






























11-13 July 2023

# Develop: Brighton

Insight: Inspiration: Networking

## Tuesday 11 July











































	Room 1	Room 2	Room 3	Room 4	Room 5
9:45-10:45	 <p><b>ID@Xbox: How Indie Devs Continue to Push the Envelope in Gaming</b> Chris Charla, ID@Xbox Host: Will Freeman, Games Journalist (Room 1)</p>				
10:45-11:00	Coffee Break Sponsored by 				Free Roundtable Sessions
11:00-11:45	 <p><b>On "Autonomous Worlds": Can Blockchains Create a New Game Genre Beyond Digital Ownership and Financialisation?</b> Justin Glibert 0xPARC</p>	 <p><b>Mobile:Day</b> <b>Highs and Lows of our Quest to Find a Category Defining Game</b> Charmie Kim Space Ape</p>	 <p><b>Congrats! You're a Middle Manager! Now what?</b> Marc Espinola Berestein Sumo Digital</p>	 <p><b>Character Design: Creating with Care</b> Sally Sheppard Wyrdren Games</p>	 <p><b>Develop: FTUE (First Time User Experience)</b> Andrew Smith Spilt Milk Jazeena McCallum INTERIOR/NIGHT</p>
11:45-12:00	Break				
12:00-12:45	 <p><b>Can Your Gaming Business Be a Force For Good?</b> MJ Widomska YRS TRULY</p>	 <p><b>Narrative Design for Mobile Games: Storytelling on the Very Small Screen</b> Alice Bowman MAG Interactive</p>	 <p><b>Lego Starwars: 200+ Character States Built for 384 Playable Characters</b> Ian Simpson TT Games</p>	 <p><b>Creative Partnerships - An Alternative to Gameplay Videos for Your Influencer Marketing Campaigns</b> Fanny Moreaux ICO Partners</p>	 <p><b>From the Tech to the Morality and Ethics of AI</b> Jennie Lees Ollie Purkiss DeepMind</p>
12:45-14:00	Lunch				
14:00-14:45	 <p><b>Closing the Gap - Designing Levels for a New Genre in RollerDrome</b> Jacob Mills Roll7</p>	 <p><b>The Desire Path: Our Journey from Perpetual Pivots to Record Retention</b> Jade Ostle Trailmix</p>	 <p><b>XX Things that are Definitely Not the Future of Games Development</b> James Batchelor GI.biz</p>	 <p><b>Mastering Discoverability: How to Attract and Nurture Your Game's Audience</b> Federica Nocerino Freelancer Marketer</p>	 <p><b>Is Your Studio Ready for the Menopause Generation?</b> Sarah Brewster Fresh Seed</p>
14:45-15:00	Break				
15:00-15:45	 <p><b>Designing An Accessible Game</b> Conor Bradley Soft Leaf Studios</p>	 <p><b>Panel: What's Next in Mobile: Discoverability, Crossplatform, Hybrids and more</b> Host: Neil Long mobilegamer.biz</p>	 <p><b>Farming Simulator Production Pipeline</b> Jan-Hendrik Pfitzner GIANTS Software</p>	 <p><b>Cloud Native Development Level Up for Smaller Teams</b> Youyu Li Infinite Whys</p>	 <p><b>Overcoming the Imposter Syndrome</b> Estelle Bailly Hi-Rez Studios</p>
15:45-16:00	Coffee Break Sponsored by 				
16:00-16:45	 <p><b>Pitfalls of a Noisy Market - How to Do the Best You Can and Preparing for it not Working out</b> Claire Sharkey Freelance</p>	 <p><b>Unraveling Player Dynamics: Behavioural Retention and its Impact on a Mobile Game Growth</b> Dish Eldishnawy Metacore</p>	 <p><b>Games Are the Future, But We Mustn't Forget Our Cultural Past</b> Imre Jele Bossa Studios</p>	 <p><b>Know Your IP: A Deep Dive into Open Source and AI</b> Dr Gaetano Dimita Centre for Commercial Law Studies, QMUL</p>	 <p><b>Games Talent Acquisition Roundtable</b> Shane Barnfield Keywords Studios</p>
16:45-17:00	Break				
17:00-17:45	 <p><b>How to Build an Accessible and Story Focused Game in the Complex Genre of Tactics</b> Joel Beardshaw ustwo games</p>	 <p><b>Knowing When to Stop</b> Veronique Lallier Stephen Hutchins Hi-Rez Studios</p>	 <p><b>Panel: Northern Lights - The Past, Present and Future of Games Development in Yorkshire and the UK</b> Host: Jamie Sefton Game Republic</p>	 <p><b>Dodging Bullets: Lightweight Automated Testing in RollerDrome</b> Andrew Fray Roll7</p>	 <p><b>The Impact Campaign: Careers and Stories of Game Professionals Making Impact!</b> Dom Shaw Ukie</p>
18:00	Icebreaker in the Metropole Bar sponsored by 				

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## Wednesday 12 July









































	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
9:45-10:45	<p style="text-align: center;">  <b>Guerrilla: To New Horizons</b>                      Angie Smets, PlayStation Studios                      Jan-Bart van Beek &amp; Michiel van der Leeuw, Guerrilla                      Host: Sam Loveridge, GamesRadar                      (Room 1)</p>					
10:45-11:00	Coffee Break Sponsored by 				Free Roundtable Sessions	Free Sessions
11:00-11:45	<p>  <b>Leadership &amp; Running a Studio: With Great Power Comes Great Responsibility</b>                      Sitara Shefta                      No Brakes Games</p>	<p>  <b>How to Perfect Your Portfolio</b>                      Anthony O'Donnell                      d3t</p>	<p>  <b>How to End the World: A Post-mortem of RuneScape 3's 2022 Season Finale</b>                      Diana Flindt                      Splash Damage</p>	<p>  <b>Every Bit Counts: Effective Rendering Techniques for Sandbox Games</b>                      Gert Dhaenens                      Frontier Developments</p>	<p>  <b>Develop: FTUE (First Time User Experience)</b>                      Andrew Smith                      Spilt Milk                      Jazeena McCallum                      INTERIOR/NIGHT</p>	<p>  <b>Take Control of Your Build System with CMake</b>                      Koen Samyn                      Digital Arts and Entertainment</p>
11:45-12:00	Break					
12:00-12:45	<p>  <b>Blockchain to Bring Games to the Next Level</b>                      Stefania Barbaglio                      Cassiopeia Services and Gamebridge</p>	<p>  <b>Space-Efficient Content Packaging for 'Horizon Forbidden West'</b>                      Jan-Jaap Fahner                      Guerrilla</p>	<p>  <b>The 3D Character Art Workshop (1.5 hours)</b>                      Shayleen Hulbert                      Freelance Artist</p>	<p>  <b>Spreading an Indie Game on Social Media from Announcement to Release &amp; Beyond</b>                      Brynmor Richards                      Super Rare Games</p>	<p>  <b>LGBTQ+ Roundtable</b>                      Leon Killin                      Sumo Digital                      Ladell Smith                      Auroch Digital</p>	<p>  <b>The Guide to the Future: Why Should you Care what the Government Thinks?</b>                      Dan Wood                      Ukie</p>
12:45-14:00	<p>  <b>13.00 - 13.45 FREE Interactive Session: Empowering Creative Play</b>                      Alistair Aitchison                      The Incredible Playable Show</p>	Lunch				
14:00-14:45	<p>  <b>Making the Most of ADHD in Game Design</b>                      Travis Martin                      Snowed In Studios</p>	<p>  <b>Bitmaps and Pieces: Tips and Tricks Learned from Working as an Art Generalist</b>                      James Noonan                      Hello Games</p>	<p>  <b>AI In Gamedev: Is My Job Safe?</b>                      Alex Nichiporchik                      tinyBuild</p>	<p>  <b>Match Cuts in IMMORTALITY: Programming a Tiny Scorsese</b>                      Connor Carson                      Half Mermaid Productions</p>	<p>  <b>Where is Your Safe Space Within the Games Industry?</b>                      Sky Tunley-Stainton                      Safe in our World</p>	<p>  <b>The One Thing Every Game Needs</b>                      James Binns                      Network N Media</p>
14:45-15:00	Break					
15:00-15:45	<p>  <b>A Developer's Guide for Raising Money from Venture Capitalists</b>                      David Amor                      Playmint</p>	<p>  <b>Concept Art In Returnal: How Creative Principles Shaped Returnal's Visual Development</b>                      Veera Hokkanen                      Housemarque</p>	<p>  <b>In The Room: Running and Participating in Modern Writers' Rooms</b>                      Paula Rogers                      Amy-Leigh Shaw                      Sweet Baby Inc.</p>	<p>  <b>TikTok Game Dev: The Eldritch Horror - How to Create Powerful Content</b>                      Oliver William Walker                      ZA/UM</p>	<p>  <b>How Mentoring Is Tearing Down Walls in the Games Industry</b>                      Lauren Kay                      Limit Break Mentorship</p>	<p>  <b>Pingle Studio XD Networking Series Presents: Tech Vs Game...</b>                      Host: Kish Hirani                      Kiss Publishing &amp; BiG</p>
15:45-16:00	Coffee Break Sponsored by 					
16:00-16:45	<p>  <b>Panel: Funding: What are You Looking For?</b>                      Host: Ella Ramanos                      Fundamentally Games</p>	<p>  <b>Programming for 'As Dusk Falls': Using Unity Differently</b>                      Ron de Feijter                      INTERIOR/NIGHT</p>	<p>  <b>Anthology of Accessibility: Research, Advocacy &amp; Accessibility Tags</b>                      Mark Friend                      PlayStation Studios</p>	<p>  <b>Creating Characters with Narrative Appeal</b>                      Sam Hogg                      Sharkmob</p>	<p>  <b>Creating Allyship in Games: See Something, Say Something</b>                      Dr Gina Jackson                      Skillful                      Mick Morris                      Psyop</p>	<p>  <b>Johny Silverhand's Porsche: Designing Levels for Cyberpunk 2077</b>                      Max Pears                      Contractor</p>
16:45-17:00	Break					
17:00-17:45	<p>  <b>The Real-Time Pitch Review</b>                      Jon Torrents                      Communications Coach</p>	<p>  <b>Realtime Engines: Blurring the Boundaries Between Film and Game Development</b>                      Will Myles                      Framestore</p>	<p>  <b>The Innards of F.L.E.S.H.: Dead Island 2's Gore System Dissected</b>                      Dan Evans-Lawes                      Aaron Ridge                      Deep Silver Dambuster Studios</p>	<p>  <b>A Standout Launch Campaign Retrospective</b>                      Hannah Flynn                      Failbetter Games</p>	<p>  <b>Finding Your Community + Social Mixer by POCinPlay</b>                      Jade Leamcharaskul                      Nida Ahmad                      POCinPlay</p>	<p>  <b>Supporting Marginalised Genders in Games: Where is the Accountability?</b>                      Cinzia Musio                      Code Coven</p>
19:00	 <span style="margin-left: 20px;">Headline Sponsor  UNREAL ENGINE</span>					

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## Thursday 13 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
10:00-11:00	 <p><b>Further Up and Further In: Making Richer Gameplay Narratives</b> Jon Ingold, Inkle (Room 1)</p>		 <p><b>Audio: Day</b> 10:00 - 10:15 <b>Welcome &amp; Introduction</b> Adele Cutting, Soundcuts 10:15 - 11:00 <b>Finding the Signal in the Noise: Prioritising Sound in EVE Online's Vast Universe</b> Eric Nielsen, CCP Games</p>			
11:00 - 11:15	Coffee Break Sponsored by 				Free Roundtable Sessions	Free Indie Bootcamp
11:15 - 12:00	 <p><b>I Know What You Did Last Somerville</b> Matteo Cerquone Jumpship Jay Steen SweejTech</p>	 <p><b>Challenges in Creating a Completely New IP</b> Mike Grier Josh Grier Ember Lab</p>	 <p><b>Cultural Interoperability: The Biggest Challenge to the Metaverse (and Beyond)</b> Kate Edwards SetLetters</p>	 <p><b>Observational Drawing</b> Andrej Horoschun Frontier Developments</p>	 <p><b>Creating Among Chaos: Finding Your Flow with a Noisy Brain</b> Meg Rouncefield Peter Yates d3t</p>	 <p><b>Tips for Successful Game Development in Unity</b> James Stone Unity</p>
12:15 - 13:00	 <p><b>Mixing AAA Games - Process, Collaboration &amp; Systems</b> Sonia Coronado Alex Previty Jodie Kupsco PlayStation Studios // Creative Arts</p>	 <p><b>Style, Trends, Immersion and Abstraction - Developing UI Art Direction</b> Leanne Bayley Atomhawk Advance</p>	 <p><b>What's New and Upcoming for Unreal Engine in 2023</b> Arjan Brussee Epic Games</p>	 <p><b>PlateUp! - A Recipe For Success. Or Why Wishlists Don't (Always) Matter</b> Simon Byron Yogscast Games Mark Cantwell Fourth Floor</p>	 <p><b>"Do I Look Like A Gamer?": Bringing Genuine Diversity to Video Game Narratives</b> Nigel Twumasi Taziii mayamada</p>	 <p><b>Panel: Demystifying Public Funding for Games Studios</b> Host: Chris Filipp BFI/UK Global Screen Fund</p>
13:00 - 14:00	Lunch					
14:00 - 14:45	 <p><b>Presenting an Authentic F1 Audio Experience: Insight into an Asset Heavy Cross Disciplinary Pipeline</b> Andy Hair Will Augar Tim Bartlett Frontier Developments</p>	 <p><b>How Splash Damage Utilises Epic's Horde Build System</b> Regner Blok-Andersen Splash Damage</p>	 <p><b>7 Things I Wish I'd Known About Creative Leadership</b> Nina Roussakoff Lovewish</p>	 <p><b>Minecraft Legends: Building a Unique Animation Style True to Minecraft</b> Eric Luhta Blackbird Interactive</p>	 <p><b>Tech Leadership in Games</b> Stacy Knapton Jonathan Quinn Aardman Ben Laws Splash Damage Will Marshall Dovetail Games</p>	 <p><b>They're Just Not That Indie You: Five Mistakes Devs Make When Pitching to Press</b> Rachel Macpherson Neonhive</p>
14:45 - 15:00	Break					
15:00 - 15:45	 <p><b>Sound Effects Recording: Inspire Your Sound Design Workflow</b> Robert Kreckel Byron Bullock Formosa Interactive</p>	 <p><b>Sustainable Coding with a Mental Health Mindset</b> Geraldo Filipe Garcês do Nascimento Lively - A Keywords Studio</p>	 <p><b>UXpected Me to Talk About UI: Prioritising players throughout development</b> Chloe Patricia Hodgson Ubisoft Reflections</p>	  <p><b>AI in Art and Marketing Pipelines - How We Integrated AI to Create Reliable Commercial Returns</b> Kosala Ubayasekara W.R.K.S Games</p>	 <p><b>Together We Are Stronger" - Building Bridges Between Higher Education and the Games Industry (Part 1)</b> Tom Cole University of Greenwich</p>	 <p><b>Why You're Already Out Of Touch on TikTok</b> Sam Jones Pinpoint</p>
15:45 - 16:00	Coffee Break Sponsored by 					
16:00 - 16:45	 <p><b>AAA Car Sound Masterclass</b> Ed Walker Simon Barford Sounding Sweet</p>	 <p><b>Why a Thriving Community is Essential for a Game's Long Term Survival</b> Ben Cowley Kieran Charles Jagex</p>	  <p><b>Five Practical Production Hacks</b> Stuart Young Failbetter Games</p>	 <p><b>How to Break Through: From Young Games Designer to BAFTA Winner</b> Alfie Wilkinson Spacespy Games Emily Brown ustwo games John Ribbins Roll7</p>	 <p><b>Together We Are Stronger" - Building Bridges Between Higher Education and the Games Industry (Part 2)</b> Tom Cole University of Greenwich</p>	 <p><b>How to Avoid a Bad Steam Score?</b> Agnè Vitkutė G.Round</p>
16:45 - 17:00	Break					
17:00 - 17:45	 <p><b>Creating the Epic Audio for God of War Ragnarök</b> Michael Kent PlayStation Studios // Creative Arts</p>	<p><b>Indie Showcase Winners Announced</b> <b>Final Session: Come and Play!</b> Hosts: Simon Byron, Yogscast Jonathan Smith, TT Games (Room 3)</p>				
17:45 - 18:30	 <p><b>Open Mic 2023</b> Host: Adele Cutting Soundcuts</p>	<p>Audio Day sponsored by </p>	<p>Drinks sponsored by </p>			
18:30	End of Conference Drinks in the Metropole Bar					

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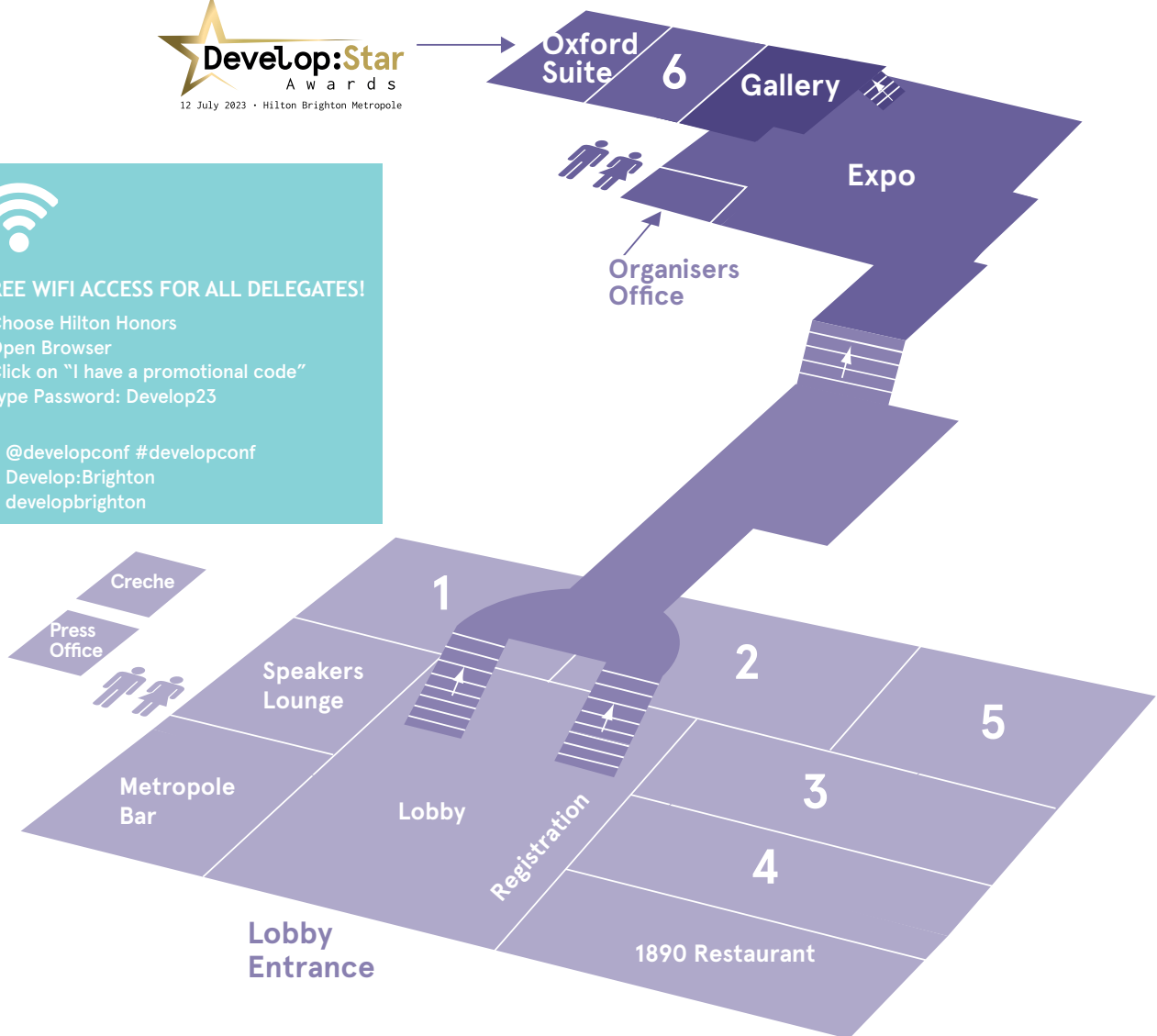
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## UPSTAIRS

- Room 6
  - Free Sessions (Weds)
  - Indie Bootcamp (Thurs)
- Develop:Star Awards (Weds) sponsored by  UNREAL ENGINE

## EXPO (WEDS & THURS ONLY)

- Indie Showcase (Gallery)
- Networking Lounge
- Tea & Coffee sponsored by 
- EXPO Mixer (Weds 17.00) sponsored by 
- Meet@Develop (Gallery) sponsored by 
- Organisers Office

## ROOMS 1 - 4

- Conference Sessions

## ROOM 5

- Free Roundtables

## ROOM 6

- Free Indie Bootcamp / Free Sessions

## METROPOLE BAR

- IceBreaker (Tues) sponsored by 

## 1890 RESTAURANT

- Delegate Lunches