Scout at Team 17</p>	<p><b>9:00am - 9:50am</b> <b>When online Learning and Game Narrative Meet</b></p> <p><b>Miranda Verswijvelen</b> Senior Digital Learning and Writing Consultant</p>
<p><b>10:00am - 10:30am</b> <b>Māori Narratives in Games (PANEL)</b></p> <p><b>Hiria Te Rangi</b> 4Phase Games</p> <p><b>Jo Barber</b> Senior Lead Artist at 4Phase Games</p> <p><b>Matu James Awarāwhiti Rangiuia</b> Creative Team at 4Phase Games</p> <p><b>Morgana Watson</b> Creative Director of 4Phase Games</p>	<p><b>10:00am - 10:30am</b> <b>How to leap from Game Dev to VR Dev (Beginners)</b></p> <p><b>Krystal Paraone</b> Studio Manager and Lead Developer at StaplesVR</p>	<p><b>10:00am - 10:30am</b> <b>You Think You Know Esports But Do You Really?</b></p> <p><b>Duane Mutu</b> Co-Founder and Director of LetsPlay.Live Board Member at NZESF</p>
<b>Morning Tea/Coffee Break</b> Te Papa, Oceania Room 10:30am - 11:00am		
<p><b>11:00am - 11:50pm</b> <b>Four Lenses for Designing Morally Engaging Games: Lessons from Moral Psychology</b></p> <p><b>Dr Malcolm Ryan</b> Serious Games Research Network at the Department of Computing at Macquarie University</p>	<p><b>11:00am - 11:50pm</b> <b>Working with Unity Audio: Getting a Great sound without Middleware!</b></p> <p><b>Matt Caradus</b> Sound Designer, Audio Programmer and Composer at Rocketwerkz</p>	<p><b>11:00am - 11:50pm</b> <b>Starting your own Gamedev Studio: the legal side of things</b></p> <p><b>Wade Pearson</b> Commercial and Technology Lawyer at Gallaway Cook Allan</p>
<p><b>12:00pm - 12:30pm</b> <b>Striking a balance: Learning to Craft a Difficult but Fair Combat System</b></p> <p><b>Patty Shannon</b> Game Designer at BEANS</p>	<p><b>12:00pm - 12:30pm</b> <b>Raise the Stakes! (How to Build Narrative Frameworks for Maximum Emotional Impact)</b></p> <p><b>Gabriella Lowgren</b> Narrative Designer and Communication Manager at Infinity+2</p>	<p><b>12:00pm - 12:30pm</b> <b>Empathy.PNG - Interdepartmental Transparency</b></p> <p><b>Darren Hobern</b> Developer at CerebralFix</p> <p><b>Jed Uy</b> Senior 2D Artist at CerebralFix</p>
<b>Lunch Break</b> Te Papa, Oceania Room 12:30pm - 1:30pm		
<p><b>1:30pm - 2:20pm</b> <b>Tackling Inclusion and Diversity in the Games Industry (PANEL)</b></p> <p><b>Audrea Topps Harjo</b> COO at A44 Games and Founder of InclusionFX</p> <p><b>Sam Ramlu</b> Co-Founder and Managing Director of Method and M Theory</p> <p><b>Raqi Syed</b> Writer, VFX Designer and Researcher</p> <p><b>Nate Tamblin</b> Writer, Sculptor and Indie Game Developer</p> <p><b>Thomas Barrer</b> Graphic Designer and Indie Game Developer</p> <p><b>Chellew Wu</b> 3D Artist at Buildmedia</p> <p><b>Tamati Kawha</b> Director and Editor</p>	<p><b>1:30pm - 2:00pm</b> <b>I'll show you mine if you show me yours: Running Effective Code Reviews</b></p> <p><b>Kris Nicholson</b> Game Developer at CerebralFix</p> <p><b>2:05pm - 2:20pm</b> <b>Voice Production: Tricks of the Trade and Lessons Learned from the World of Film</b></p> <p><b>Dmitry Novikov</b> Sound Designer at PikPok</p>	<p><b>1:30pm - 2:00pm</b> <b>Dressing up your Character: Examples of Costume work in Games</b></p> <p><b>Heli Salomaa</b> Digital Costume Designer and Researcher</p> <p><b>2:05pm - 2:20pm</b> <b>5 Production Processes to Help you Ship your Game!</b></p> <p><b>Carl Leducq</b> Production Coordinator at RocketWerkz</p>
<p><b>2:30pm - 3:20pm</b> <b>How to Write (Applications) Good: A Guide to Preparing Successful Grant Applications.</b></p> <p><b>Vee Pendergrast</b> Operations Manager at CODE</p>	<p><b>2:30pm - 3:20pm</b> <b>Agile Pocket Brain</b></p> <p><b>Zea Slosar</b></p>	<p><b>2:30pm - 3:20pm</b> <b>Everything but Writing: Narrative Design for Theme, World, and Vision</b></p> <p><b>Rick Stemm</b> Design Manager at PikPok</p>
<b>Afternoon Tea/Coffee Break</b> Te Papa, Oceania Room 3:30pm - 4:00pm		
<p>Thanks to our Major Sponsors</p>     		
<b>AfterParty</b> The Grand, 69 Courtenay Place 7:00pm		

## Session Streams







Room 1D04	Room 1D08	Room K3
<b>Welcome and Introduction</b> Room 1D08		
	<p><b>9:30am - 11:30am</b> <b>Artist Portfolio Workshop</b> Ryan Stark 2D Artist at PikPok Hannah Mackintosh Senior 2D Artist at CerebralFix</p>	<p><b>9:30am - 11:30am</b> <b>Making it Shine: Polishing your Unreal Engine Project</b> Chris Murphy Unreal Engine Evangelist at Epic Games Alex Stevens Unreal Engine Evangelist at Epic Games</p>
<b>Morning Tea/Coffee Break</b> Block 1 Kitchen 11:00am - 11:30am		
<p><b>11:30am - 12:00pm</b> <b>"Jar Or Join? Musical Transitions in Video Game Music"</b> Hamish Oliver Composer and Sound Designer</p>	<p><b>11:30am - 12:00pm</b> <b>Keep It Weird You Freaks (and other lessons I've learned since school)</b> Ryan Stark 2D Artist at PikPok</p>	
<p><b>12:10pm - 1:00pm</b> <b>Technical Design in a Nutshell: Multiclassing Design and Programming</b> Sean Flannigan Senior Technical Designer at Outerdawn</p>	<p><b>12:10pm - 1:00pm</b> <b>Writing Resumes for the Games Industry</b> Jean Leggett Executive Leadership and Career Coach</p>	
<b>Lunch Break</b> Block 1 Kitchen 1:00pm - 1:30pm		
<p><b>1:30pm - 2:20pm</b> <b>Hack the Planet!</b> Jeronimo Barraco-Marmol Developer at CerebralFix</p>	<p><b>1:30pm - 2:20pm</b> <b>Games Writing Challenge!</b> Rick Stemm Design Manager at PikPok</p>	
<p><b>2:25pm - 2:55pm</b> <b>Accommodating Neurodiversity in Learning Environments through Immersive VR Gaming</b> Meike Belter PhD Student at HIT lab NZ</p>	<p><b>2:25pm - 2:55pm</b> <b>Game Jams: What, How, and Why</b> Sami Habib Programmer at PikPok</p>	
<p><b>3:00pm - 3:30pm</b> <b>Scheduling 101: Adapting Development for Games as a Service</b> Sorcha Millican-Nagle Producer at Infinity Plus Two</p>	<p><b>3:00pm - 3:30pm</b> <b>The Door Problem: How to get your Foot in it.</b> Giselle Rosman Recruitment Agent at Big Ant Studios</p>	
<b>Afternoon Tea/Coffee Break</b> Block 1 Kitchen 3:30pm - 4:00pm		
	<p><b>4:00pm - 5:00pm</b> <b>How we got into the Industry (PANEL)</b> Mead Robertson QA Tester at PikPok Molly Buglass-Clapham Concept Artist at PikPok Emily Latta Community Manager at Balancing Monkey Games Zea Slosar Scrum Master at PikPok Patricia Sunandar Audio Engineer at Grinding Gear Games</p>	

**Session Streams**

						
Story & Narrative	Culture	Programming & QA	Business, Marketing & Production	Game Design	Art	Audio