

Monday, 2 November		
10.00-10.30	 Nailing the Pitch: Practical Skills for Securing Multi-Million Pound Projects Natalie Wicks, Double Eleven Ltd	 AI-Demystified: The Present and Future of Artificial Intelligence and Games Tommy Thompson, AI and Games
11.00-11.30	 Beyond a Steel Sky – Reinventing a Classic: Adventure Evolution for a Modern Audience Charles Cecil, Revolution Games	 Pick Your Targets Well, and Hit That Bullseye! Tamara Tirjik, Frontier Developments
12.00-12.30	 Stronger Together: How Your Players Can Make You A Better Developer John Payce, Jagex	 Scenery Art of Planet Zoo – Designing Assets for a Highly Creative Player Base Liesa Bauwens & Ijke Botman, Frontier Developments
13.00-13.30	 Lydia Andrew: Behind the Scenes In conversation with John Broomhall	 Designer War Stories: Tales from the Trenches Dinga Bakaba & Harvey Smith, Arkane Studios
14.00-14.30	 Building on Rock – The Past Year's Accessibility Advances Ian Hamilton, Independent	 The Realities of Releasing Small Games on Steam Brian Shingles, Bad Logic Studios/Reverie World Studios
15.00-15.30	 Talking 'Animal Talking' with Gary Whitta Interview by Rebekah Valentine, GI.biz	
16.00-16.45	 Live Panel: Diversity – The Road to the Future Host: Kish Hirani, BAME in Games Panellists: Harinder Sangha, Sumo Digital; Gemma Abdeen, Media Molecule; Robin Gray, Gayming Magazine; Ian Hamilton, Independent; Shay Thompson, Level Up Link Up; Liz Prince, Putting the G into Gaming/Amicus	
17.00-17.45	 KEYNOTE: Going Nuclear: The Story of Todd Howard & Bethesda Interview by James Batchelor, GI.biz	
Tuesday, 3 November		
10.00-10.30	 Think Inside the Box: Containerising Your Game Servers on AWS Arni Birgisson, AWS Game Tech	 Music Design and Implementation: An Integral Part of Your Music Production Pipeline Guy Whitmore, Composer & Audio Director
11.00-11.30	 Lessons From Both Sides of the Pitching Table Colin Macdonald, Indie Champions	 Achieving Deeper Player Interaction with Large-Scale Worlds Chris Jenner, Ubisoft Reflections
12.00-12.30	 How We Built F1 Manager: Design and Commercial Insights from Successful Mobile F2P games Corentin Delprat, Hutch	
13.00-13.30	 Player-Driven Audio Creation in Dreams: A Post-Vivem Bogdan Vera, Media Molecule	 Stumbling to Success – The Fall Guys Phenomenon Oliver Hindle & Haley Uyrus, Mediatonic Interview by Stevie Ward, Future Publishing
14.00-14.30	 Driving Diversity: Why it Matters and How We Can Make Our Studios More Inclusive Khally Saarman-Jones, Payload Studios	 25 Ways to Sell More Indie Games James Binns, Network N
15.00-15.30	 The Art of Art Bibles Erol Kentli, Rewind	 Ten Things to Do Before You Even Start Working on a New Game Mitchell Smallman, Netspeak Games
16.00-16.45	 Live Panel: The LGBTQ+ Games Industry & Allyship Host: Ian Masters, Flick Games Panellists: Elli Shapiro, Rocksteady Studios; Zoe Brown, Sony PlayStation; Liam Price, Sheridans	
17.00-17.45	 KEYNOTE: Twenty Years of Designing Games, Managing Teams and Learning to Make Your Own Luck Dominic Robilliard, PlayStation & Pixelopus, Interview by Will Freeman, Games Journalist	
Wednesday, 4 November		
10.00-10.45	 LIVE KEYNOTE PANEL: Running a Game Studio – All You Need to Know Host: Elle Osili-Wood, Video Games Presenter and Journalist Panellists: Aj Grand Scrutton,Dlala Studios; Maria Sayans, ustwo games; Imre Jele,Bossa Studios; Veronique Lallier, Hi-Rez Studios	
11.00-11.30	 A C/C++ Journey: How we Learn and Evolve our Code Base at Polystream Jarl Ostensen, Polystream	 We Can No Longer Wait: Embedding Diversity and Inclusion Into Studio Culture Cinzia Musio, Splash Damage
12.00-12.30	 How to Not Launch a Game on Steam (and some advice on how to) Aiden Rodgers, Indie Developer	 What The Concept Art Doesn't Tell You: Adding Depth and Believability to Your Characters Shayleen Hulbert, Freelance Artist
13.00-13.30	 Ben Minto: From Battlefield to Star Wars In conversation with John Broomhall	 Spatial Communication in Level Design Peter Field, Media Molecule
14.00-14.30	 What is a Venture Capital Firm Looking For in a Games Studio Luke Alvarez, Hiro Capital	 A Practical Guide to App Store Optimization Elizaveta Kostyukhina, Supersolid Games
15.00-15.30	 Building Communities That Last. From Scratch Stevie Ward, Future Publishing	 Where to Start with Machine Learning Andrew Webb, vTime
16.00-16.30	Getting the Job Done: Using Everything to Make Your Game Grant Allen, Dlala Studios	Creating a Live Gameshow World with Colour and Polish: The Art of Fall Guys: Ultimate Knockout Alexander McKinney-Raphelt, Mediatonic
17.00	Develop:Star Awards Sponsored by PTW	