



17 May

Pre-Conference Day

13:00 – 17:00 Badge pick-up
14:00: Game City Studio Tour pick-up

18 May

Conference Day 1

9:00: Badge pick-up opens
10:00: Expo floor opens, including Pitch & Match Area
11:00 – 12:00: Opening Keynote, Unreal Theatre
12:15 – 17:00: Sessions in the five auditoriums
12:15 – 17:00: Investing in Games Summit, Room "Copenhagen"
12:00 – 14:00: Lunch is served in the Dining Hall
17:00 – 18:00: Happy Hour, Expo Floor
18:00: Closing Time
18:00 – 23:00: IGDA Finland Bar Meet-Up, Skeppsbron 2

19 May

Conference Day 2

9:00: Badge pick-up opens
10:00: Expo floor opens, including Pitch & Match Area
10:00 – 11:00: Q&A with Hideo Kojima, Unreal Theatre
12:15 – 17:00: Sessions in the five auditoriums
12:00 – 14:00: Lunch is served in the Dining Hall
17:00 – 18:00: Happy Hour, Expo Floor
18:00 – 19:00: Nordic Game Awards, Unreal Theatre
19:00 – 21:00: Gala Dinner, Dining Hall (NB: Reservation required!)
21:00 – Late: Nordic Party, Slagthuset (NB: No reservation needed, just bring your badge!)

20 May

Conference Day 3 – Indie Day

9:00: Badge pick-up opens
10:00: Expo floor opens, including Pitch & Match Area
10:00 – 16:00: Sessions in the five auditoriums
11:00 – 16:00: Indie Discovery Session, Room "Copenhagen"
12:00 – 14:00: Lunch is served in the Dining Hall
16:00 – 17:00: Expo closes
16:00 – 20:00: Nordic Game Indie Showcase, Dining Hall
18:00 – 19:00: Snack Dinner
19:00: Nordic Indie Sensation Awards
20:00 – Late: Nordic After-Party

The Venue:
SLAGTHUSET, MALMÖ

Address: Jörgen Kocksgatan 7A, 211 20 Malmö. Tel.:

+46 40 611 80 90

Map: <http://bit.ly/ng13loc>

Getting there

By air to Copenhagen Airport Kastrup (CPH):

The best way of travelling to Malmö from Copenhagen Airport is by train to Malmö Central station. The airport train station is at the far end of the airport arrival hall beyond customs; follow the sign "Train to Malmö". Trains leave every 20 minutes and take you to Malmö C. Train timetable:

<http://www.oresundstag.se/en/Start/>

Important notice:

Tickets must be bought before you enter the train. Ticket machines accept VISA/MC cards and are located near the DSB Ticket desk, across from the escalator down to Track 1 (Price 105 SEK/11 EURO).

You will also be asked to show ID at the entrance to the train platform, and again at Hyllie station, the first stop in Sweden, due to the Swedish emergency border controls, so please have your passport or similar ready.

By bus from Malmö Airport Sturup (MMA):

From Malmö airport you can go by taxi (about 400 SEK, 45 EUR, 30 min.) or airport bus to Malmö Central station (99 SEK, 9.50 EUR, 45 min.). Airport bus timetable: <http://www.flygbussarna.se/en/malmo>

Important notice:

*Taxi fares are not regulated, so in order to avoid any unpleasant surprises, make sure to check price before entering cab.

Some companies have set a fixed price Airport-Malmö.

We recommend: Taxi Skåne (+46 40 330 330), Taxi Kurir ([+46 40 70000](tel:+464070000)) or Malmö Sturup Taxi (+46 40 500 123)

On foot from Malmö Central station (Malmö C):

Exit the train station through the doors towards the Taxi station. Then walk north towards Comfort Hotel and the high glass structure building behind it. There you will find the welcome banner and the conference entrance.

Accommodation

We have secured discounted prices in some Malmö city hotels. these hotels are all located within a short walking distance from the venue.

You can see these hotel options here: <http://conf.nordicgame.com/wp-content/uploads/2016/02/NG16%20Hotels.pdf>

If you have any questions about your purchase please contact

passes@nordicgame.com

To pick up your badge

To enter Nordic Game 2016 a personal conference badge is needed. Pick up your badge at the registration desk at the entrance. A personal ID/student ID is required.

room Unreal Theatre	room Stockholm	room Oslo	room Copenhagen	room Reykjavik	room Helsinki	Meeting Rooms 2nd Floor
11:00-12:00 Tim Sweeney, Epic Games "The Future of Graphics & Game Development"				12:15-12:45 Timo Heinäpurola, Reforged Studios "Mobile Game Engine Development at Reforged Studios"		Room 1 10:00-12:00 Workshop: "Advanced Sound Design and Implementation" With Sally Kellaway
12:15-13:00 Tom Giardino, Valve Software "Tips for a Successful Steam Release"	12:15-13:00 Jon Hare, Tower Studios "The Godfather of Football Games"	12:15-13:00 Kate Edwards, International Game Developers Association "Maximising Locales and Managing Mobs: Strategies for Game Culturalisation"	Investing in Games Summit	12:45-13:15 Patrick Liu, Rovio Sweden "Angry Birds 2: From Premium to F2P or the Game That Was Never Made"		Room 2 11:00-11:45 Anton Albiin, Association of Swedish Game Developers "A Link to the Past, Present & Future: Nordic Game Education in 2016"
13:15-14:00 "Engine Panel" Moderated by Kish Hirani	13:15-14:00 Holly Gramazio, Matheson Marcault "Games in Cities"	13:15-14:00 Rhianna Pratchett "A Fireside Chat with Rhianna Pratchett"	13:30-13:55 Keynote Bill Wang, Perfect World	13:15-13:45 Allan Loenskov, Funday Factory "High End Graphics on Low End Devices"	PITCH & MATCH	
14:15-15:00 Ragnar Svensson, King "Defold is a New Cross-Platform Engine From King: What's Cool About It?"	14:15-15:00 Panel: "The State of VR" Moderated by Annika Gustafson, BoostHbg	14:15-15:00 Yoan Fanise, Digixart Entertainment "How To Create Entertaining Experiences That Engage Players"	14:00-14:40 Angel and Early Stage Panel	13:45-14:15 Gemma Thomson, Diversi "The Art of Letting More People Play Your Game"		
15:15-16:00 Petter Sydow, Massive Entertainment "Shipping Tom Clancy's The Division: Structure = Creativity"	15:15-16:00 Josh Larson, Numinous Games "What Love and Grace Taught Me About Videogames "	15:15-16:00 Diversi Panel: "Technology and inclusive gaming - What does the future look like?"	14:45-15:25 Seven Figures Plus Panel	14:30-15:00 Yacine Salmi, Salmi Games "Teaching Players without Words"		Room 3
16:15-17:00 Martin Enthed, IKEA "IKEA: Exploring VR"		16:15-17:00 Kam Star, PlayGen "Games That Make People Nicer"	15:30-18:00 Speed Pitching	15:00-15:30 Sarah Schadow, Wooga "Designing Games For Apple Watch"		Room 4
				15:30-16:00 Marek Ziemak, 11 Bit Studios "The Emotional Layers of This War of Mine"		Room 5
				16:00-16:30 Steve Lindsay, Ixty "Pricing IAPs to Maximise Revenue Worldwide"		Room 6
				16:30-17:00 Marianne Lerdahl, Sarepta Studio "Avoiding the Tag-along Trap: Designing an Asymmetric Co-Op Game"		

room Unreal Theatre	room Stockholm	room Oslo	room Copenhagen	room Reykjavik	room Helsinki	Meeting Rooms 2nd Floor
10:00-11:00 Hideo Kojima Q&A Moderated by Thomas Puha, Remedy				11:00-11:30 Ian Hamilton, IHDC "Mobile Devices & Disabled Gamers"		Room 1 10:00-12:00 Josh Larson Workshop: "Personal Expression in Games"
11:15-12:00 Panel: "Immersive audio for VR" Moderated by Thomas Bärtschi, Audiokinect	11:15-12:00 Microsoft Session Tad Swift, Microsoft "The Future of Xbox Game Development on Windows"	11:15-12:00 Ilari Kuittinen, Mikael Haveri, Housemarque "Housemarque: Self-publishing an Arcade Game and Collaboration With a Living Legend"	11:15-12:00 Sarah Brin "36 Questions"	11:30-12:00 Tanya X. Short, Kitfox Games "Procedural Mythologies"		12:30-14:00 Roundtable: Diversi meetup & #gamediversity round table @Nordic Game 2016
12:15-13:00 Matthew Steinke, Cd Projekt Red "Witchcraft: The Alchemy of a Crafting-Based Economy"	12:15-13:00 Microsoft Session Kristofer Liljeblad, Microsoft, Christian Corsano, Io Interactive "Hitman & Azure"	12:15-13:00 Celia Hodent, Epic Games "How Neuroscience and UX Can Impact Design"	12:15-13:00 Richard Sahlén, Mapillary "High Performance Old School Sprites in OpenGL(ES) Using Batching: Increasing Your Performance to Eleven!"	12:00-12:30 Jana Karlikova, Stugan "23 Game Devs in a Cabin in the Woods: What Could Possibly Go Wrong?"		
				12:30-13:00 Sabrina Carmona, Good Games/King "The Latin American Mobile Market"		
13:15-14:00 Olivier Deriviere, Ameo Prod Inc. "Don't Ask For Permission! Assert Your Creative Freedom!"	13:15-14:00 Reko Ukko, Seriously "Creating an Entertainment Brand Starting with a Mobile Game"	13:15-14:00 Dario Luis Sancho Pradel, Crytek "Scaling New Heights in VR: How Crytek Created The Climb"	13:15-14:00 Garnett Lee, Amazon "Design, Launch and Sustain Your Game with Twitch"	13:00-13:30 Quebec Session		
				13:30-14:00 Christofer Sundberg, Avalanche Studios "Stick to Your Guns"		
14:15-15:00 David Luong, Blizzard Entertainment "The Evolution of Matte Painting: Supporting the Story, Past"	14:15-15:00 Panel: "Movement in the Virtual World" Moderated by Julie Heyde, VRUnicorns	14:15-15:00 Andie Nordgren, CCP, Attila Szantner, MMOS, Emma Lundberg, KTH "Project Discovery"	14:15-15:00 Garnett Lee, Amazon "Let Underground Handle Revenue So You Can Focus on Making Great Games"	14:00-14:30 Nick Parker, Parker Consulting "Indieapocalypse: Why So Many Games Fail"		
				14:30-15:00 Phil Elliott, Square Enix "Collective Update and Tips for Pitching!"		
15:15-16:00 Ste Curran "Double Tap"	15:15-16:00 Johan Eile, Clouddade "From Building Games to Chasing Celebrities"	15:15-16:00 Fabien Christin, DICE "Lighting and Rendering in Mirror's Edge: Catalyst"	15:00-15:45 Amazon Session	15:00-15:30 Federica Orlati, TripleDesign "The Artist's Embodiment in the Making of Video Games"		
				15:30-16:00 Doris Rusch, DePaul University "Designing Soteria: Lessons Learnt from Creating an Anti-Anxiety Game"		
16:15-17:00 Thomas Puha, Gregory Loudon, Remedy "Making of Quantum Break: The Game is About the Heroes - The Show is About the Villains"	16:15-17:00 Lasse Jon Fuglsang Pedersen, Playdead "Temporal Reprojection Anti-Aliasing in INSIDE"	16:15-17:00 Andy Borrell, Oculus "From Start to Ship: Lifecycle of a Game on Oculus"	16:00-16:45 Amazon Session	16:00-16:30 Torill Kornfeldt, Kornfeldt Media "Five Creatures That Will Give You Nightmares: Biology as Inspiration for Games"		
				16:30-17:00 Panagiotis Gouvas, UBITECH "The Evolution of the PaaS Ecosystem and the Impact to the Game Industry"		

FRIDAY 20 MAY 2016



18-20
MAY
2016
MALMÖ

room
Unreal Theatre

room
Stockholm

room
Oslo

room
Copenhagen

room
Reykjavik

room
Helsinki

NG16 Indie Day & Showcase Created in cooperation with Copenhagen Game Collective

10:00-10:45
Martin Fasterholdt, Playdead
"You Say Jump, I Say How High?"



10:00-15:00
NG16 Indie Discovery Session

10:00-10:30
Alexander Bergendahl,
Poppermost Productions
"5 Things They Don't Tell You
Before You Start an Indie Studio"

10:30-11:00
Patrik Nybladh, Gumbler eSports
"Real Money eSports in Mobile
Games"

11:00-11:30
Armel Gibson, Klondike
"Fake It 'Til You Make It
(with Friends)"

11:30-12:00
Tatiana Vilela, MechBird
"Playful Installation Design:
Another Way to Make Games"

12:15-12:45
Jo-Remi Madsen, D-Pad Studio
"Owlboy: A Long Time in
the Making"

12:45-13:15
Martin Sahlin, Coldwood Interactive
"Making Games With Heart"

13:15-13:45
Elena Lobova, iLogos
"IP-Based Game Productions:
Best Practices"

13:45-14:15
Douglas Furen, Autodesk
"Rapid Prototyping and Beyond"

14:15-14:45
Martin Jonasson, webbfarbror
"Twofold Inc. - The Design in
Hindsight"

PITCH & MATCH

11:00-11:45
Katie Goode, Triangular Pixels
"Designing for VR: Getting the
Best Out of the Platform"

11:00-11:45
Katherine Bidwell, State of
Play Games
"The Making of Lumino City:
Paint, Paper & Pixels"

11:00-11:45
George Buckenham,
Sensible Object
"Fabulous Beasts: The Story
So Far"

12:00-12:45
Alen Ladavac, Croteam
"Making Big Games with Small
Teams: The Talos Principle Post
Mortem"

12:00-12:45
Heather Kelley
"Pleasure Synthesis: The Story
of SUPERHYPERCUBE"

12:00-12:45
Richard Lemarchand, USC Games
"The Private Lives of Games:
Empathy, Intimacy and Taboo"

13:00-13:45
Anna Kipnis, Double Fine
"Dialog Systems in Double
Fine Games"

13:00-13:45
Microsoft Session
Alex Teodorescu-Badia, Microsoft
"The Future of Gaming on
Windows & Xbox"

13:00-13:45
John Graham, Humble Bundle
"Getting the Most Out of
Your Entire Dev Cycle"

14:00-14:45
Vander Caballero, Minority Media
"From Papo & Yo to Emotional
Experiences in VR"

14:00-14:45
Microsoft Session
Chris Charla, Microsoft
"Best Practices for Console
Digital Development"

14:00-14:45
David Hayward, YMPT
"Videogames as Culture"

15:00-16:00
"NG16 Final Wrap-Up:
Panic Button Edition"
Presented by Thomas Vigild,
Vallekilde Game Academy

NG16 Indie Showcase & Awards & After Party, Dining Hall

10:00-18:00: NG16 Indie Showcase, Dining Hall

A selection of new Indie games. Visit the Dining Hall to play and meet with the developers! Highlight of the showcase is the Indie Sensation Award nominees, eight brand new indie games, selected by Copenhagen Game Collective. All Nordic Game 2016 conference attendees will be able to play the eight nominated games during the conference and vote for their favorite.

19:00-20:30: Showcase and awards

Short presentation about the Sensation nominees, a few sponsored talks, a bit more time to play and vote, and then: The award winner is announced, and awarded with a beautiful diploma, as well as a 7-inch Netsurfer 4G dual-sim tablet, courtesy of our sponsors Ixtio.io.

19:00-late: After Party

Nordic Game 2016 Indie Day will culminate with the final after-party in the evening. Full of games, fun and surprises, this is not to be missed!