

Monday 23. November

- 09.30** Prof. Dr. Alexander W. Roos,
Rektor der Hochschule der Medien, www.hdm-stuttgart.de
Address of welcome, *eng.*
- 09:50 -** Oliver Passek (D), Referent für Film und Medien
11.30 im Ministerium für Wissenschaft, Forschung und Kunst,
Baden-Württemberg, www.passek.eu
Games als Wirtschaftsfaktor und Förderung, *dt.*
- J. Peter Lemcke (D), Geschäftsführer, Deutsche Games Schul-
sportmeisterschaft, <http://www.schulmeisterschaft.de/de/>
eSport Regionalmeisterschaften in Deutschland, *dt.*
- André Noller (D), Founder & CEO, Grandé Games,
www.grande-games.com
Our life as independent game developers and the fact to have
released our first game directly for PS4 and Xbox One. *eng.*
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- 11.45 -** Dr. Florian Stadlbauer (D), Founder & CEO, Deck13,
13.15 studio of the year 2014, german developer award
<http://deck13.de>
More than Entertainment: Enhancing products and services
with Game Development approaches and techniques, *eng.*
- Thorsten Unger (D), Geschäftsführer Bundesverband der
deutschen Games-Branche e.V. - GAME, <http://game-bundesverband.de> N.N. *eng.*
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- 13.15** MITTAGSPAUSE – LUNCH BREAK
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- 14.15 -** Andy Brammall (UK), Technical Sales Director, EMEA
15.45 Unity Technologies, Unity3D, <https://unity3d.com>
Aspects of Game Design - who, where and why, the impor-
tance of knowing your audience, *eng.*
- Bartosz Ziolko und Szymon Palka (PL), AGH, University of
Science and Technology, Krakow
www.dsp.agh.edu.pl/en/about
Soundtracking for computer games, *eng.*
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- 16.00 -** Ian Hamilton (UK), Game accessibility specialist
17.30 and Advocate, <http://ian-hamilton.com>
Accessibility & Games, *eng.*
- Georg Hobmeier (A), Founder & CEO, Causa Creations
<http://kultur-kreativpiloten.de/portfolio/causa-creations/>
<http://www.goldextra.com/en>
Research components in our design process, *eng.*
- Tobias Frisch (D), Producer, Studio Fizbin,
www.studio-fizbin.de
Game of Peace – how to make awesome serious games that
are fun AND educate, *eng.*

Tuesday, 24. November

- 09.15 -** DI Dr. Markus Tatzgern (A), Leiter Fachbereich Game
11.45 Development & Mixed Reality, MMT, FH Salzburg <http://www.fh-salzburg.ac.at/disziplinen/medien-design-kunst/master-multimediatechnology/beschreibung/beschreibung/>
Next Generation Augmented Reality Games, *eng.*
- Stefanie Birzele, Meike Jung (D), Stadtbibliothek Stuttgart
„play gameZ“, <http://playgamez.3durch3.de> das Indie Games
Festival und Digitale Kultur in der Stadtbibliothek Stuttgart, *dt.*
- Luke Savage (UK), Senior Academic Development Manager,
Sony Computer Entertainment Europe Limited
www.playstation.com/de-de/
Developing on Sony PlayStation, *eng.*
- Thorsten Hamdorf (D), Leiter Services, Marktforschung
& Marketing, BIU – Bundesverband Interaktive Unterhal-
tungs-software e.V. www.biu-online.de
All about the German market and „GamesCom“, *eng.*
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- 12.00 -** Benjamin Thaut (D), Software Engineer; Havok,
13.30 www.havok.com
Challenges in cross-platform game development, *eng.*
- Daniel Karner (D), 3D-Artist, Chasing Carrots,
<http://chasing-carrots.com>
Lighting and texturing in games: Design and workflow in
,Pressure‘ and ,Cosmonautica‘. A brief insight into the games
of Chasing Carrots, *eng.*
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- 13.30** MITTAGSPAUSE – LUNCH BREAK
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- 14.30 -** Minna Kamula (FN), Senior lecturer, Oulu University of
15.45 Applied Sciences, www.oulu.gamelab.net
The Oulu Game Lab. *eng.*
- Dr. Andrew Gordon (UK), Game Balancer, King Games,
<https://king.com/de/>
An introduction to the role of a technical designer during the
lifetime of a game at King *eng.*
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- 16.00 -** Marie Wellershoff, Patrick Ferling (D), Founders of
17.15 Mergimals, www.mergimals.com
Mergimals and some small projects, *eng.*
- Mischa Strecker (Product Manager) Stefan Schmitz (D)
(Game Designer Level Designer), bf games,
<http://www.black-forest-games.com>
Game design & game art of „Rogue Stormers“, *eng.*