

14-16 July 2026

Develop: Brighton

Insight: Inspiration: Networking


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 Network: Develop Brighton 2026
 Password: Develop26

Tuesday 14 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
9:45-10:45	Powered by Players: Reforjng 4J Studios Chris van der Kuyl & Joseph Garrett 4J Studios (Room 1)				Games:Edu Day Games:Edu Track Intro & Keynote: Apprenticeships & the Tacit Knowledge of Game Development Laurence Oldham Digital Impact Incubator Tom Cole University of Greenwich Jake Habgood Freelance	
10:45-11:00	Coffee Break					Free Roundtable Sessions
11:00-11:45	AI Wants to Play: A Game Designer's Guide to AI in Every Stage of Development Rob Davis Wild Loop Games	Mobile:Day Building New Game Teams Before the Game Is Clear Marco Colombo Supercell	The Power of Stopping: Spotting a Sunk Cost Fallacy Before it Sinks your Project Mark Shaw Flix Interactive	A Frame's Life: Frame Timing, Synchronization, and Latency in UE Ari Arnbjörnsson Epic Games	Develop: FTUE (First Time User Experience) Jazeena McCallum CRITICAL REFLEX Annabel Ashalley-Anthony Melanin Gamers	
11:45-12:00	Break					
12:00-12:45	Finding the Balance: Big Team Process vs Indie Mindset Michael Meaden Athena Worlds	Mobile Games: When Approachability Rhymes with Accessibility Amélie F. Chiasson Player Research (Keywords Studios) Cari Watterton Scopely	5 Easy Steam Store Page Tweaks to Boost Your Visibility Jarvis Tasker Happy Volcano	The Evolution of Interactive Storytelling Jane Millichip BAFTA	Opportunities For Talent: Workshopping the Foundations of a Better Future Dr Tom Cole University of Greenwich	Too Many Ideas, One Game: ADHD Survival Guide for Game Dev Rory Martin Giraffe Head Studios Ltd
12:45-14:00	Lunch					
14:00-14:45	Scaling Without Breaking Your Studio Tamsin O'Lunaigh Wise Cat Strategy	Scaling Cross-Platform Delivery: From Mobile Bottleneck to Self-Service Platform Vladimir Pronin Holland & Barrett	How to Develop and Execute a Marketing Content Strategy Without Losing Your Mind Najmah Salam Panda Cat Games	Your Game is Better Than You Think: How to Find and Nurture the Soul of Your Game Caspar Gray Green Man Gaming	XDEV at a Crossroads: What the Best Teams are Doing Differently Sam Carlisle XDS Spark (XDS Ignite guests only)	Burnout: An Honest Chat About the Causes, Symptoms and Recovery Cat Burton Goth Boss Studios
14:45-15:00	Break					
15:00-15:45	Interface as Identity: Designing UI That Complements the Brand Agnes Kasilovska & Sam Thompson Dead Nice Studio	Level Up In-Game Earnings Without Losing Players Antoine Jullemier Gadsme	Moving from Engineering to Management James Foster Rocket Science Group	How Rethinking Pay and Power Helped Us Build a Resilient Co-Dev Studio Daph Janssens Day III Digital	XDEV at a Crossroads: What the Best Teams are Doing Differently Sam Carlisle XDS Spark (XDS Ignite guests only)	Raise the Game Roundtable Cinzia Musio Ukie Jonas Gawe Limit Break
15:45-16:00	Coffee Break					
16:00-16:45	Beyond Awareness: Supporting Neurodiverse Teams Without Burning Out Managers Katherine Mould People Can Fly	The State of Mobile Creativity in 2026 Alice Bowman Fusebox Games	How to Make Whatever You Want and Still Get Attention Stanley W. Baxton Stanwixbuster	No, Puzzle Games Aren't Dead, You Just Didn't Realise They're Emotional Experiences Too Caroline Clark Liney Games	External Development Keynote Ben Jackson Battlefield (Electronic Arts) (XDS Ignite guests only)	Graduate Journeys: Experiences, Breakthroughs and Insights From Both Sides Laurence Oldham Digital Impact Incubator
16:45-17:00	Break					
17:00-17:45	Scheduled Serendipity: Manufacturing Creative Aha Moments Imre Jele Atypical Types / Bossa Studios	Mobile Gaming: The Next Frontier for Accessibility Sachin Sunil & Michael Nelson SpecialEffect	Vibe Coding: Build an App in 60 Minutes with GenAI Tyson Roberts DeepMind	Steam Events in 2026 (and Why You Want To Be a Part of Them) Gary Burchell Fireblade Software	External Development Keynote Ben Jackson Battlefield (Electronic Arts) (XDS Ignite guests only)	Fixing the Talent Crisis: Moving From Conversation to Action Dr Tom Cole University of Greenwich Laurence Oldham Digital Impact Incubator
18:00	Ice Breaker - in Metropole Bar - everyone welcome!					