



PROGRAM 2016
#nordicgame



18-20
MAY
2016
MALMÖ



Welcome to Nordic Game 2016:

Knowledge, Emotion, Business.

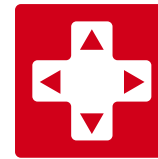
We are very proud to welcome you to three days of Knowledge, Emotion and Business. It's the thirteenth edition of the conference, and it's been hectic, fun, challenging and inspiring to prepare it for you.

We look at this year's show as sort of a reboot. We have focused heavily on tweaking some essential parts, while maintaining the elements that we know you love and define as the special Nordic Game experience. As always, we're more than happy to get feedback and input from you, because this show is as much yours as it is ours, and we want to keep on learning and improving.

So, we hope you are ready to listen, talk, learn, share, build, connect, evolve, inspire, laugh, drink, eat, joke, be serious, have fun, be tired but also happy, and that you will enjoy NG16 as much as we enjoyed creating it.

Thank you for joining us, and may you and your business prosper!

The Nordic Game 2016 Team



#SWISSGAMES

Award-winning projects from Swiss indie studios
Surprising Gamedesigns / Innovative Gameplay

Booth
C2

Late Shift

CtrlMovie AG
lateshift-movie.com



Booth
C4

Niche

Niche Game
niche-game.com



Booth
C5

**Personal
Photorealistic
Avatar SDK**

Dacuda AG
dacuda.com



Booth
C7

World Never End

HeartQuake Studios
heartquakestudios.com

Booth
C8

Schlicht

Mr. Whale's Game Service
schlichtgame.ch



NG16 TIME SCHEDULE

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

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The International Game Developers Association
is the largest non-profit membership organization
in the world serving all individuals who create games.

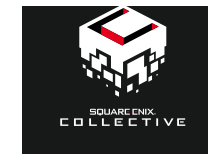
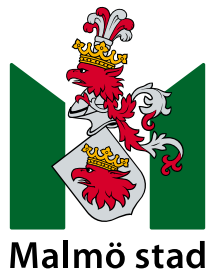
Join the global community today at IGDA.org

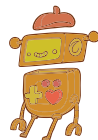
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NORDIC
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INSTITUTE





WELCOME!

Please check the map in this program guide for directions.

Venue

SLAGTHUSET

Address: Jörgen Kocksgatan 7A

211 20 Malmö

Tel.: +46 40 611 80 90

Registration

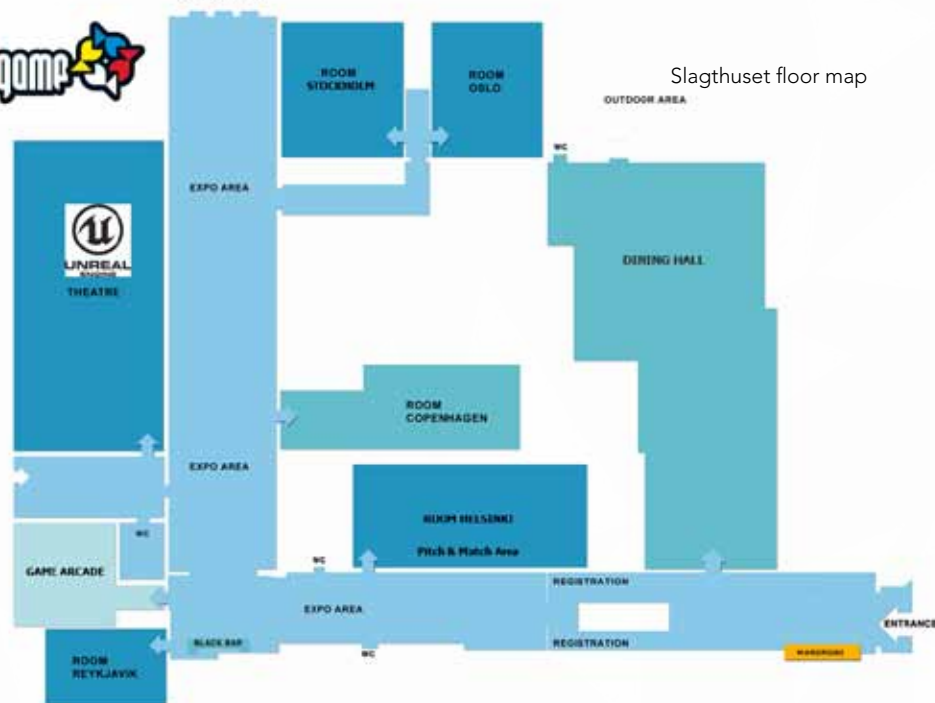
Pick-up your NG16 badge in the registration area, located by the main entrance.

Opening times:

17 May: 13:00 – 17:00

18 – 19 May: 9:00 – 17:00

20 May: 9:00 – 15:00



Slagthuset floor map

Conference Auditoriums

Sessions will take place in the Unreal Theatre, as well as in the Stockholm, Oslo, and Copenhagen auditoriums. The Reykjavik auditorium is dedicated to Fast Track sessions.

Second Floor

Private meeting rooms and workshop area. Check the program schedule for more info about the workshops.

NG16 Expo Area

Check the program for more info about NG16 exhibitors and their booth locations. Open each conference day from 10:00 – 17:00.

Pitch & Match Area

Located in the Helsinki auditorium, the match-making system and meeting area are reserved for registered users, but you can sign-up on-site. More info at the Pitch & Match welcome desk. Open each conference day from 10:00 – 17:00.

Nordic Game Arcade

Hang-out in the bar, play weird arcade games on even weirder machines. On 19 – 20 May you can also test the eight nominated games for the NG16 Indie Sensation Award, and vote for your favorite(s).

SPECIAL EVENTS

Investing in Games Summit, Copenhagen Auditorium

18 May, from 13:30 – 18:00. Keynote and investment panels from 13:30 – 15:30, followed by speed-pitching for invited investors and selected companies. Supported by Connect Skåne, IPC Ventures, NordicBAN, Nordic Game Ventures and Spintop Ventures.

Diversi Mixer at NG16

18 May, 17:00-18:00, Nordic Game Arcade
Meet and greet with Diversi.

Nordic Game Awards 2016

A highlight of the Nordic Game conference, this year's award show will take place on 19 May at 18:00 in the Unreal Theatre, the main auditorium of Slagthuset. The event is sponsored by Epic Games.

GRATTIS!

Congratulations to this year's nominees and winners!



UNREAL
ENGINE
#UE4

nordicgame AWARDS
2016

2016 NORDIC GAME AWARDS
UNREAL THEATER, 19 MAY, 18:00

NG16 Indie Discovery Session, Copenhagen Auditorium

20 May, from 11:00 – 16:00 Speed-pitching for publishers and selected indie projects. Supported by Amazon Lumberyard and Square Enix Collective.

NG16 Indie Showcase

On 20 May, part of the Dining Hall is transformed into the Indie Game Showcase Area, where you can try exciting new indie games and meet their developers.

SOCIAL EVENTS

Lunch

Don't forget to eat! Lunch is served each conference day from 12:00 – 14:00, and it's available for all delegates in the Dining Hall.

Happy Hour

18 & 19 May, Expo Hall Bar
Join us for mingle and refreshments.

IGDA Finland Bar Meet-Up

18 May, 18:00-23:00
Beer, wine, music and good company. No registration required, just be there!
Address: Skeppsbron 2, 211 20 Malmö
Sponsored by Epic, and Fingersoft

Nordic Game Gala Dinner, Dining Hall

Held on 19 May at 19:00, the dinner is for all conference participants. There are a limited amount of seats, so sign-up for the Gala Dinner when you register for the conference. Great food, drinks, and conversation are on the agenda, sponsored by Crytek, Berlin Brandenburg and Wooga.

Nordic Party

19 May from 21:00, no reservation needed. Party time! We have much to celebrate, so we're turning Slagthuset into a party paradise complete with bars, marioke, dancing, cheering and mingle. Bucket loads of Nordic fun, sponsored by Epic Games.

Nordic After-Party

On 20 May, from 20:00 until late, Nordic Game 2016 Indie Day will culminate with a final NG16 after-party in the evening. Full of games, fun and surprises, this is not to be missed! Sponsored by Unity.



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NORDIC GAME INDIE DAY

The biggest overall change to the NG format is that the popular Indie Night event has been expanded to an entire Indie Day & Showcase on 20 May, dedicated to the vibrant indie scene in the Nordic region and abroad – sponsored by our good friends at Unity and Ixty.

Highlight of this new format is the Indie Sensation Award, handed to one of the eight indie games selected by Copenhagen Game Collective.

The 2016 Indie Sensation Award nominees are:

Wartile, by Playwood Project (Denmark)

Wartile is a unique digital table-top game, where you lead your band of miniature figurines to battle on gorgeous diorama battle boards.

Figment, by Bedtime Digital Games (Denmark)

A "dream-punk" "Zelda"-like adventure game with musical elements ("musical" as in the characters actually sing and dance!).

Klang, by Tinimations (Norway)

Named "SXSW's most interesting indie" by Polygon writer Brian Crecente, Klang is an innovative take on traditional rhythm games that pushes the genre beyond pressing buttons to tempo into a world of fast-paced exploration, platforming and combat.

Fugl, by Team Fugl (Norway)

Fugl is an exploration game where you role-play as a bird in beautiful "voxel" worlds, interacting with the environment and its inhabitants to uncover portals to new levels.

Through the Woods, by Antagonist (Norway)

Through the Woods, a third-person Norse horror adventure set in a forest on the western shore of Norway, is about a mother and her missing son. Through reactive narration, you play the mother's re-telling of the events surrounding her son's disappearance, in a setting heavily inspired by Norse mythology and Norwegian folk tales.

ClusterTruck, by LandFall Games (Sweden)

ClusterTruck is a parkour/free-running game where you jump between speeding trucks, hoping to God not to fall off before you get to the goal.

Clapper, by Bridgeside Interactive (Sweden)

Clapper is all about fun for the whole family, with a focus on children. Clapper introduces music and rhythm in new, amusing and interesting ways never seen before; and with four different difficulty levels, Clapper suits both beginners and rhythm game veterans.

Neon Chrome, by 10tons (Finland)

Neon Chrome is a top-down cyberpunk shooter with rogue-like elements, including procedural levels and ruthless gameplay. Blast your way through with guns, explosives and cybernetic abilities. Destroy whole floors and finally defeat the "Overseer"!

Play & Vote!

All Nordic Game 2016 attendees will be able to play the eight nominated games during the conference and vote for their favorite. The winner will be revealed on the evening of 20 May in the Dining Hall, and will also receive a 7-inch Netsurfer 4G dual-sim tablet, courtesy of our sponsors Ixty. The Netsurfer tablet is a high quality, Google-certified tablet manufactured by "indie" mobile tech company Future Mobile Technology.

Besides all this, Indie Day also includes:

10:00 – 16:00 Talks, all conference auditoriums

Created in cooperation with Copenhagen Game Collective, the Indie Day program includes a strong speaker line-up with some of the hottest and most interesting indie names. All Indie Day speakers/sessions have been posted here, and include Vander Caballero (Papo & Yo), Alen Ladavac (The Talos Principle) and Martin Easterholdt, gameplay designer at Danish Playdead.

10:00 – 18:00 Indie Day Showcase, Dining Hall

A selection of great new indie games – visit the Dining Hall to play and meet with the developers! Highlighting the showcase are the games nominated for the 2016 Indie Sensation Award.

11:00 – 15:00 Indie Discovery Session, Room Copenhagen

Selected independent Nordic developers as well as representatives from the global game development community will present their projects to a string of publishers and investors in the Indie Discovery Session at NG16.

12:00 – 14:00 Lunch, Dining Hall

Complimentary lunch is included in your purchased conference pass

18:00 – 19:00 Snack Dinner, Dining Hall

Tasty snacks and cold beer will be served, courtesy of Unity.

19:00 – 20:30 Indie Day Showcase and Indie Sensation Award

19:00: Short presentation about the Indie Sensation Award, 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 Ixti.

Other Indie Day happenings, Dining Hall

15:30, 17:00: e-Orgy (La Petite Mort) game session

17:00: Football tournament finals for Sociable Soccer on the stage.

All the time: Julie Heyde and her VRUnicorns

After Party

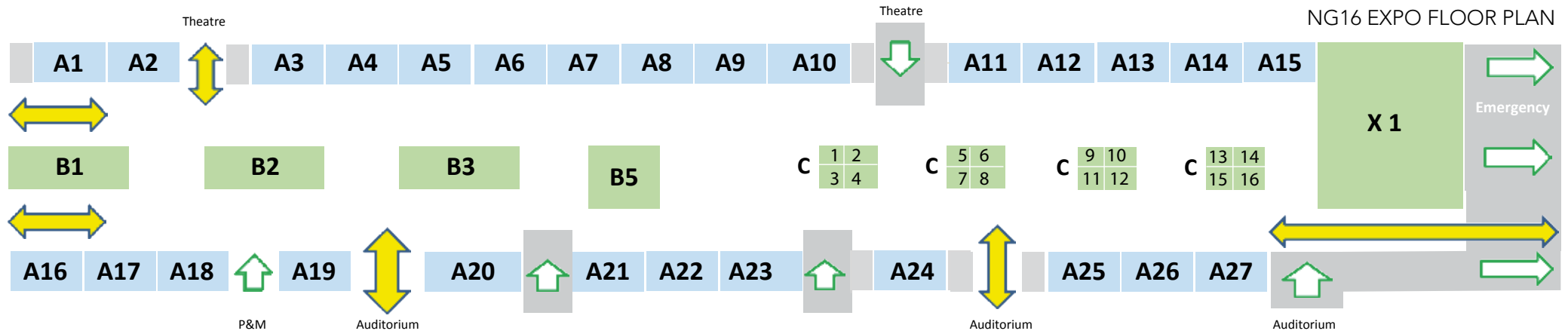
19:00-late: Nordic Game 2016 Indie Day will culminate with a final after-party in the evening. Full of games, fun and surprises, this is not to be missed!



Québec 

Make sure to swing by
our booth (C13-C16) !

NG16 EXPO FLOOR PLAN



A 16 

A 5 

A 19 

A 24 

A 25 

A 21 

C 12 

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A 10 

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A 2
B 1  

B 5 

A 6 

C 6
C 13
C 14
C 15
C 16 

Québec 



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NG16 SESSION DESCRIPTIONS (in title order)

For more info about the speakers, visit conf.nordicgame.com.

5 Things They Don't Tell You Before You Start an Indie Studio

No one said that starting and running an independent game studio was easy... but few talk about the inside story of building a studio from scratch. Between time, money and hiring, it's a squeeze - and did I mention that you have to balance all of this while making a great game?

With Alexander Bergendahl, CEO, Poppermot Productions AB

If you're interested in: Management, Production, Publishing, Investment, Business, Indie

Intended audience: Beginner

23 Game Devs in a Cabin in the Woods: What Could Possibly Go Wrong?

What are the lessons learnt from having 23 indies working together in an isolated place for eight weeks? Jana will share the knowledge the team behind Stugan gained from organising their inaugural year. Stugan is a non-profit organisation, created by seasoned game developers with the intention to build a platform where new talent can bloom. The project was initiated to "give back" to the grass roots of the industry and enable more people to focus on the joy of game development.

With Jana Karlikova, Project Manager, Stugan

If you're interested in: Inspiration, Indie

Intended audience: Intermediate



36 Questions

In this talk, games curator and art historian Sarah Brin shares some strategies for game designers (and other types of humans) to better understand and incorporate the following phenomena into their practices: The experiential qualities that transform a regular thing into a Meaningful Thing - Tools for public engagement - Personal embarrassment - Newer models for making and sharing playful things - Other compelling insights.

With Sarah Brin, independent curator

If you're interested in: Art, Inspiration, Indie

Intended audience: Beginner

A Fireside Chat with Rhianna Pratchett

An in-depth Q&A session with the veteran games writer, moderated by Morten Skovgaard.

With Rhianna Pratchett, independent writer

If you're interested in: Design, Inspiration

Intended audience: Beginner

A Link to the Past, Present & Future: Nordic Game Education in 2016

What can we learn from the past? And how can we change the future? This presentation will reveal the findings of the Nordic Game Education Index 2016. With Anton Albiin, HR, Educ. & Events Mgr., ASGD

If you're interested in: Management, HR, Inspiration

Intended audience: Beginner

Advanced Sound Design and Implementation

Workshop attendees will follow along an advanced level workshop in design and implementation of sound in FMOD and Unity. This workshop will focus on advanced design and implementation to prepare attendees for development in VR projects, and hence will include some introductory content on binaural perception and how this can be exploited and utilised in their sound design.

With Sally Kellaway, Technical Sound Designer, Zero Latency

If you're interested in: Audio, VR

Intended audience: Intermediate

Angry Birds 2: From Premium to F2P or the Game That Was Never Made

Rarely have there been concrete examples of any game successfully going literally from premium to freemium, I'll go through the rationale and design decisions behind "Angry Birds 2". There were a lot of challenges with the brand and legacy, but also opportunities for innovation.

With Patrick Liu, General Manager, Rovio Sweden

If you're interested in: Design, Business, Mobile

Intended audience: Intermediate

Avoiding the Tag-along Trap: Designing an Asymmetric Co-Op Game

While many games claim to support two players, in reality they are optimised for just one. In these games, it is only the first player who gets the full gameplay experience, while the second simply "tags along". In this talk, Marianne Lerdahl, project manager and producer at Sarepta Studio, will use the experience developing "Shadow Puppeteer" - an award winning local co-op adventure - to identify the major challenges of designing an asymmetric co-op game, as well as specific methods for avoiding the "tag-along trap".

With Marianne Lerdahl, Project Manager/Producer, Sarepta Studio

If you're interested in: Design, Inspiration, Indie

Intended audience: Beginner



Best Practices for Console Digital Development

Developers have never had more opportunity when it comes to making console games, but with more opportunity comes more choices and more challenges. In this talk, we'll share some best practices for developers of digital games on console, taken from more than ten years of data on Xbox 360 and Xbox One, with a focus on having a strong launch, as well as differences between console and other platforms such as PC or mobile. We'll also talk about the latest developments from Microsoft, including ID@Xbox, Xbox One dev mode, and Windows 10.

With Chris Charla, Director, ID@Xbox, Microsoft

If you're interested in: Business, Indie

Intended audience: Intermediate

Collective Update and Tips for Pitching!

Collective is an initiative from Square Enix which aims to support indie devs in a variety of ways - in building community, through crowdfunding, and maybe even investment or publishing. It's been a busy year - so what's happened over the past year? Plus - some advice on pitching to publishers or investors: How to focus in on the stuff that's really important, and some tips for getting the most from a meeting.

With Phil Elliott, Project Lead, Collective, Square Enix

If you're interested in: Publishing, Business, Indie, PC & Consoles

Intended audience: Beginner

Creating an Entertainment Brand Starting with a Mobile Game

In this session, Reko Ukko, game design VP at Seriously, will discuss the new "Hollywood" formula for creating global entertainment properties starting with a mobile game, and strategies for creating characters and games that can be developed into entertainment brands.

With Reko Ukko, VP Game Design, Seriously

If you're interested in: Mobile, Business

Intended audience: Beginner



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The IMGA Southeast Asia is a competition exclusively for studios based in Southeast Asia: Brunei, Cambodia, East Timor, Indonesia, Laos, Malaysia, Myanmar, Philippines, Singapore, Taiwan, Thailand and Vietnam.

Defold is a New Cross-Platform Engine From King: What's Cool About It?

Defold engine has been used for two years at King to develop games like “Blossom Blast Saga” and is becoming a common technology stack for the company. Ragnar will demonstrate the engine and reveal what makes it tick and stand out.

With Ragnar Svensson, Lead Engine Developer Defold, King

If you're interested in: Design, Programming, Technology, Tools, Production, Indie, Mobile

Intended audience: Beginner

Design, Launch and Sustain Your Game with Twitch

A massive audience watches Twitch and the thought of finding a spot alongside the likes of “Hearthstone” and “League of Legends” may seem overwhelming. Every game holds the potential to be that catalyst for a great stream, particularly with the right streamer. Better yet, you already design creative content that entertains this audience. Let's dig into how to use those abilities to develop, launch, and sustain your game with Twitch and then look a little further down the road at the next level of design considerations. With Garnett Lee, Games Evangelist, Amazon

If you're interested in: Design, Programming, Technology, Tools, Production, Indie, Mobile

Intended audience: Beginner

Curated by



Designing for VR: Getting the Best Out of the Platform

From years of working with virtual reality, Katie will be sharing her knowledge of VR development. From basics like what works in VR and how to keep players comfortable to designing for social VR and how to enable players in the same room to enjoy VR games together. There will be a lot of take-away points, a little science, loads of design tips and some implementation.

With Katie Goode, Creative Director, Triangular Pixels

If you're interested in: Design, Inspiration, VR

Intended audience: Intermediate

Designing Games for Apple Watch

About a year ago, our first game launched for Apple Watch saw the light of day - an adorable virtual dog named “Toby”. Since then, a dedicated team at Wooga has been working on various games exclusively for Apple Watch, and has learned a lot about what types of games work, what users like, what they hate and how they interact with it - and finally what developers should keep in mind when designing apps for wearables as opposed to smartphones. As a product manager on Wooga's Apple Watch team, Sarah can share those insights first hand, and will talk about why minimalism should be your best friend when getting started.

With Sarah Schadow, Product Manager, Wooga GmbH

If you're interested in: Design

Intended audience: Beginner

Designing Soteria: Lessons Learnt from Creating an Anti-Anxiety Game

This talk discusses the challenges of (and solutions for) designing “Soteria - Dreams as Currency”, a game to promote players' readiness to use effective yet counter-intuitive strategies to overcome general anxiety disorder. Unlike other “therapy” games, “Soteria” is not a simulation. It takes a metaphorical approach to overcome resistance to its theme, while still allowing for experiential learning. The talk shares how we integrated rules, mechanics, metaphor and narrative to create a coherent, transformational experience that is informed by anxiety research as well as a recursive learning model. One of the main issues we tackled in the design was how to make “courage” mean something in the context of a game, in order to increase transfer from in-game lessons to the real world.

With Doris Rusch, PhD, Asst. Prof., DePaul University

If you're interested in: Design

Intended audience: Beginner

Curated by



Dialog Systems in Double Fine Games

You might have toyed with the idea of having recorded dialog in your game and wondered what, exactly, that would entail. This talk will give a broad overview of how dialog gets into a Double Fine game, from the moment a line is written to hearing and seeing the line in the engine. Attendees will get an in-depth overview of Double Fine's approach to design and development with fully-voice characters, the tools our writers and implementers use, how we track the lines, what dialog systems need to be written to play voice in the game, and how to make sure the game can be translated into another language without much overhead.

With Anna Kipnis, Senior Gameplay Programmer, Double Fine Productions

If you're interested in: Design, Programming, Technology, Audio, Production

Intended audience: Beginner

Diversi Panel: Technology and inclusive gaming - What does the future look like?

As technology and society advances we find ourselves facing new challenges and opportunities within the gaming sphere. How can gaming bridge the gaps between us - on a technological level, social level and cultural level?

Don't Ask for Permission: Assert Your Creative Freedom!

Creativity is commonly stunted and stifled by many external pressures, leaving creative people feeling frustrated. It happens everywhere and in every field. Video games may be the last mass market medium open to new approaches, ideas and concepts. Even still, pressures to conform to conventional formulas will block your way, whether you are working on a AAA game or an indie title. In discussing my various experiences as a composer, I will explore some of the many ways I have convinced the conventional crowd to “take a walk on the wild side”.

With Olivier Derivière, Composer/Music Supervisor, Ameo Prod Inc.

If you're interested in: Inspiration, Audio

Intended audience: Beginner

Double Tap

Ste Curran is a game designer, consultant and lecturer. Double Tap is the follow-up to Killing the Games Industry (2014) and Love & Violence (2015). It's a personal exploration of why we make the games we make and the world we create when we do. It's a short story about shooting people.

This will be its first performance.

With Ste Curran, Designer/Consultant, One Life Left

If you're interested in: Design, Inspiration, Art

Intended audience: Beginner

Engine Panel

Insights, predictions, discussion and Q&A with a panel of game engine experts. Moderated by Kish Hirani.

With Tim Sweeney, Founder/CEO, Epic Games, Otto Kivling, Lead Programmer, Remedy Entertainment, and Anders Holmquist, Technical Director, Massive Entertainment (Ubisoft)

If you're interested in: Programming, Technology, Tools, Inspiration, VR

Intended audience: Intermediate

Curated by



Fabulous Beasts: The Story So Far

For the past year and a half, we've been working on "Fabulous Beasts", a physical stacking game where you try to make a connected digital world as fabulous and beast-filled as possible. This talk will tell the story of how we moved from a scrappy pile of found objects to an award-winning prototype and a successful Kickstarter campaign, and lay out what lies ahead as we head towards manufacturing and shipping a hybrid digital-physical game.

With George Buckenham, Director, Sensible Object

If you're interested in: Design, Business, Indie

Intended audience: Beginner

Curated by



Fake It 'Til You Make It (with Friends)

This presentation is about Klondike (aka KLDK), the ten-person art collective Armel founded several years ago. By going through their history, he'll explain their motivations, and how gathering under a common name helped them deal not only with press and events, but also with more specific issues like impostor syndrome and self-confidence.

With Armel Gibson, Designer, Klondike

If you're interested in: Inspiration, Indie

Intended audience: Beginner

Five Creatures That Will Give You Nightmares: Biology as Inspiration for Games

Scientific advisors are common in film and television, but not yet as prevalent in game development. Torill will show how biology can be an important tool in the creative process of game development, and will also tell you about five amazing creatures that might both spark your creativity and give you nightmares.

With Torill Kornfeldt, Science Journalist, Kornfeldt Media

If you're interested in: Design, Inspiration

Intended audience: Beginner

From Building Games to Chasing Celebrities

It is not easy to hide the frustration of self-publishing a mobile game today. Not only do you have to be a crafty game developer and savvy in general, you also have to be wickedly social. With paid UA going nuts, what do you do? How do you compete? To support the growth of "Shop Heroes", we took it to the next level and started to negotiate directly with YouTubers, influential people on Twitter, trying to get in touch with celebrities like Drake (no joke) and running after famous people in general, to make sure they mention us on social - usually for a fee. Funnily enough, this is far more compelling than buying ads from a "performance" marketing firm. In this talk, we will weave through this new reality of publishing games.

With Johan Eile, Chief Operating Officer, Cloudcade

If you're interested in: Management, Publishing, Business, PR, Inspiration, Media, Indie, Mobile

Intended audience: Beginner

From Papo & Yo to Emotional Experiences in VR

Film, books and music are excellent ways for us to learn about society. But games have always struggled to achieve the same result due to the limited input technology available. How are we supposed to make people cry if all we have is a joystick? Many developers misuse this tech and the result is a limited emotional experience. VR has improved the quality of the input and has redefined the way we look at virtual worlds. Our brains now question our old notions about avatars, as VR blurs the line between identity and representation. This talk is about how, as an indie studio, we have gone from creating empathy games to adopting VR to take players on deeper emotional journeys.

With Vander Caballero, CEO, Minority Media

If you're interested in: Design, Technology, Inspiration, Indie, VR

Intended audience: Beginner

From Start to Ship: Lifecycle of a Game on Oculus

A walk through the lifecycle of a title on Oculus, discussing what it takes to get from start to ship in VR.

With Andy Borrell, Platform Content Engineer, Oculus

If you're interested in: Programming, Tools, Mobile, PC & Consoles, VR

Intended audience: Beginner

Games in Cities

People have always played in cities - football games for hundreds of simultaneous players, children's games in back alleys, illicit card games on street corners. But the last twenty years have seen more and more game designers make work about and for the city, from the pervasive games movement to technologically-enabled play. This talk provides an overview of some of the strangest and most exciting games ever played in cities. It uses both historical and contemporary examples, asking what they can teach us about urban play, the techniques game designers have been using to explore this exciting design space, and the way cities can shape games while games can shape our experience of cities.

With Holly Gramazio, Director of Game Design, Matheson Marcault

If you're interested in: Design, Production, Inspiration

Intended audience: Beginner

Games That Make People Nicer

We know the popular press blames games for increasing violence and anti-social behaviour, whether that's scientific or not. But how do you make games for pro-social behaviour? Nicer, happier players, better in touch with their feelings, better at working together and having more friends? We present a pro-social game design toolkit - an easy way to design games for teaching people-skills, particularly to young players. You'll get access to a practical design tool and get insight into cutting edge technologies for making games that teach social and emotional skills.

With Kam Star, Chief Play Officer, PlayGen

If you're interested in: Design, Technology, Tools, Business, Inspiration

Intended audience: Beginner

Curated by



Getting the Most out of Your Entire Dev Cycle

John will speak about all of the things that game developers can do to promote and sell their games, from initial game idea to years after release. I hope to use my perspective on both the platform-side from what I've seen at Humble Bundle, as well as my first-hand observations on an indie dev team, helping with Wolfire Games.

With John Graham, COO, Humble Bundle

If you're interested in: Publishing, Business, PR, Media, PC & Consoles

Intended audience: Intermediate

Hideo Kojima Q&A

Q&A session with industry legend Hideo Kojima, moderated by Thomas Puha.

With Hideo Kojima, Founder/Game Designer, Kojima Productions

If you're interested in: Design, Inspiration

Intended audience: Beginner

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High End Graphics on Low End Devices

In this talk, Allan will cover some tips and work-flow ideas to achieve the most out of your art for the mobile market: Working with a limited amount of polygons. - Focusing on strong silhouettes and considering where deformation will occur. - Getting the most out of a simple or no-light setup. - How hand-painting textures can give you awesome looks. - How to get more out of your textures. - Adding several models to the same texture atlas and have variation in equipment. - Making a good, but simple rig. - Vertex influences and amount of joints. - Making awesome effects, without awesome tools! - Animating geometry and combining it with UV scrolling and alpha animation.

With Allan Loenskov, 3D Artist, Funday Factory

If you're interested in: Art, Media, Mobile

Intended audience: Intermediate

High Performance Old School Sprites in OpenGL(ES) Using Batching: Increasing Your Performance to Eleven!

I will demonstrate and explain how to efficiently do an "old school" sprite system in OpenGL(ES). Several thousand sprites per frame on a low end (Gingerbread class) Android device. Each sprite shall be separately transformed (scaled, rotated and translated) with selectable graphics frame. I will detail how to manage your attribute data so that this is possible in one draw call using batching. If time permits I will go through some low hanging fruit when it comes to maximising mobile performance.

My goal is to help with tips on how to increase 2D graphics performance, mainly on mobile OpenGL(ES) devices but not exclusively. There are a lot of low end devices with Gingerbread type of performance out there, maybe not in Sweden and Northern Europe - but in the rest of the world.

OpenGL(ES) 2.0 is the de-facto standard for wearable devices. The presentation is aimed at 2D (sprites) but the methodology can be applied in many places. With Richard Sahlin, Android Engineer, Mapillary

If you're interested in: Programming, Mobile, PC & Consoles

Intended audience: Expert



Hitman & Azure

"Hitman" and Azure game clients are limited by the hardware they run on, the distribution method and security built into the platform selected, whether that is mobile phones, tablets, consoles or PCs. This session will discuss and show how and why Copenhagen-based game studio Io-Interactive uses Microsoft Azure to distribute game logic to the cloud and what benefits that gives them. The session will be held by both representatives from Io-Interactive as well as Microsoft, and will give you insight into some of the services available with Microsoft Azure, as well as how those map to the architecture used in the "Hitman" game.

With Kristofer Liljeblad, Senior Program Manager, Microsoft, and Christian Corsano, Lead Online Senior Programmer, Io-Interactive

If you're interested in: Programming, Technology, PC & Consoles

Intended audience: Intermediate

How Neuroscience and UX Can Impact Design

User experience (UX) and neuroscience are becoming trendy in the industry, but how can these disciplines concretely help a team to develop a game? Some designers might think that this knowledge is not easy to apply, or even fear that it will distort the experience they intend to offer. However, UX and neuroscience combined are at the service of design, and can provide very concrete and easy-to-use tips to anticipate and solve design problems, sometimes even before the play testing phase. The real challenge today is to figure out how the player will likely perceive the game. By having a general understanding of how the brain works and by following UX guidelines, the designers increase the chance of their audience experiencing the intended design. This talk will provide (sometimes fun!) brain facts and UX tips, illustrated by examples from various titles.

With: Celia Hodent, Director of User Experience, Epic Games

If you're interested in: Design

Intended audience: Beginner

How to Create Entertaining Experiences That Engage Players

How we can create entertaining experiences that also provide another layer of involvement for players.

With Yoan Fanise, Creative Director, Digixart Entertainment

If you're interested in: Design, Inspiration

Intended audience: Beginner

IKEA: Exploring VR

In this session, Martin will talk about how IKEA Communications (ICOM - IKEA's in-house agency) in Sweden is exploring the possibilities of virtual reality and real-time graphics – a journey that started in 2010. ICOM's venture into VR now is based on work within 3D at the agency since 2005. Creating and using a digital library of products/assets, from CAD models, drawings and prototypes, IKEA Communications then took the next step with a VR kitchen app - "IKEA VR Experience" - published via Steam on 5 April. Martin will also cover custom tools developed to speed-up the development process; at times customised within IKEA Communications, other times created in close cooperation with external partners. Finally, Martin will highlight various problems that still require solutions.

With, Martin Enthed, Development & Operations IT Manager, IKEA

If you're interested in: Production, Business, VR

Intended audience: Beginner

Indieapocalypse: Why So Many Games Fail

Nick will give an overview of the indie development success rate, and how to improve your chances of making a return on your development investment. The talk will be an honest but worrying appraisal of how challenging this industry has become.

With Nick Parker, Director, Parker Consulting

If you're interested in: Publishing, Investment, Business, Media, Indie, Mobile, PC & Consoles, VR

Intended audience: Beginner

Investing in Games

Keynote + panels on investment with a string of industry experts.
With Bill Wang, Head of Global Investments, Perfect World, and Jeff Hilbert, CEO, Starting Point, plus many more!

If you're interested in: Investment, Management, Business

Intended audience: Beginner

IP-Based Game Productions: Best Practices

iLogos has worked on a large number of games based on existing IP, and through trial and error has established the most efficient way to work on such projects. In this talk, CEO Elena Lobova will outline the best working practices to deliver the best game in the agreed time-frame, while still maintaining a balance between a happy client and an efficient company. Using past projects as examples, she will look at team structure, milestone definitions, common pitfalls and their solutions. Elena will also examine the unique creative and technical considerations that IP-based projects present.

With Elena Lobova, CEO, iLogos

If you're interested in: Design, Management, Production, Publishing, Investment, Business, Inspiration

Intended audience: Intermediate

Lighting and Rendering in Mirror's Edge: Catalyst

This presentation will give you a broad overview of the tools and technology we used to render and light the "City of Glass" in the game "Mirror's Edge: Catalyst". From the dynamic time-of-day system and its physical sky, to the Enlighten radiosity solution and post-effects breakdowns, we will talk about the challenges we faced to create realistic but stylised images using the new Frostbite PBR engine.

With Fabien Christin, Senior Lighting Artist, EA DICE

If you're interested in: Tools, Art, PC & Consoles

Intended audience: Expert

Making Big Games with Small Teams: The Talos Principle Post-Mortem

Croteam has always tried to optimise their development process and attain high production values with a small but effective team. This post-mortem of the critically acclaimed "The Talos Principle" describes the principles, tools and processes used to achieve that.

With Alen Ladavac, CTO, Croteam

If you're interested in: Design, Technology, Tools, Production, Indie

Intended audience: Beginner

Making of Quantum Break: The Game Is About the Heroes – The Show Is About the Villains

Remedy Entertainment has been making games for 20 years, and it has always played around with live action in its games. Our latest game "Quantum Break" is a third-person cinematic action game that includes a full live action show that is shaped by the player's actions. "Quantum Break" was by far the biggest production Remedy has done, and we worked hard to break new ground in story-telling in video games. The presentation will go through Remedy's four year development cycle and describe the challenges of creating a brand new IP for a brand new platform - all the while the development team doubled in size from our previous game.

With Thomas Puha, Communications Director, and Gregory Loudon, Senior Narrative Designer, Remedy Entertainment

If you're interested in: Production, Media, PC & Consoles, Inspiration, Design, Management

Intended audience: Beginner

Maximising Locales and Managing Mobs: Strategies for Game Culturalisation

While most game developers and distributors are well aware of the need for localisation, far fewer are familiar with the concept of "culturalisation" - the process by which content is adapted for a globally diverse audience with widely varying local expectations. How a local game player reacts depends on how the inherent culture contained within a game's content aligns with their own cultural context. With the use of many examples from her 20+ year career as a culturalisation strategist dealing with geopolitics, cross-cultural issues and video games, Kate Edwards will discuss the challenges of combining game content with culture and consequences of crossing the lines of local geopolitical expectations.

With Kate Edwards, Executive Director, International Game Developers Association

If you're interested in: Design, Art, Management, Production, Publishing, Business, PR

Intended audience: Intermediate

Game developers:

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Mobile Devices & Disabled Gamers

Twenty per cent of gamers have some kind of disability, and many mobile gamers also encounter situational impairments, such as playing in direct sunlight or holding onto a handrail on the underground. Small screens and touch interfaces also bring some accessibility barriers and solutions that are specific to mobile devices. This session will share insights on what accessibility and disability actually mean, and why they are important. It will also share some easy mobile-specific considerations you can make in your own games, and the human and business impact that they can bring. With Ian Hamilton, Accessibility Specialist, IHDC

If you're interested in: Design, Programming, Business, Inspiration, Mobile

Intended audience: Beginner

Mobile Game Engine Development at Reforged Studios

In this talk, Timo will present how Reforged Studios develops their custom mobile games. He will outline the reasons why the studio decided to start developing their own game engine instead of licensing one. The rest of the talk will focus on the principles governing Reforged Studios' development process and software architecture. This will include methods such as data-oriented design, the KISS principle, platform-independent build definition and automated testing.

With Timo Heinäpurola, Senior Engineer, Reforged Studios

If you're interested in: Programming, Technology, Mobile

Intended audience: Intermediate

Movement in the Virtual World

A discussion of movement in the virtual world and other challenges that VR presents developers.

Moderated by Julie Heyde, #ChickenBitch, VRUnicorns

With Dirk Van Welden, Founder, I-Illusions, Sara Lisa Vogl, Creative Squirrel, VR Nerds, Joachim Holmér, CTO, Neat Corporation, and Chet Faliszek, Developer/Writer, Valve

If you're interested in: Design, Programming, Technology, Art, Indie, VR

Intended audience: Intermediate

NG16 Final Wrap-Up: Panic Button Edition

A final glance back at the Nordic Game 2016 that was, hosted by Thomas Vigild. Expect fun, fun, fun, and prizes!

With Thomas Vigild, Headmaster, Vallekilde Game Academy + surprise guests on stage!

If you're interested in: Design, Programming, Technology, Tools, Art, Audio, Management, Production, Publishing, HR, Investment, Business, PR, Inspiration, Media, Indie, Mobile, PC & Consoles

Intended audience: Beginner

Owlboy: A Long Time in the Making

Jo-Remi will focus on how they made "Owlboy", and how they've been able to keep-up development for nearly eight years on a laughably low budget. She'll also show new footage from the

game, never seen before.

With Jo-Remi Madsen, CEO, D-Pad Studio

If you're interested in: Design, Art, Management, Production, PR, Inspiration, Media, Indie, PC & Consoles

Intended audience: Beginner

Panel: The State of VR

A string of VR experts meets to talk about virtual reality. With the systems arriving now, will the first games be able to live up to the hype? What are the biggest challenges working with the technology right now? And where will VR take us the next years? Moderated by Annika Gustafson, Executive Director, BoostHbg

With Carl-Arvid Ewerbring, Co-founder/Producer, Resolution Games, Thomas Bärtschi, Audio Evangelist/Product Expert, Audiokinect, Heather Kelley, Member, Kokoromi, Katie Goode, Creative Director, Triangular Pixels, Dario Luis Sancho Pradel, Lead Programmer, Crytek, and Ville Kivistö, CEO & co-founder, Mindfield Games

If you're interested in: VR, Design, Technology

Intended audience: Beginner

Immersive Audio for VR

For VR to be truly immersive, it needs convincing sound to match. What's the current state of affairs? How can developers best utilise the potential of immersive audio right now? And where will this technology take us over the coming years? Insights, predictions, discussion and Q&A with a panel of 3D audio/VR experts. Moderated by Thomas Bärtschi, Audio Evangelist/Product Expert, Audiokinect.

With Sally Kellaway, Technical Sound Designer, Zero Latency, Olivier JT, Founder, Synthesis Universe, and Alfredo Fernandez Franco, Director of Software Engineering, Ossic

If you're interested in: Design, Tools, Art, Audio, Indie, VR

Intended audience: Intermediate

Personal Expression in Games

Throughout history, creative people have expressed personal emotions and ideas through their work. But what about games? This is a deep look into the history and practice of personal expression in games, complete with case studies and activities to inspire different ways you can put yourself into your games.

With Josh Larson, Co-Founder/Designer/Developer, Numinous Games

If you're interested in: Design, Production, Inspiration, Indie

Intended audience: Beginner

Curated by



Curated by



Playful Installation Design: Another Way to Make Games

Over the past few years we've seen the emergence of a growing alternative controllers community. Made with home-made controllers or rendering devices, these game installations are playable across the world, from the Alt. Ctrl. showcase at San Francisco's GDC to the A MAZE festival in Ber-

lin. In workshops, fab-labs, hacker-spaces or specialised jams like the French Zoo Machines, more and more curious developers are building their own interfaces. What does this approach involve in terms of design, development and experience? Are these works just expensive toy prototypes, or is there a life for them beyond a very narrow niche of crazy "makers" and technology enthusiasts? With Tatiana Vilela, Playful Experience Designer, MechBird

If you're interested in: Design, Art, Production, Indie

Intended audience: Beginner

Curated by



Pleasure Synthesis: The Story of SUPERHYPERCUBE

This talk covers the inspiration and design concepts behind Kokoromi's upcoming PlayStation VR launch title "SUPERHYPERCUBE". Starting from the game's origins in 2008 as a stereoscopic game using DIY head-tracking and red/cyan 3D glasses, and reaching to the present in full color and sound, Kokoromi member Heather Kelley will explore how a decade of experimentation has shaped Kokoromi's game design process, and how this abstract game invokes the immersive sensory pleasure that VR has always promised, while eschewing reference to embodied "reality".

With Heather Kelley, Member, Kokoromi

If you're interested in: Design, Inspiration, Indie, VR

Intended audience: Beginner



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Pricing IAPs to Maximise Revenue Worldwide

Mobile games developers would like to find a way to discover and set revenue-maximising, optimal prices for IAPs across various countries of the world. Ixty has built a cost-effective, automated solution for this problem, and initial results have seen 15-20 per cent added to developers' top line revenue. IAPs are made affordable, increase conversion rates, and prices are dynamically optimised to maximise income in 64 territories. The most dramatic uplift is usually seen in low income economies. You wouldn't spend a whole day's salary on an IAP, so why expect someone in India to?

With Steve Lindsay, Head of Business Development, Ixty

If you're interested in: Technology, Tools, Business, Mobile

Intended audience: Beginner

Procedural Mythologies

Learn how one indie studio turned a big gnarly beast of a concept (procedurally generated myths and legends) into a real game design - with all the pain, heartache, and excitement you'd expect. Tanya will share her team's tools, workflow and design process over the course of developing "Moon Hunters", and spend some time interrogating the theories and decisions behind player-driven heroic journeys. This will be primarily a design and narrative topic, without code knowledge necessary.

With Tanya X. Short, Director, Kitfox Games

If you're interested in: Design, Tools, Inspiration, Indie

Intended audience: Intermediate

Project Discovery

Massively Multiplayer Online Science (MMOS) is the seamless integration of science and video games. Converting a small fraction of the billions of hours spent with playing video games can bring enormous contributions to scientific research, and in the meantime change how video game expertise is perceived. An MMOS first is "Project Discovery", bringing Human Protein Atlas research to the sci-fi MMO "EVE Online" and letting the players contribute to scientific advancement. "Project Discovery" is the first time in gaming history that a serious game gets completely integrated into a AAA video game.

With Emma Lundberg, Dr., Royal Institute of Technology (KTH), Attila Szantner, CEO, MMOS, Andie Nordgren, Executive Producer, EVE Online, CCP Games

If you're interested in: Design, Technology, Inspiration, PC & Consoles

Intended audience: Beginner

Real Money eSports in Mobile Games

Ever thought about eSports? Top players get more than 2000 EUR per week in winnings playing a mobile game! Traditional "play for fun" mobile games add an eSports-button to their titles and through Real Money eSports contests, see increased revenue, retention and IAP. Come and see Real Money eSports contests within a mobile game demonstrated live on stage.

With Patrik Nybladh, CEO, Gumbler eSports

If you're interested in: Design, Programming, Technology, Tools, Management, Production, Investment, Business, PR, Inspiration, Media, Mobile, PC & Consoles

Intended audience: Beginner

Roundtable: Diversi meetup & #gamediversity round table @Nordic Game 2016

Welcome to join us for the Diversi round table at Nordic Game 2016!

Topics of discussion

- Presentation of Diversi's work so far
- The next step - Opening up the Diversi network for the global community
- Innovating inclusive gaming

What resources do YOU need to move forward?

Scaling New Heights in VR: How Crytek Created The Climb

A little over a year ago, the team at Crytek was putting the finishing touches to its first dedicated VR demo in time for GDC 2015. Since then, the studio's all-in approach to VR has spawned work on two VR-only games and support for multiple HMDs in their proprietary CryENGINE software. In this session, Crytek lead programmer Dario Sancho talks about rising to the technological and design challenges involved in making their Oculus Rift rock climbing game, "The Climb". From the team's first steps into VR territory, to the solutions they hit upon during development, Dario will give attendees an in-depth look at the studio's journey into uncharted territory.

With Dario Luis Sancho Pradel, Lead Programmer, Crytek

If you're interested in: Programming, Technology, VR

Intended audience: Intermediate

Self-Publishing & Collaboration

Housemarque has been around over 20 years and for the first time in its history, the company is preparing to publish on its own game on console. We not only aim to launch a new IP, but also try to bring an innovative angle into eSports, and all this while working with arcade gaming legend Eugene Jarvis, who has created games like "Defender", "Robotron" and "SmashTV". The talk will concentrate on how the collaboration with Eugene Jarvis got started, show behind-the-scenes material from an upcoming documentary, how we plan to move ahead with our self-publishing plans and why we think there's room for new types of games in the eSports scene. Joining the stage with Ilari, Mikael Haveri brings his own point of view as a head of self-publishing on how Housemarque is approaching the challenges ahead.

With Ilari Kuittinen, CEO, and Mikael Haveri, Head of Self-Publishing, Housemarque

If you're interested in: Management, Publishing, Business, PR, Inspiration, PC & Consoles

Intended audience: Beginner

Shipping Tom Clancy's The Division: Structure = Creativity

"Tom Clancy's The Division", Ubisoft's big new IP launch, was successfully released in March. The team behind the game at Massive experienced a steep learning curve, growing from a prototype team to a full-scale project involving several co-development studios across the world. Petter Sydow, producer of "The Division", shares one of the biggest take-aways from the project: how structure and planning maximised the developers' freedom and creativity. Rigid planning, implementation of organisational structure and traditional tools like Excel boosted creativity and helped ship this success of a game.

With Petter Sydow, Producer, Massive Entertainment

If you're interested in: Management, Production, Inspiration, PC & Consoles

Intended audience: Beginner

Stick to Your Guns

At a certain point, being flexible will lay a knot on a game development business or a publisher. Believe me, I've been there. In a changing industry, being focused might be more important than being flexible to changes - and are we prepared to pay the price of flexibility? At some point re-inventing yourself must come to a stop. Or is the industry even changing? Isn't the way our players buy and play our games that's changing? Stick to your guns.

With Christofer Sundberg, Founder & Chief Creative Officer, Avalanche Studios

If you're interested in: Design, Management, Production, Publishing, Business, Inspiration

Intended audience: Intermediate

Teaching Players without Words

Salmi Games designed "Ellipsis" with the constraint of zero text. One key challenge was to introduce gameplay concepts without explicit tutorials - this forced us to focus very carefully on how we presented information to the player. This talk will draw from numerous illustrated examples from both well-known titles (like "Blek", "Flower" and "Limbo") and other minimalist games (like "Circadia" and "...and then it rained"). We will also present how we adapted such techniques for our own game, and the extensive gameplay testing used to validate. Attendees will come away with concrete examples and distilled techniques that can be applied to their own games, regardless of the genre or presentation. With Yacine Salmi, CEO, Developer, Salmi Games

If you're interested in: Design, Inspiration, Indie, Mobile

Intended audience: Intermediate

Temporal Reprojection Anti-Aliasing in INSIDE

Playdead's "INSIDE" makes strong use of temporal reprojection anti-aliasing to deliver satisfactorily clean and stable images. This talk will focus on temporal reprojection anti-aliasing in the context of "INSIDE". It will touch on the process, initial research and pleasant side-effects. Most importantly, it will discuss in-depth the individual stages of implementation written for "INSIDE", and how it deals with common problems such as disocclusion and trailing artefacts.

With Lasse Jon Fuglsang Pedersen, Senior Programmer, Playdead

If you're interested in: Programming, Technology

Intended audience: Expert

The Art of Letting More People Play Your Game

Diversity, inclusivity and accessibility are relatively easy to implement, yet many games still exclude vast swathes of the human population simply by making poor choices early on. This talk identifies some common pitfalls, and offers practical tips to ensure that as many people as possible can enjoy your work.

With Gemma Thomson, Member, Diversi

If you're interested in: Design, Business, Mobile, PC & Consoles

Intended audience: Beginner

The Artist's Embodiment in the Making of Video Games

Federica describes her talk: "When I started producing art for video games, I noticed disembodiment from my work. While searching for the reasons behind my issue, I observed that in video games the common way to produce content is to use computer graphics (CG). The lack of tactile stimulation in CG often leads to an absence of embodiment with the image. Through techniques that involve the sense of touch (i.e. stop-motion, analogue drawing), the artist has the opportunity to charge his art with emotions. This results in an increased engagement with his work, and the possibility to transfer these emotions to the viewer. When the artist finds a way to reconnect with his art he/she can apply the renewed feeling to digital works."

With Federica Orlati, Artist, TripleDesign

If you're interested in: Art

Intended audience: Beginner

The Emotional Layers of This War of Mine

Marek describes his session: "In my talk, I'll focus on describing how different game elements such as storyline, art direction, music and mechanics were combined in "This War of Mine" in order to create a coherent, emotional experience focusing on a selected theme - civilians trapped in a war-torn city. I'll also share our thoughts on working on a game that's inspired by dramatic real-life events, and what's it like to get feedback from people who survived "hell". Finally, I'll focus on the evolution of our studio and us as developers. We've been truly affected by this depressing but also very important subject, and this is an experience that will stick with us until the end of our lives."

With Marek Ziemak, Senior Producer, 11 bit studios

If you're interested in: Design, Inspiration, Indie

Intended audience: Beginner

The Evolution of Matte Painting: Supporting the Story

David says, "I'll be giving a history lecture of the origins of matte painting for film, starting in the early 1900's. How was it used to support the vision of a director, to give life to an environment that wasn't able to be shot through the camera originally? I'll then show examples, and then delve into how it transitioned to the digital era in the early 1990's. Why did it transition? How did it affect artists who were working in the traditional field? I'll then talk about current techniques and breakdown how I've created digital matte paintings as well as talk about the best practices for that process today."

With David Luong, Senior Cinematic Artist, Blizzard Entertainment

If you're interested in: Design, Art, Production, Inspiration

Intended audience: Intermediate



The Future of Gaming on Windows & Xbox

Insights and predictions from Alex Teodorescu-Badia, Senior Product Manager, Microsoft

If you're interested in: Technology, Indie, PC & Consoles

Intended audience: Beginner



The Future of Xbox Game Development on Windows

In 2015, Windows and Xbox shared how we were building the world's most accessible and powerful game development platform that spans across consoles, PC, tablets, phones, and more. Come join us in 2016 to see how we are delivering on our vision & are empowering game developers to reach billions of customers around the world, connected through the power of Xbox Live plus a host of new platform innovations for games in every genre.

With

If you're interested in: Programming, Technology

Intended audience: Intermediate

The Future of Graphics & Game Development

The opening keynote of NG16. Insights and predictions from Epic Games' founder and CEO Tim Sweeney

If you're interested in: Programming, Technology, Tools, Inspiration, VR

Intended audience: Beginner

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The Godfather of Football Games

Jon Hare has been making top-class football video games since 1988. Here he charts his personal evolution in this space from "Microprose Soccer" on the Commodore 64, via "Sensible Soccer", "Sensible World of Soccer" and a whole bunch of football game consulting jobs, right up until the present day and his new football game "Sociable Soccer".

With Jon Hare, Owner, Tower Studios

If you're interested in: Design, Art, Management, Production, Business, Inspiration, Indie

Intended audience: Beginner

The Latin American Mobile Market

This talk will focus on providing some facts and numbers regarding the Latin American mobile market, and has the purpose of creating awareness on how to enter the market and succeed in Latin America, with tips from an insider.

With Sabrina Carmona, Producer, Good Games/King

If you're interested in: Publishing, Business, Mobile

Intended audience: Intermediate

Curated by



The Making of Lumino City: Paint, Paper & Pixels

"Lumino City" is a game made in a truly unique way. Everything you see on-screen was made using paper, cardboard and glue, culminating in the building of a ten-foot high model city. Developer State of Play used laser-cutting plus miniature lights and motors to bring it all to life. As co-founder of State of Play, Katherine will take the audience on a personal journey through the development process, touching on what inspired the game, the technicalities of making model sets for "Lumino City", and the diverse team which made it all happen. The talk will also show how State of Play digitally weaved physical models, photography and code to create this BAFTA-winning game. Take-away: Inspiration for developing games. Thinking of game development in a completely different way, moving away from the screen and into real-world space. Setting up a small studio and how a small team works. What it takes to make an award-winning game.

With Katherine Bidwell, Co-founder, State of Play Games

If you're interested in: Design, Art, Indie

Intended audience: Beginner

Curated by



The Private Lives of Games: Empathy, Intimacy and Taboo

The Private Lives of Games: Empathy, Intimacy and Taboo

As games have matured as an artistic form, they have started to discuss subject matter that was at one time considered taboo, not just for games but any art form. Our personal lives and our innermost feelings and thoughts have become rich topics for game creators. Join game designer ("Uncharted") and USC Games program professor Richard Lemarchand for a look at the ways in which games have begun to explore the most private aspects of our human experience. This talk will cover the games that are emerging from designers like Nina Freeman, Robert Yang and Naomi Clark, and from places like the Copenhagen Game Collective's Lyst Summit, a symposium and game jam about romance, love and sex in games.

With Richard Lemarchand, Associate Professor, USC Games

If you're interested in: Design, Inspiration

Intended audience: Beginner

A map of Malmö, Sweden, showing the city's layout and the Malmö Harbour. Four locations are marked with numbered red circles: 1, 2, 3, and 4. Location 1 is near the harbour, location 2 is near the city center, location 3 is near the city center, and location 4 is near the city center.

Hungry? Thirsty?
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- 1 Skeppsbron2** 15% discount on shrimp sandwich and hamburger platter. Beer or cider 52kr. Wine 55kr. Drinks 79kr.
- 2 MelloYello** 15% discount off everything.
- 3 Moosehead** 15% discount off all food, and selected Beer, Wine and Cider.
- 4 Drumbar** 15% discount off everything.

Tips for a Successful Steam Release

This presentation is aimed at indie developers and publishers who are getting ready to release a game on Steam, or who plan to do so in the future. We hope it will provide concrete, useful suggestions and helpful things to consider before, during and after release on Steam. No two games are the same, so it's less about following an exact playbook and more about making choices that are valuable for you and your customers. With Tom Giardino, Steam Business, Valve Software

If you're interested in: Publishing, Business, Indie, PC & Consoles

Intended audience: Intermediate

Twofold Inc. - The Design in Hindsight

Martin picks apart his thinking around designing his latest game "Twofold Inc." Lots of screenshots, videos and other neat things. With Martin Jonasson, Director Webbfarbror/Grapefrukt.

If you're interested in: Design, Indie, Mobile

Intended audience: Beginner



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Videogames as Culture

David says, "We are not trained to think well about video games. The video games industry craves cultural validation, yet often fails to evaluate or talk about video games as anything more than a commercial product. We are failing video games as a creative form. I will talk about how the UK, and to an extent the EU, are falling behind while poking around the idea of video games as a creative form."

With David Hayward, Director, YMPT

If you're interested in: Inspiration, Media, Indie

Intended audience: Beginner

What Love and Grace Taught Me About Videogames

Josh says, "While on the road to becoming a formalist game design nerd, my journey was radically transformed when I met a special boy, Joel Green, who became the subject of our game "That Dragon, Cancer". In this part-design, part-inspirational talk, I'll share how the personal relationships in my life had a profound impact on my approach to design, and how the relationships in our lives can affect the way we make games."

With Josh Larson, Co-Founder/Designer/Developer, Numinous Games

If you're interested in: Design, Production, Inspiration, Indie

Intended audience: Beginner

Witchcraft: The Alchemy of a Crafting-Based Economy

"The Witcher" series of open-world role playing games have beautifully captured the spirit of Andrzej Sapkowski's fantasy novels, immersing players in the journey of "Geralt, the Witcher of Rivia". In "The Witcher 3: Wild Hunt", developer CD PROJEKT RED were asked to take the game from its traditionally story-focused experience to a more realised role-playing game, complete with

a crafting-based economy. The primary design challenge was to balance the living world experience, utilising existing assets and bridging the gaps between legacy systems to create something completely new.

With Matthew Steinke, Senior Game Designer, CD PROJEKT RED

If you're interested in: Design, Programming, Tools, Inspiration

Intended audience: Intermediate

You Say Jump, I Say How High?

This presentation will look at the subtle details of jumping in popular 2D platform games. Specifically addressing the differences between jumping in "Mario" games, "Limbo" and "Super Meat Boy". The jumps have been measured, analysed and compared. Each parameter of the jump will be presented to give you a feeling of what to tweak to get the jump you want. Some of the less obvious tricks used, as well as the resulting effects, will also be demonstrated. To conclude, the talk will elaborate on how the affordance of a jump might work together with game mechanics and level design. Attendees should get a better understanding of how jumping can be implemented, and what to consider when designing and tweaking a jump.

With Martin Fasterholdt, Gameplay Designer, Playdead

If you're interested in: Design, Programming

Intended audience: Beginner

BUSINESS AND NETWORKING PLATFORM
FOR INTERACTIVE MEDIA COMPANIES



BerlinBalticNordic.net is a business and networking platform for interactive media companies, with a focus on games, start-ups and digital media. The aim of this initiative is to connect the Berlin scene with the Baltic sea and Nordic countries, to facilitate business relations which are supposed to lead to sustainable cooperation. Publishers, developers, financiers as well as education and training institutions will get the chance to proactively network with each other. Business match-making and events in the partner countries will be accompanied by activities and information online.

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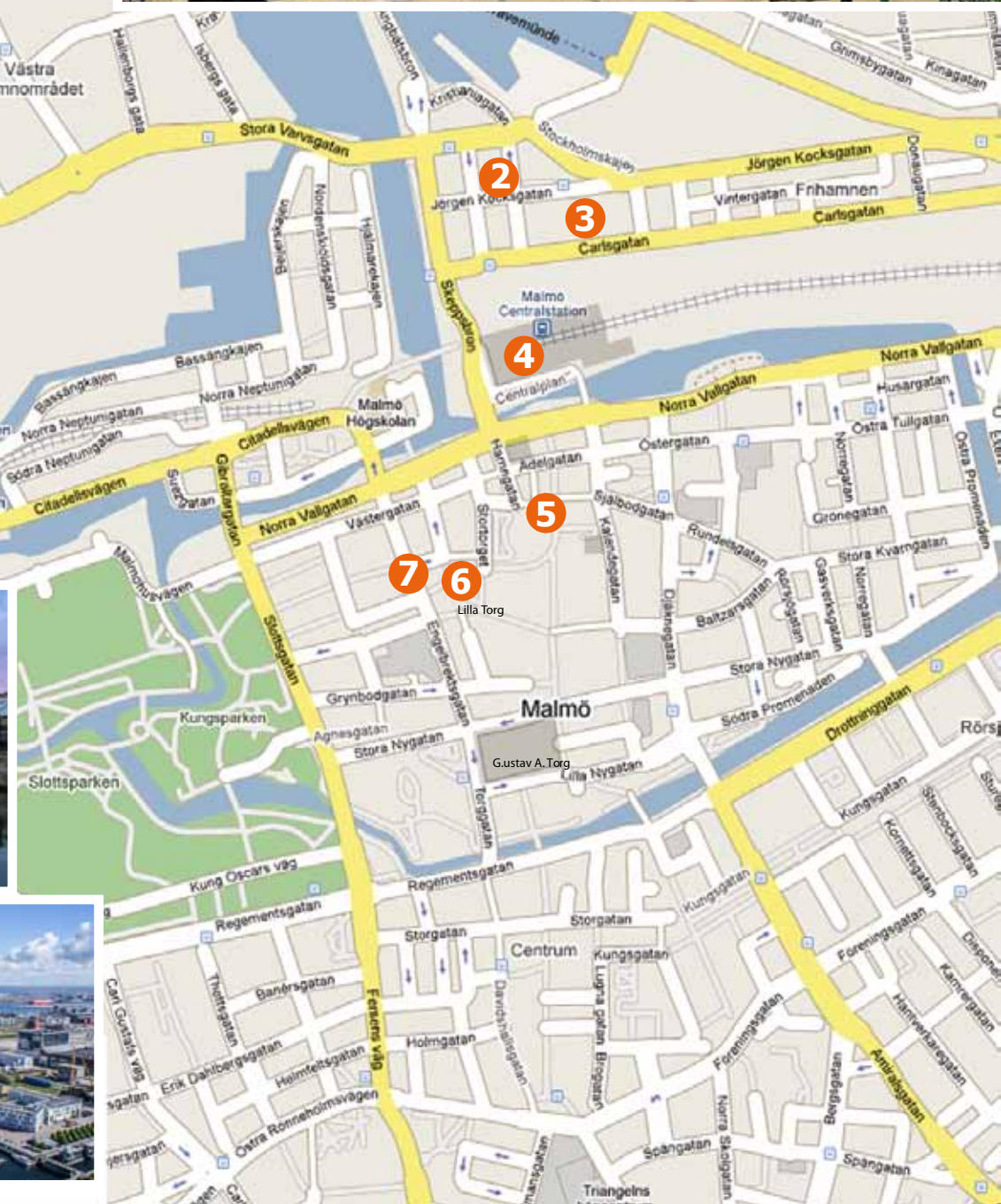


Senate Department
for Economics, Technology
and Research



MAP FOR THE MOST IMPORTANT PLACES IN MALMÖ DURING CONFERENCE

- 1 Turning Torso
- 2 First Hotel Jörgen Kock
- 3 Slagthuset
- 4 Malmö Centralstation
- 5 Rådhuset
- 6 Lilla Torg
- 7 Renaissance Malmö Hotel





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