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

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