

20 May	Unreal Theater	Room Stockholm	Room Oslo	Room Copenhagen	Room Reykjavik
11:00-12:00	Opening Keynote: Rebecka Coutaz, Studio Manager, Ubisoft Annecy "Cross Studio Collaboration As a Key To Success" + Development Support Ceremony				
12:00-12:15	Coffee break			Investing in Games Track Opening	12:15-12:40 Partner Track Phill Elliott Creator/Project Lead, Collective, Square Enix "Square Enix Collective - Sharing What We've Learned"
12:15-13:00	Jed Ashforth Senior Game Designer, WWS Immersive Technology Group, Sony Computer Entertainment Europe "Beyond Immersion - Designing for Project Morpheus"		<p>12:15-17:00</p> <p>Boardic Game 2015 Six new Nordic board games have been nominated for the debut of the "Boardic Game Sensation Award". Come and play them all, meet the developers and vote for your favorite!</p> <p>The six board games will also be showcased during Nordic Game Indie Night, in addition to the 8 digital games, nominated for the good old Nordic Game Indie Sensation Award.</p> <p>Two votes = twice the fun!</p>	Nordic Game Funding Panel With Jason Della Rocca, Co-founder, Execution Labs	Break
13:00-13:15	Coffee break	Coffee break		Break	12:45-13:10 Partner Track Daniel Kromand Product Manager Mobile, GameDuell "Designing Mass-market Multiplayer Games for Mobile"
13:15-14:00	Susana Meza Graham COO, Paradox Interactive "Diversity – Aiming for Status Quo, Not the Quota for Long-Term Business Success"	Microsoft Track Jaime Rodriguez Games Evangelism Lead, Microsoft "Writing Games for Windows 10"		Marketplace Financial Market Meet-up	13:15-13:40 Partner Track Eric Seufert VP, User Acquisition & Engagement, Rovio Entertainment "How to Find a Game For Your Audience"
14:00-14:15	Coffee break	Coffee break		Break	Break
14:15-15:00	Panel led by Per Strömbäck Spokesperson, Swedish Games Industry "Founders of the Industry"	Microsoft Track Charlie Skillbeck, Mr. Xbox, Microsoft "Xbox One and Windows 10 Development: Now and In The future"		Marketplace Financial Market Meet-up	13:45-14:10 Partner Track Alexander Fernandez CEO, StreamFrame "Integrated Resource Planning"
15:00-15:15	Coffee break	Coffee break		Break	Break
15:15-16:00	Simon Stålenhag Artist, Simon Stålenhag Art Gallery "How To Save Your Souls From Certain Doom"	Microsoft Track Kristina Rohte, Game Development Evangelist, Microsoft "It's Your Team, They're Your Games Make it Your Azure!"		Marketplace Financial Market Meet-up	14:15-14:40 Partner Track Geoffrey ZatkanCEO, EEDAR "Awesome Video Game Data"
16:00-16:15	Coffee break	Coffee break		16:00-16:30	Break
16:15-17:00	Keynote: Nicole Lazzaro President, XEODesign "Virtual Reality, Emotion, and the 4 Keys to the Future of Games"	Microsoft Track Jaime Rodriguez Games Evangelism Lead, Microsoft "Microsoft & Unity"		Closing and joint mingle	15:00-17:00 Change Through Story Summit 15:00-15:45 Nicholas Fortugno CCO & Cofounder, Playmatics "Making Impact-Based Games"
					16:00-17:00 Panel, moderated by Annika Gustafson Executive Director, BoostHbg "Change Through Story"

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10:00-11:00	Keynote Chris Avellone Creative Director, Obsidian Entertainment "Rolling the Dice on Fallout: Van Buren"			09:00-11:00 Korean Sessions	Games and the Law Track
11:00-11:15	Coffee break	Coffee break	Coffee break	11:15-16:00 Nordic Fast Track	10:00-10:05 Introduction
11:15-12:00	Publisher Panel Led by Maarten de Koning Partner, Executive Director of Business Development, DDM "What Not to Tell a Publisher or Distribution Partner"	Unity Track Andy Touch Tech Evangelist, Unity Technologies "Visual Features and Tools in Unity 5"	Salone Segal CEO, TrulySocial Limited "Engaging a Female Audience and Innovating a New Game Genre"	11:15-11:40 Anders Wilhelmsson Information Officer, Creative Europe Desk Sweden "The Challenge: All About Game Development Funding From Creative Europe"	10:05-10:50 Round table: Rules on Consumer Protection in F2P With Markus Myhrberg, Partner, Lexia, Vincent Scheurer, Founder, Sarassin LLP, and Leena Kuusniemi, Senior Legal Counsel, Rovio Entertainment Ltd.
12:00-12:15	Coffee break	Coffee break	Coffee break	Break	Break
12:15-13:00	Brie Code Lead Programmer, Ubisoft Divertissements, Inc. "The Best Candidate, or The Best Team?"	Unity Track Josh Naylor Product Evangelist, Unity Technologies "Unity - The Engine for VR"	Jesse Divnich VP of Product Strategy & Insights, Tilting Point "Is Premium Dead on Mobile? Lessons from Leo's Fortune"	11:45-12:10 Henrike Lode CEO, Lohika "The Fine Art of Creating Educational Delicacies in Video Games"	11:00-11:45 Daniel Eneftoft, Patent Attorney, and Kristian Martinsson, Attorney at law, Awapatent AB "Intellectual Property – Why Bother?"
13:00-13:15	Coffee break	Coffee break	Coffee break	Break	Break
13:15-14:00	Emil Persson, Christer Swahn Head of Research, Studio Technical Producer, Avalanche Studios "An Avalanche of Tech: Bringing the World of Just Cause 3 to Life"	Unity Track Oscar Clarke Product Evangelist, Unity Technologies "How To Make \$1Million Without Making Your Players Cross"	Panel: "Managing Your Career in the Nordic Games Industry" Led by David Smith Managing Director, Interactive Selection	12:15-12:40 Stephanie Prodanovich Producer/Co-Founder, Elevator Games "The Challenge: Developing Games for Latin America"	13:00-13:45 Greg Pilarowski Chief Executive Officer, Pillar Legal P.C. "Entering the China Game Market"
14:00-14:15	Coffee break	Coffee break	Coffee break	Break	Break
14:15-15:00	David Gaider Senior Writer, Bioware "Creating Diverse Characters"	Unity Track Sara Cecilia Lempiäinen Community Manager, Unity Technologies "Using the New 2D Features in Unity 5"	Cara Ellison Freelance Writer "New Wave" Games Criticism"	12:45-13:10 Anna Jenelius Senior QA Manager, Paradox Development Studio "The Challenge: Understanding and Respecting QA"	14:00-14:45 Panel: New European VAT Rules With Jari-Pekka Kaleva, COO, EGDF Rickard Norinder, Authorized Public Accountant, Crowe Horwath Sweden Jas Purewal, Partner, Purewal & Partners LLP Willem van Wijmen, Spil Games
15:00-15:15	Coffee break	Coffee break	Coffee break	Break	Break
15:15-16:00	Ste Curran Founder, Agency "Love & Violence"	Unity Track Andy Touch Tech Evangelist, Unity Technologies "How to Easily Build, Distribute & Analyse your Unity Games in the Cloud"	Koh Kim Strategic Partnerships, Games, Google Play "Finding Success on Android and Google Play"	13:15-13:40 Lars Kroll Kristensen Producer, University of Århus "The Challenge: Gamifying Quantum Physics"	15:00-16:00 Final Session With Kristian Martinsson, Attorney at law, Awapatent AB Greg Pilarowski, Chief Executive Officer, Pillar Legal P.C. Jari-Pekka Kaleva, COO, EGDF Markus Myhrberg, Partner, Lexia Jas Purewal, Partner, Purewal & Partners LLP
16:00-16:15	Coffee break	16:00-16:25 Partner Track Thomas Labenbacher CEO, Creel	16:15-17:00 Diversi Panel	14:00-14:25 Jakob Johansson CEO, Gleechi "The Challenge: How to Solve the Complex Nature of Hand Motion"	
16:15-17:00	Tom Happ Owner, Thomas Happ Games LLC "Axiom Verge: A 5 Year Solo Journey"	"Monetize Your Currency Over And Over Again!"	"How Can Games Make the World a Better Place?"	14:30-14:55 Klaus Pedersen Founder, Bedtime Digital Games "The Challenge: How to Find the Best Platforms to Distribute Your Indie Game"	
17:00-18:00	Break			15:00-15:25 With Allison Bilas VP of Product, GameAnalytics "The Challenge: What Hit Games Can Teach Us About Post-Launch Success"	
18:00-18:30	Nordic Game Awards 2015				

22 May	Unreal Theater	Room Stockholm	Room Oslo	Room Copenhagen	Room Reykjavik
10:00-10:45	Keynote Oskar Guilbert CEO, DONTNOD "From AAA Box Games to Digital and Episodic"	Oskar Burman General Manager, Rovio Stockholm "Stugan - How Non-profit Programs Make Dreams a Reality"	Chet Faliszek Writer, Valve "VR: Things We've Learned and Not Learned"	Nordic Fast Track	East Meets West Track
10:45-11:00	Coffee break	Coffee break	Coffee break	Break	Break
11:00-11:45	Ananda Gupta Senior Game Designer, Firaxis Games/2K "Head and Heart: The Tradeoffs Between Instinct and Analysis in Game Design"	Matt McNeil Head of Strategic Account Management, EMEA, Google Cloud Platform "Why Did You Win? Using BigQuery to Build Game Analytics on the Google Cloud Platform"	Ryan Cash Founder, Snowman "How to Properly Launch an Indie Game"	11:00-11:25 Anton Albin Project Manager, Association of Swedish Game Developers "The State of Nordic Game Dev. Education - And Where Are We Going?"	11:00-11:25 Bill Wang Corporate Vice President, Perfect World "Perfect World's Journey: Change Never Stop"
11:45-12:00	Coffee break	Coffee break	Coffee break	Break	Break
12:00-12:45	Armin Ibrisagic Game Designer/PR Manager, Coffee Stain Studio "What I learned About Marketing From Goat Simulator"	Stephan Asari Business Development Director, Europe, InMobi PTE Ltd "Monetization as an Integral Part of Game Design"	Mark Estdale CEO, OMUK "Getting Real"	11:30-11:55 Troels Linde, Iain Hamilton, Chris Bjerremose, Mark Juhasz Eucroma "The Challenge: Creating Cross Media"	11:30-11:55 Shailesh Prabhu Designer, Yellow Monkey Studios Pvt. Ltd. "Indie in India"
12:45-13:00	Coffee break	Coffee break	Coffee break	Break	Break
13:00-13:45	Panel, moderated by Mike Gamble, European Territory Manager, Epic Games "The Newest Survival Game: Being Indie"	Wilhelm Taht Head of External Products, Rovio Entertainment Ltd "Mobile Games Partnerships"	Alysia Judge News Editor, Pocket Gamer "How to Get Journalists to Cover Your Game (Without Resorting to Hitmen)"	12:15-12:40 Peter Lübeck Business Developer, REGN "The Challenge: Understanding Extroversion and Introversion in Games Development"	12:15-12:40 Jeferson Valadares GM/VP of Product Development, BANDAI NAMCO Entertainment America "Japan: The Galapagos of Games?"
13:45-14:00	Coffee break			Break	Break
14:00-15:00	Nordic Game Conference Final Wrap-up - Panic Button-Edition With Thomas Vigild & All Stars Attend to win tickets for NG16!			12:45-13:10 Simon Egenfeldt-Nielsen CEO, Serious Games Interactive "The Challenge: Surviving Serious Games - From Ivory Tower to the Trenches"	12:45-13:10 Kasper Kragelund Partner, PlayLab "The 100 Person Startup"
					Break
					13:15-13:40 Tom van Dam Head of Mobile Business Development, NetEase Inc. "How to Successfully Launch Your Game in China?"