













































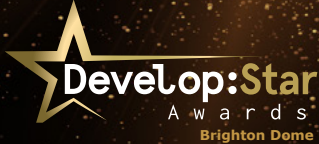
8-10 July 2025



# Develop: Brighton

Insight: Inspiration: Networking

## Wednesday 9 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6	Room 7
9:45-10:45	 <b>Keynote</b> <b>Remedy's Sam Lake: 30 Years of Storytelling</b> Sam Lake, Remedy Entertainment Host: Sam Loveridge, Games Radar (Room 1)				 <b>Performance: Day</b> 10:00-10:45 <b>VO:ICE: A Voice Over: Insights into Client Expectations</b> James Stant Frontier Developments		
10:45-11:00	Coffee Break					Free Roundtable Sessions	Free Sessions
11:00-11:45	 <b>30 years of Change - Now and Then</b> Ilari Kuitinen Housemarque	 <b>Cardboard, Clay, Fabric and Green Screens: Exploring Craft Mediums in Game Art</b> Claire Morwood Indie Artist	 <b>Growth in Progress: Harnessing AI to make your game feel ALIVE!</b> Marlon Fussell Martian Lawyers Club	 <b>Productive &amp; Pragmatic Prototype Programming</b> Andrew Fray Studio Enso	 <b>Approaching Intimacy in Video Games - Intimacy Coordination to Enhance Storytelling</b> Host: Josh Weeden PitStop Productions	 <b>Develop: FTUE (First Time User Experience)</b> Jazeena McCallum Freelancer	 <b>WorkWise for Screen: Fair Play at Work</b> Host: Jonas Gawie Limit Break Mentorship
11:45-12:00	Break						
12:00-12:45	 <b>Panel: Which Indie Game Genres are Hot in 2025?</b> Host: Sam Roberts GamesIndustry.biz	 <b>From Outreach to Impact: Leveraging Influencers in Games Marketing</b> Dennis Quaiesser Pixel Maniacs Beth Wain Freelancer	 <b>Micro Crowdfunding: Lessons from 20 Successful Kickstarters</b> Robert Hewson Huey Games	 <b>Player Emotional Design</b> Francesca Foffano University of York	 <b>Finding Your Path: The Road from Actor to CEO</b> Abubakar Salim Surgent Studios Host: Inel Tomlinson, Actor, Comedian, Presenter	 <b>Why Can't I Switch Off? Identifying and Managing Absence Anxiety</b> Em Aspinall Safe In Our World	 <b>Bridging the Many World Representations in Video Games</b> Steve Ewart Havok
12:45-14:00	Lunch						
14:00-14:45	 <b>The Rise and Fall of The Flame in Marvel's Spider-Man 2</b> Donald Barrett Insomniac Games	 <b>Painting 2D Like it's 3D: How and When to as a Concept Artist</b> Ash Kerins Concept Artist & Illustrator	 <b>Now Do it Again, But Better - Building on the Success of Fights in Tight Spaces</b> James Vigor Ground Shatter	 <b>Breaking the Cycle: Our Journey from the Streets to Game Development</b> Shereen Fares Ragdoll Games	 <b>Screaming Between the Lines: Getting Specific About Performing Efforts and Vocal Combat</b> Natalie Winter Actor & Director	 <b>Being and Supporting LGBTQ+ in the Industry in 2025</b> Elli Shapiro & James Dodd Out Making Games	 <b>Unlocking Funding: Key Strategies for Thriving in Today's Challenging Investment Market</b> Host: Pamina Bou Factortech
14:45-15:00	Break						
15:00-15:45	 <b>Paper Prototyping: Mechanic-Driven Design in Paper Trail</b> Henry Hoffman Newfangled Games	 <b>Understanding and Modifying the Colour Pipeline in Unreal</b> Ali Cormack Studio Gobo	 <b>Reimagining Economics: Sustainability and the Future of Games</b> Jennifer Estaris Monument Valley 3	 <b>Unlocking Game Data @ Koffeecup</b> Stanley Wang Koffeecup	 <b>Keynote Performance in Games: From Data to Drama</b> Jane Perry Actor	 <b>Empowering Women's Health in the Workplace: Breaking Barriers and Building Support</b> Silvana Greenfield SG Coaching	 <b>Cultivating a Loyal Fanbase: Marketing Farming Simulator</b> Martin Rabl GIANTS Software
15:45-16:00	Coffee Break						
16:00-16:45	 <b>The Indie Edge: Attracting Talent When You're Not AAA</b> Joe Burridge Play Ventures	 <b>Piracy and Anti-Piracy</b> Anonymous Roosens	 <b>No Limits: Why Accessibility FOR ALL Starts with the Developers</b> Mikey Starovoytov 3D Artist	 <b>Anti-Social Media? Why the Humble Newsletter is Your Studio's Most Powerful Channel in 2025</b> Jamin Smith Pantaloon	 <b>Casting Panel - Standing Out for the Right Reasons</b> Host: David Monteith	 <b>Game Developers as Role Models: Shaping the Future of the Industry</b> Diana McRae Freelance Game Designer	 <b>Unreal Engine UI Optimisations Using Materials</b> Daniel Janak Virtuos
16:45-17:00	Break						
17:00-17:45	 <b>AI Ethics Within Game Development</b> Jonty Cowan Wiggins	 <b>How to Design and Build Killer Game UI</b> Ross Plaskow & Gordon Hayes Rive	 <b>Leading a Coding Team with Imposter Syndrome</b> Kirsty Fraser Third Kind Games	 <b>Lightning Lessons in LiveOps Planning</b> Ella Romanos & Oscar Clark Arcanix	 <b>Performance Production Panel - How to be an Actor We Love</b> Host: Susie Valerio Voice Actor & Casting Director	 <b>Backlash - The Real Cost of Diversity and Inclusion</b> Alan Fianko & Annabel Ashalley-Anthony Melanin Gamers	 <b>Raise the Game: Building an Industry Where Everyone Can Play</b> Samantha Ebelthite Amplified Games
19:00	 <b>Develop:Star Awards</b> Brighton Dome <a href="http://www.developconference.com/awards">www.developconference.com/awards</a>						

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