



**FREE WIFI ACCESS
FOR ALL DELEGATES!**

Network: Develop Brighton 2026
Password: Develop26

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6	Room 7
9:45-10:45		 ustwo games: A Positively Playful Business Host: Sam Loveridge, GamesRadar Maria Sayans, Daniel Gray, Peter Pashley, ustwo (Room 1)			 Performance:Day Pixels to Performance Adele Cutting Soundcuts		
10:45-11:00				Coffee Break		Free Roundtable Sessions	Free Sessions
11:00-11:45	 Building a Hit: LEGO Batman: Legacy of the Dark Knight Jonatham Smith Mark Green Dave Woodman Ruthie Nielsen Rian Walters TT Games	 Defining & Achieving Visual Quality! Erol Kentli Flix Interactive	 Hiring for Success Under the New UK Employment Rights Act Liz Prince Amiqus	 Inside F1 Game Development: Dynamic Objectives Paul Stefanescu Electronic Arts	 Action Design and Stunt Coordination for Cinematics and Gameplay - Q&A Nathaniel Marten Lucky 13 Action Ltd	 Develop: FTUE (First Time User Experience) Jazeena McCallum CRITICAL REFLEX Annabel Ashalley-Anthony Melanin Gamers	 UK Games Industry Census – What Have we Learned? Mark Taylor University of Sheffield Cinzia Musio Ukie
11:45-12:00				Break			
12:00-12:45	 How to Work with your Ex Dev Partners to Resolve Blockers Rikki Vitello Freelance	 The Recommendation Era: What AI-Driven Discovery Means for Video Games PR Ravi Vijh Bastion	 Criterion: 30 Years of Continuous Evolution and our Future as a Battlefield Studio Amy Pejic & Danny Isaac Criterion (Electronic Arts)	 Pitching to Publishers Sucks (& What We Learned Pitching Cabernet) Arseniy Klishin Party for Introverts	 How to Enhance your Mocap/P-Cap Shoot: A Collaborative Guide for Game Devs and Performers Gareth Taylor Freelance & The Mocap Vaults	 How Does One Freelance? Lorna McFall Freelance UI UX Designer	 D2C's Biggest Opportunity Has Nothing to Do With Platform Fees Liam Wiltshire Tebex
12:45-14:00				Lunch			
14:00-14:45	 Design for Change: Should Designers Be Letting AI Make Product Decisions? Ayobami Aderemi ReAssure	 pArTy Composition: Building Balanced Art Teams in an Unbalanced Industry Nader Alikhani Innovcs Games	 BIG DUMB GAMES: Building an Indie Studio Without Waiting for Permission Murray Pannell BIG DUMB GAMES	 From Potatoes to Super-chips: Optimising Player Experiences Whatever the Mobile Device Ian Bolton Arm Ltd Đorđe Đurđević Nordeus	 Press Start, Mind the Gap: Bridging US and UK Game Casting & Production Pipelines Lexington Vanderberg & Julia Bianco Schoeffling The Halp Network	 One Year On: Progress, Gaps and Possibilities for LGBTQ+ Inclusion James Dodd Out Making Games	 Stop Surveying, Start Listening: Why Real-Time Player Intelligence Is Replacing How we Listen to Players Tom Gaynor Leveller
14:45-15:00				Break			
15:00-15:45	 Games as Dreams: Using Symbolic Archetypes to Craft Powerful, Flexible Narratives Lydia Cockerham Creative Assembly	 Shipping S.T.A.L.K.E.R. 2 Our Way: Self-Publishing, Game Pass, and 1 Million in 36 Hours Agostino Simonetta GSC Game World	 More Than Games: Unlocking New Funding & Creative Opportunities Outside the Consumer Market Brian Baglow Scottish Games Network Ltd	 Exploring the 80:20 Rule in Concept Art Gargi Roy Lab42	 3:00-3:30pm Performance Skill Buff: Auditions, Agents, and Building a Career in Game Performance Natalie Edwards Nordlings 3:30-4:00pm Dungeons and Dialects: Implementing Authentic Accents & Artistic Tropes for Inclusive Narratives Keith Higinbotham Voice with Keith	 Overcoming Barriers to Mental Health Support in the Workplace Izzie Micul Safe In Our World	 How to Stay Ahead of Cutting Edge Game Technology David Smethurst Sumo Digital Dario Jelusic Atomhawk Terry Goodwin Lab42
15:45-16:00				Coffee Break			
16:00-16:45	 Designing Immersive and Explorable Open Worlds with Narrative Encounters Shi-tao Fan (Maverick) Cloud Imperium Games	 The Ethics of Using AI in Games Ben Byford Nuclear Candy Games	 On the Lore Around Art Andrej Horoschun Frontier Developments	 Why Most PC Game Marketing Fails After Launch (and How to Build Systems that Actually Retain Players) Mike Gallagher Untitled Advertising Lab	 16:00-16:30 Performance Authentic Casting: Why Do It, and Who Cares? Susie Valerio Soundcuts 16:30-17:00 Developing Characters For Performance: A Writers' Panel Daniel Bowditch Criterion Games	 A Decade Since BIG (BAME in Games): Ethnic Diversity in Games - Then, Now, What's Next? Kish Hirani BIG (BAME in Games) Safiyya Ingar VO Artist	 Mastering the Funding Map: Capital Raising for Studios in 2021 Pamina Bou Factortech
16:45-17:00				Break			
17:00-17:45	 Shaping The Sims: The Tech Art Behind a Flexible Character Creation Tool Jessica Hyland Electronic Arts (Maxis)	 Tech Raises Money Better Than Games. Here's Why Ella Romanos Arcanix	 The Quiet Things – How I Made and Shipped my Passion Project Alyx Jones Silver Script Games	 Optimising Optimisation: Why it's Still a Challenge and How Does the Industry Solve it? Ken Noland AI Guys Ari Arnbjörnsson Epic Games Emily Bailey JECO	 17:15-17:45 Performance VO Audition LIVE! DB Cooper DBCoperVO, LLC	 Sexism, Sexual Safety and Allyship in Gaming Helen Race Survivors' Network	