



**FREE WIFI ACCESS
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Network: Develop Brighton 2026
Password: Develop26

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6	Room 7
10:00-11:00	How to Maximize Discovery, Reach & Momentum When Launching With Xbox Guy Richards Xbox (Room 1)				Audio:Day 10:00 - 10:15 Audio Track Welcome & Introduction Matthew Florianz Frontier Developments 10:15 - 11:00 Visual Approaches to Creative Sound Design Ashton Mills & Andrew Dodd Jagex		
11:00 - 11:15	Coffee Break					Free Roundtable Sessions	Free Indie Power-Up Sessions
11:15 - 12:00	Deduction as Exploration in TR-49 Jon Ingold inkle	From the Ground Up: A First-Principles Approach to Art Direction Gerben Pasjes d3t (Keywords Studio)	Product Validation: How to Spot a Flop Before it's Too Late! Amir Didarzadeh NBI	From 0 to 100K Followers: Navigating the Wild West of Social Media Anna Blewden Games with DNA	Music Design Approach in Saros Joe Thwaites Sony Interactive Entertainment	This Is Fine: Managing Crisis in Game Production Eline Muijres Cohop Games Sally Blake Silent Games	Indie Power-Up:Day Breaking Limits: How Mentorship Builds Better Studios Anisa Sanusi Limit Break
12:00 - 12:15	Break						
12:15 - 13:00	Mike & Rami Are Still Here: Live from Develop:Brighton Mike Rose No More Robots Rami Ismail	Games Industry Outlook: Market Trends, Fundraising and Valuations Julian Barklund & Imogen Glen PwC	S.T.E.A.L. like a Game Designer: Why “Just add Crafting” Never Works Annie Grudeva Radical Forge	Postmortem - Shipping Godot VR and Porting to PSVR2 Claire Blackshaw Flammable Penguins Games	A Decade of Audio for an Infinite Universe - No Man's Sky Over Ten Years Paul Weir Hello Games	What's Concerning Under-35s Working in Games? The Top Five Issues Gina Jackson Pitchify	A Beginners Guide to Tiktok (for Indie Games) Molly Holmes Panda Cat Games
13:00 - 14:00	Lunch						
14:00 - 14:45	Embracing the Differences in our Talent is Key to Unlocking our Success Sarah Brewster Fresh Seed Ltd	Beyond Games: Architecture, Product Renders and More Domingo Botteram Silver Moon Labs	How a Small Indie Hit #1 New & Trending with a Steam Demo: Lessons from a Horror Game Helen Carmichael Grey Alien Games	Stealing from AAA for Fun and Profit: Lessons in Code Quality Séamus Ó Buadhacháin Failbetter Games	Learnings from 30 Years in Game Audio Nick Laviers Respawn Entertainment	Making the Case for Accessibility Cari Watterton Scopely Robert Macdonald Freelance Harriet Frayling Many Cats Studios	Fireside Chat with ZA/UM - How Unionisation Empowers Everyone! Spring McParlin Jones IWGB Game Workers Declan Keane ZA/UM
14:45 - 15:00	Break						
15:00 - 15:45	Telling Conflict-Less Stories Christopher Morrison Reality+, LLC	Technical Debt: Keeping your House Clean and Tidy Marion Not Freelance	10 Commandments of Working with Content Creators Timo Verschueren Black Soup	Designing Moral Intelligence: What Ethical AI in Videogames Really Requires Ambrose Robinson Parable Studios	Cairn: Moving Sound - Martin Stig Andersen in Conversation with Rob Bridgett Martin Stig Andersen Interactive Tapes Rob Bridgett Sony Interactive Entertainment	A Holistic Approach to Supporting Mental Health in the Games Industry Katie Squires South Westerly Games Ltd	How to Start an Indie Game Studio From Your Home Bedroom HaZ Dulull Beyond The Pixels
15:45 - 16:00	Coffee Break						
16:00 - 16:45	The Machete and the Broom: Two Roles of a Game Designer Tristan Jacobs Glowmade	The Dungeon Masters' Guide To Production Steven Golding Radical Forge	The Creator Marketing Gut Check Beth Wain The Path	What Games Can Steal from Film Pipelines (and What They Shouldn't) Elif Ulasoglu Pixomondo	Designing the Perfect Musical Score: Fancy or Folly? Benedicte Oulmet Ubisoft	Story x Story Podcast: Live from the Coast @Develop Nigel Twumasi & Tazliil mayamada	Making Ambitious Games from Scratch in the UK - Highs, Lows, Lessons and Resources Alistair Hume Full Dive Games
16:45 - 17:00	Break						
17:00 - 17:45	Develop Endnote Quiz & Indie Showcase Winners Announcement Jon Torrens Communications Coach Stevie Ward Future Publishing Everyone welcome!				Indiana Jones and the Great Circle: Adventures in Recording, Sound Designing and Mixing Pete Ward MachineGames		
17:45 - 18:30					Open Mic 2026 – 20th Anniversary Edition Matthew Florianz Frontier Developments		
18:30	End of Conference						