








































8-10 July 2025



Develop: Brighton

Insight: Inspiration: Networking

Thursday 10 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6	Room 7
10:00 - 11:00	 Keynote Build What You Have: Rethinking Studio Sustainability in 2025 Tara Mustapha, Code Coven (Room 1)				 Audio:Day 10:00-10:15 Audio Track Welcome & Introduction 10:15-11:00 Finding an Angle: How to Boost Your Audio Creativity and Originality Suddi Raval Spliced		
11:00 - 11:15	Coffee Break					Free Roundtable Sessions	Free Indie Bootcamp
11:15 - 12:00	 Building Communities That Run Themselves Emma Bodie-Smith Playstack	 GrAPhIC dEsIGN iS mY pAsSiOn: What Do 2D Artists Do On 3D Games? Ellen Elliott-Brown 2D/UI Artist	 Revolutionising Team Building: Gamification and Behavioural Insights for Remote Teams Chiara Santevecchi Team Camp	 What Game Designers Can Learn from Cognitive Psychology Roy Caseley University of the Arts London	 Reading Between the Lines: Integration of Sound, Narrative and Design into Dialogue Paola Velasquez Sony Interactive Entertainment	 Mentorship Matters: How Limit Break is Levelling Up Careers in Games Jonas Gawe & Anisa Sanusi Limit Break Mentorship	 Playing The Long Game: How Composers Can Build Sustainable Careers Graham Best PRS for Music ACY Composer Nainita Desai Composer
12:00 - 12:15	Break						
12:15 - 13:00	 Being a Leader in Game Development: Set Yourself Up for Failure or Success Liudmila Siachko Wargaming	 Can't We All Just Get Along: How Marketing & Production Can (and Must) Work Together Tom Knight & Julia Spinola Fireshine Games	 How VIDEOVERSE Successfully Delivers Several Emotional Gut Punches Lucy Blundell Kinmoku	 Unreal Engine: Five Important Lessons Keith Judge Tanglewood Games	 LEGO Horizon Adventures in Sound Design Host: Peter Hanson Sony Interactive Entertainment	 The Adaptive Leader: Navigating Uncertainty Ros Chisholm BadBear Games CIC	 A Guide to Revealing Your Unannounced Game Ben Joy Etch
13:00 - 14:00	Lunch						
14:00 - 14:45	 Co-Op Mode: Mastering Co-Development as a Producer Alix Taylor-Searle Third Kind Games	 The Invisible Narrative: Storytelling in "Gameplay-Focused" Games Franciska Csongrady Criterion	 Earning Gamers Attention: A Deep Dive into the Marketing Creative For Still Wakes The Deep Host: Daan Hendriks The Chinese Room	 Moving from Unity to Unreal: An Indie Studio's Perspective Stephanie Bazeley Team Junkfish	 Making The Lives of Audio Designers Easier in Hellblade 2: Senua's Saga Siddhant Ravi Ninja Theory	 The Art of Feedback Estelle Bailly Coaching with Estelle	 I Did Survive 'til 25 Now What? A Start-up Retrospective Nicola Strina Blink Games
14:45 - 15:00	Break						
15:00 - 15:45	 Animating Complex Emotions: Bringing Authenticity to Character Performance Eoin Loughrey & Sole Gonzalez Romero Super Spline Studios	 Zero to Fun: "Vibe Code" Games Together (non-coder friendly!) Part 1 Tyson Roberts Google DeepMind	 Narrative VR and Its Bright Future (we all hope) Christopher Morrison Reality+	 Aero Astro Arts - Creating Games Lightyears Ahead Mark Fraser Aero Astro Arts	 Optimising the Music Commissioning and Creation Process for Games Kenny Young Audbod	 The Rollercoaster Ride of Being Made Redundant Emma Varjo Independent Consultant	 Indies, Please Don't Prematurely Launch Your Game Shawn Alexander Allen NuChallenger
15:45 - 16:00	Coffee Break						
16:00 - 16:45	 VR Pipeline Essentials: Avoiding Pitfalls and Maximising the Immersive Experience Jamie Denham & Soheil Salehinia Sliced Bread Animation	 Zero to Fun: "Vibe Code" Games Together (non-coder friendly!) Part 2 Tyson Roberts Google DeepMind	 Hierarchical Kinematic Path Planning for Vehicles in Open Terrain David Partouche The Multiplayer Group	 UI That Grows With You: The Art of Future-Proofing your Game's Interface Agnes Kasilovska & Sam Thompson Dead Nice Studio	 Behind the Sounds of Star Wars Outlaws Jacob Coles & Martin Weissberg Massive Entertainment - a Ubisoft Studio	 User Interface Design Roundtable Henry A Ryder Warner Brothers Games - Odyssey	 Phoenix Indies: Rising from Redundancy Yasmina Fadel Maximalist
16:45 - 17:00	Break						
17:00 - 17:45	The Final Countdown & Indie Showcase Winners Announced Co-hosts: Stevie Ward, Future Publishing Jon Torrens, Communications Coach Everyone welcome! (Room 1)				 20 Years of Forza Motorsport - An Audio Retrospective Nick Wiswell Turn 10 Studios		
17:45 - 18:30					 Open Mic 2025 Host: Matthew Florianz Frontier Developments		
18:30	End of Conference Drinks in the Metropole Bar						

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