
































26–28 October 2021

Develop: Brighton

Insight: Inspiration: Networking

Tuesday 26 October

	Room 2	Room 3	Room 4	Room 5	Room 6
9:45–10:45	 Room 2 - Keynote: The Spirit of Independence: Challenges and Inspiration from Three Decades at the Top Host: Debbie Bestwick, Team17 Host: George Osborn, Ukie				
10:45–11:00	Coffee Break Sponsored by QUANTIC LAB <small>Quality Assurance.</small>				Free To Attend
11:00–11:45	 Orthors Story: Running a Black Owned Games Studio Taylor Campbell Yasin Ali Max St Hill Orthors	 Colour Pipelines & HDR Workflows for Video Content, Cut-scenes and Beyond Carl Thompson & Ross Baker Molinare	 Building Outside the Engine – How and Why to Use Your Engine Only for Display and User Input Christopher Knowles Sidequest Ninja	 Why You Should Not Underestimate First User Experience and How to Improve It Kristina Miles Electric Square – A Keywords Studio	 Develop: FTUE (First Time User Experience) Andrew Smith Spilt Milk Studios
11:45–12:00	Break				
12:00–12:45	 Selling Your Game Studio. Insights From the Sale of Hutch to MTG Group Shaun Rutland, Hutch Host: David Amor Playmint	 Being Boring: How Less Innovation Made Overboard! a Hit Jon Ingold inkle	 All Aboard: Tools and Tactics for Building Team Consensus Jessica Fiorini & Marlena Abraham Schell Games	 How to Build Amazing Mobile Games with Rapid User Testing Kim Kohatsu PickFu	 Accessibility. Whose Job is it Anyways? Christopher Goodyear Many Cats Studios
12:45–14:00	Lunch Sponsored by team17				
14:00–14:45	 10,000 Players, One Match: Experiments in Game Design with Massive Interactive Live Events Bernd Diemer Improbable	 Learning to Lead a Craft Team: Year One Adam Pearce Glowmade	 Community-Driven Development 101 Russ Clarke Payload Studios	 Building Dynamic Environments for the Dungeons of Gloomhaven Sam Swain Apparance Studios	 How Destigmatising Mental Health Can Transform Your Games Company Gina Jackson OBE Game Dev Bootcamps Sarah Sorell Safe in our World
14:45–15:00	Break				
15:00–15:45	 Show Me The Money Ian Livingstone CBE & Spike Laurie Hiro Capital	 Is Working With a Publisher Worth It? Julia Kenny SEGA	 Ultimate Golf! How Miniclip Successfully Launched and Grew a Hit New Mobile F2P Sports Game Jamie Cason Miniclip	 Test Driven Development: A Mindset to Develop Games from the Start, Middle, or End Nikky Armstrong Silver Rain Games	 Raise Your Game: How to Make Equality, Diversity and Inclusion Central to Your Games Business Sophie Clark Jagex
15:45–16:00	Coffee Break Sponsored by QUANTIC LAB <small>Quality Assurance.</small>				
16:00–16:45	 The Evolution of the Player Interface Andrew Oliver & Philip Oliver Panivox	 (Almost) Everything You Need To Know About TikTok MJ Widomska YRS TRULY	 The Principles of Empathetic Programming Pavle Mihajlovic Flavourworks	 State of the Art: The Future of Visual Development Nadar Alikhani Atomhawk	
16:45–17:00	Break				
17:00–17:45	 Project Release Planning: Building an Iterative Framework Adam Lavender Ubisoft Learnington	 Can AI Help Moderate In-Game Chat? Dr Mari Sanna Paukkeri Utopia Analytics	 How to Get More Out of Your Code Reviews Joe Kilner	 "The Gallery" / Stornaway.io A Case Study on Interactive Storytelling in FMV Games Paul Raschid, Aviary Studios Ru Howe, Stornaway.io	
17:45–18:30	 Room 2 - Keynote: Fireside Chat: All Things Insomniac Ted Price Insomniac Games Host: Alex Spencer Edge				
18:30	Icebreaker Drinks in the Metropole Bar Sponsored by  UNREAL ENGINE				

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Wednesday 27 October

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
9:45–10:45	<p style="text-align: center;"></p> <p style="text-align: center;">Room 2 – Keynote: Creativity: The Indie Way Pete Bottomley, White Paper Games Dom Clarke, & Tom Mead, Spiral Circus Chris Olsen, Jumpship Host: Mike Bithell, Mike Bithell Games</p>					
10:45–11:00	Free To Attend	Coffee Break Sponsored by QUANTIC LAB <small>Quality Assurance.</small>				Free To Attend
11:00–11:45	<p> IndieDev: Bootcamp</p> <p>Designing Better Quests Using Science Hal Sandbach d3t – A Keywords Studio</p>	<p> What's Next for the UK Games Industry? Dr Jo Twist OBE Ukie</p>	<p> Google Session</p>	<p> Dynamic & Different: Real-time Look Development for Stylised Games Nick Carver Freelance</p>	<p> Improving Data Structures for Rapid & Intelligent Gameplay Design Ben Ponsford Ubisoft Reflections Michael Robson Ubisoft Leamington</p>	<p> Develop: FTUE (First Time User Experience) Andrew Smith Spiit Milk Studios</p>
11:45–12:00	Break					
12:00–12:45	<p> There's a New Way to Develop and Thrive Mike Gamble Talenhouse Media Foundry</p>	<p> Games User Research Throughout the Development Process and Beyond! Dan Marshall Quantic Lab</p>	<p> Building a AA Studio: From Start-up to Fully Funded Sally Blake Silent Games</p>	<p> What Great Level Design Really Takes: An Entire Studio Dana Nightingale Arkane Lyon</p>	<p> Creating a Thriving Work Culture in a Remote World Jenny Muhlwa Sumo Digital</p>	<p> LGBTQ+ Roundtable Elli Shapiro & Ugonna Nwosu Out Making Games</p>
12:45–14:00	Lunch Sponsored by team17					
14:00–14:45	<p> Don't Panic: Scaling Your Team Without Losing What Makes You, You Jonny Hopper Glowmade</p>	<p> Rising Global Challenges to Game Creation Kate Edwards Geogripy/Global Game Jam</p>	<p> Understanding Your Game's DNA Richard Jones Konami Digital</p>	<p> Skye Tales: Creating a UI That Couldn't Be Happier to See You Cari Watterton Punny Astronaut</p>	<p> Why Marketing Your Studio is Just as Important as Marketing Your Games Abbie Dickinson Rebellion</p>	<p> Being Identified as an Individual Reema Ishaque Splash Damage</p>
14:45–15:00	Break					
15:00–15:45	<p> Case Study: How No Man's Sky Used Azure to Share an Infinite Universe Harvey Eagle Microsoft Iain Brown Hello Games</p>	<p> We Belong – A Look at the Industry's Lack of Diversity, Challenges and Ways to Improve It Troy Aidoo & Andy Sesay Streamcast</p>	<p>  Mind Your NPCs and Qs: What's Next for Game AI? Sandy MacPherson & Rod Stafford Kythera AI</p>	<p> Noise vs Momentum – Driving Desire for Your Game Ravi Vijh Bastion</p>	<p>  Modern Development Culture for a Modern Development Process Whitney Burner Darewise</p>	<p> Women in Games IRL Coffee (+ Cake) Break @ Develop Host: Rebecca Sampson Hangar 13</p> <p>Advanced booking required</p>
15:45–16:00	Coffee Break Sponsored by QUANTIC LAB <small>Quality Assurance.</small>					
16:00–16:45	<p> Meditation for All Jan Meppen LUDINC</p>	<p> Avoiding the Pitfalls of Interactive Narrative Tim Fletcher Jagex</p>	<p> Pivot and Adapt – The Artistic Hurdles of a Multi-Genre Game and How it Applies to Wider Challenges. Rory Jobson Dilala Studios</p>	<p> How to Stop Cheat Sellers Damaging IAP and Ad Revenue Andrew Hogan Intorqa</p>	<p> How Much Does this Even Cost? Using Analytics Tools to Measure ROI on Consoles & PC Kat Welsford Square Enix</p>	
16:45–17:00	Break plus Expo Booth Crawl at 17:00 Sponsored by 					
17:00–17:45	<p style="text-align: center;"></p> <p style="text-align: center;">Room 2 – Keynote: The Story of Oddworld: Soulstorm Lorne Lanning & Bennie Terry III Oddworld Inhabitants Host: Will Freeman Freelance Games Journalist</p>					
19:00	 Headline Sponsor 					

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Thursday 28 October

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
10:00–11:00	 <p>Room 2 - Keynote: Fireside Chat: Running a Game Studio Sally Blake, Silent Games Rami Ismail, Indie Game Dev Alex Grimont, Hi-Rez Studios Maria Sayans, ustwo games Host: Jonathan Smith, TT Games</p>			 <p>Procedural Foley for a Cinematic Sound Andrej Smoljan & Hugh Waller Supermassive Games</p>		
11:00–11:15	Free To Attend	Coffee Break Sponsored by  QUANTIC LAB Quality Assurance.				Free To Attend
11:15–12:00	 <p>Contract Killers: What Developers Should Eliminate From Their Publishing Agreement Tim Repa-Davies Sheridans</p>	 <p>Active Listening – How Amazon’s New World Evolved into an MMO Success Story Katy Kaszynski New World</p>	 <p>How a Traditional Artist Got into Game Development: The Art & Process of Making Silt Tom Mead Spiral Circus</p>	 <p>Pandemic-Proof Play: Adapting Local Multiplayer Games for Post-Covid Socialising Jo Haslam Snap Finger Click</p>	 <p>3D Audio in Games: What, Where, Why and How? Cal Armstrong SIE PlayStation’s Audio R&D Team</p>	 <p>Cultivating Better Code: Get Better At Everything Around Programming Adam Boyne Beta Jester</p>
12:00–12:15	Break					
12:15–13:00	 <p>How Your World Builds Fans (and How Fans Build Brands) Ben Roberts License Global Dave Tovey Beanstalk (Tinderbox)</p>	 <p>It’s Not Real Money, It’s Robux: A Pan-European Exploration of Children’s Attitudes Towards In-Game Spending Jelena Stosic & Raj Pathmanathan Kids Industries (UK)</p>	 <p>Work for Hire Studio Seeks Own IP to Develop: What Could (and Did) Go Wrong?? Bob Makin SockMonkey Studios</p>	 <p>Basic Market Analysis – A How-To for Indies Cassia Curran Curran Games Agency</p>	 <p>Dialogue Performance and Design for Creatures, Monsters and Demons Will Tidman & Dan Stirling Creative Assembly</p>	 <p>The Artists Life: Collaboration and Creativity Working Together Louise Andrew d3t – A Keywords Studio</p>
13:00–14:00	Lunch Sponsored by  team17					
14:00–14:45	 <p>The FIVE Indie Marketing Mistakes I See Everyday Jon Calvin Game If You Are</p>	 <p>A Practical Perspective on Training Reinforcement Learning Bots Alexandre Borghi WildMeta</p>	 <p>Delete Your Video Game Website (and Other Sensationalist Advice) Dan Thomas Etch Play</p>	 <p>Hyper-Social: Designing Games for Young Millennials and Gen Z Ioana Cazacu Mojjworks</p>	 <p>Subtlety & Nuance: A Foley Masterclass & Live Demonstration Glen Gathard, Jemma Riley-Tolch, Zoe Freed, Rebecca Heathcote, Molinare</p>	 <p>Community Management Roundtable Abbie Heppie Media Molecule</p>
14:45–15:00	Break					
15:00–15:45	 <p>From Classroom to Boardroom Matt Busuttul & Ashley Wharfe Waving Bear Studio</p>	 <p>Console Development in Unity James Stone Unity</p>	 <p>Video Games – The Future is User-Generated Dean Anderson Playerstate</p>	 <p>Better Playtesting For Indie Developers Steve Bromley gamesuserresearch.com</p>	 <p>The 3 Best and Worst Technical Audio Systems from The Ascent John Tennant & Joe Thom Sweet Justice Sound</p>	
15:45–16:00	Coffee Break Sponsored by  QUANTIC LAB Quality Assurance.					
16:00–16:45		 <p>How To Support Learning in Multiplayer Games Joseph Hesketh University of York</p>	 <p>Why Does Everybody Want Flipping Metaverse? Dave Ranyard Dream Interactive</p>	 <p>Ask Me Anything: Questions for the Artists Louise Andrew & Dan Hutchinson d3t – A Keywords Studio Leanne Bayley Dambuster Studios</p>	 <p>How to Manage an Epic Intergalactic Project Remotely (in a global pandemic) Richard Jacques Composer</p>	
16:45–17:00	Break					
17:00–17:45	 <p>Room 3 – Indie Showcase Winners Announced Zoom, In Real Life Hosts: Simon Byron Yogscast Jonathan Smith TT Games Free Beers Sponsored by </p>				 <p>Behind the Split Screen Sound of It Takes Two: A Story About CO-LA-BO-RA-TION Anne-Sophie Mongeau & Philip Eriksson Hazelight Studios</p>	
17:45–18:30				 <p>Open Mic 2021 Chair: Richard Jacques Composer</p>		
18:30	Farewell Drinks in the Metropole Bar					

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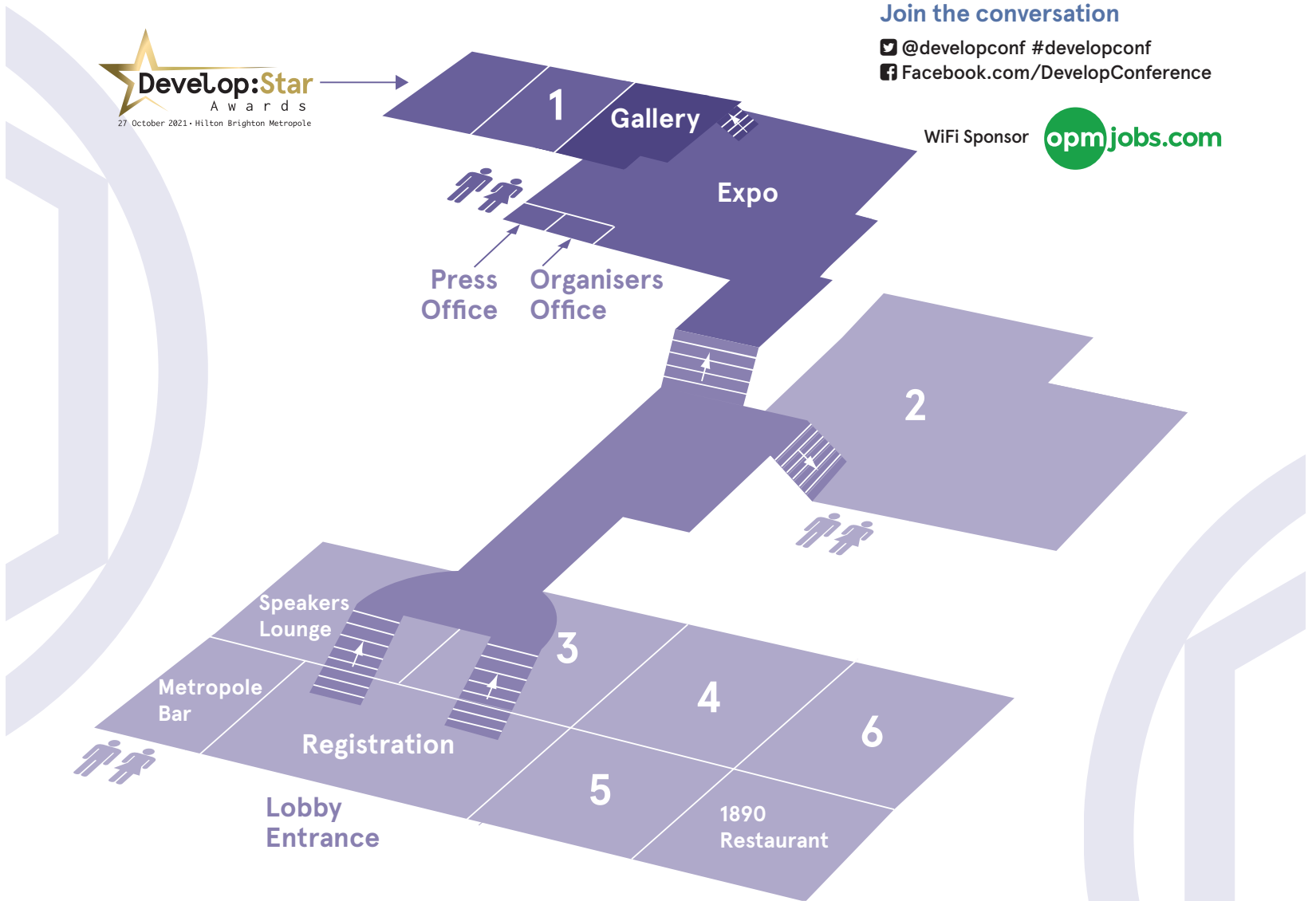
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WiFi Sponsor



Expo (Weds & Thurs only)

- Indie Showcase sponsored by Tetherhouse Media FOUNDRY
- Networking Bar & Lounge sponsored by UNREAL ENGINE
- Tea & Coffee Sponsored by QUANTIC LAB[™] Quality Assurance.
- Expo Booth Crawl (Weds) sponsored by SECRET MODE

Gallery

- Room 1 - Indie BootCamp sponsored by RED BEARD GAMES
- Meet@Develop Zone
- Delegate Lunches (Weds, Thurs) sponsored by team17

Rooms 1 - 5

- Conference Sessions

Room 6

- Roundtables

Metropole Bar

- IceBreaker Drinks (Tues) sponsored by UNREAL ENGINE

1890 Restaurant

- Delegate Lunches (Tues) sponsored by team17
- Speaker and Media Lunch (Weds) sponsored by Tetherhouse Media FOUNDRY