

# NAGIS

North American Games Industry Summit: Building What's Next

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**JUNE 18-19 AT THE EDMONTON EXPO CENTRE**

## Full Schedule: Thursday, June 18th

**For locations see below noted map**

Title \ Speakers	Start – End Time	Location	Description
Check In	8:00 am	NAGIS Registration Desk	Registration is located in the main promenade of the Edmonton EXPO Centre.
Grab & Go Breakfast	8:00 am – 8:45 am	EXPO Main Promenade	Grab & Go Breakfast will be server in the concession area.
Opening Ceremonies	8:50 am – 9:10 am	Mega Stage Hall H	Opening Ceremonies, a welcome to the city of Edmonton.
Panel Session #1			
Ruwan Fernando	9:15 am – 10:00 am	Panel Room #1: 107 107A	The Business of UX, Why Strategy Matters
Alex Handziuk Amanda Tuckey Poe Chuang	9:15 am – 10:00 am	Panel Room #2: 102 103	From Reveal to Launch: Timing Your Game's Success.
Muddassir Mahmood Matthew Walach	9:15 am – 10:00 am	Panel Room #3: 105	Financial Strategy

**CLICK HERE  
NAGIS MAP**

**CLICK HERE  
PANEL DETAILS**

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<b>Mega Stage Panel</b>			
Barsun Unique Jones (YDB) Toni Domenech Luke Azevedo Berkley Egenes	10:10 am – 11:10 am	Mega Stage: Hall H	The Intersection Between Film and Games. From Indie to Icon: How Game Creators Partner with Movie Stars (Without Getting Steamrolled)
<b>Panel Session #2</b>			
Arka Ray Jon Bankard	11:15 am – 12:00 pm	Panel Room #1: 107 107A	<b>Designing for Uniqueness: History, Plans, and Commercialization.</b>
Kate Edwards	11:15 am – 12:00 pm	Panel Room #2: 102 103	<b>Building the Cultural World of 'Indiana Jones and the Great Circle'</b>
Claire Yang	11:15 am – 12:00 pm	Panel Room #3: 105	<b>How a mid-sized, established game company survives in a giant-dominated market</b>
<b>Lunch</b>	12:00 pm – 2:00 pm	EXPO Main Promenade	<b>Grab &amp; Go Breakfast will be server in the concession area <b>VIP Ticket holders will be emailed instruction for the executive lounge.</b></b>
<b>Indie Discovery: Play Some Games!</b>	1:00 pm – 2:00pm	Mega Stage: Hall H	<b>A dedicated hour for publishers, developers, and industry guests to demo games from our amazing indie studios.</b>

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<b>Mega Stage Panel</b>			
<b>Nolan Bushnell</b>	2:05 pm – 3:05 pm	Mega Stage: Hall H	<b>Keynote Address: Bushnell will reflect on his groundbreaking career and the philosophy that continues to shape game design today.</b>
<b>Panel Session #3</b>			
<b>Gem Johnson John Nguyen Caghan Bonnough Seth DeGrace Luke Simms</b>	3:10pm – 3:55 pm	Panel Room #1: 107 107A	<b>Creating and Maintaining Your Greatest Marketing Asset as a Game Developer: Your Community.</b>
<b>Gary Qian</b>	3:10pm – 3:55 pm	Panel Room #2: 102 103	<b>Breaking into China's massive PC gaming market isn't easy, but it's possible.</b>
<b>Brent Bushnell Amesh Narsing</b>	3:10pm – 3:55 pm	Panel Room #3: 105	<b>New Opportunities for Game Studios in Location Based Entertainment.</b>
<b>Mega Stage Panel</b>			
<b>BioWare Reunion Casey Hudson Trent Oster Gregory Zeschuk Mark Darrah Moderator: Mark Meer</b>	4:05 pm – 5:20 pm	Mega Stage: Hall H	<b>The BioWare Secret Sauce: What Made Great RPG Teams Work (and What We'd Change Today)</b>

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Title \ Speakers	Start – End Time	Location	Description
Panel Session #4			
<b>Chris Tihor Ann Lemay Ben Gelinas Ceri Young Mitch Dyer</b>	5:30 pm – 6:15 pm	Panel Room #1: 107 107A	<b>Every game has a story to tell.</b>
<b>William Su</b>	5:30 pm – 6:15 pm	Panel Room #2: 102 103	<b>Your Game is Probably Illegal: A New Era of Legal Issues.</b>
<b>Pierre Moisan Noah Decter- Jackson</b>	5:30 pm – 6:15 pm	Panel Room #3: 105	<b>Sharing Insights and Challenging the Future</b>
<b>Industry Networking Party</b>	8:00 pm – 11:00 pm		<b>Invitations will be emailed to our attendees.</b>

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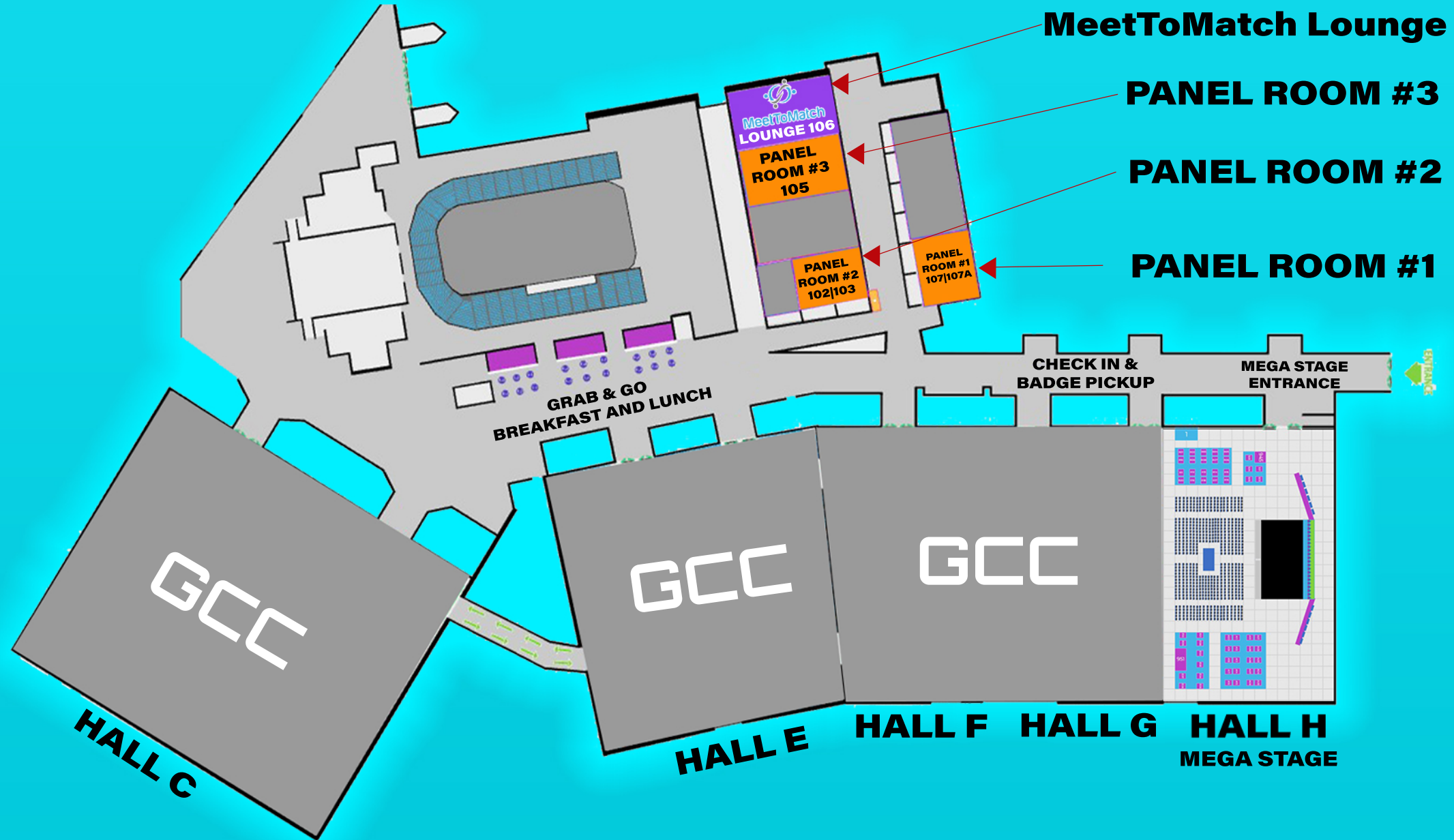


**JUNE 18-19 AT THE EDMONTON EXPO CENTRE**

## Full Schedule: Friday, June 19th

For locations see below noted map

Title \ Speakers	Start – End Time	Location	Description
<b>Caffeine &amp; Crumbs</b>	9:00 am – 9:45 am	The MeetToMatch Lounge: Room 106	<b>Grab some coffee and baked goods to start your day!</b>
<b>Panel Session #1</b>			
<b>Anya Combs</b>	10:00 am – 11:00 am	Panel Room #3: 105	<b>The New Crowdfunding Playbook: Platforms, Community, and What Actually Works.</b>
<b>Panel Session #2</b>			
<b>Garrett Fredley</b>	12:00 pm – 1:00 pm	Panel Room #2: 102 103	<b>What's Your Legacy? - A Guide to Game Preservation.</b>
<b>Community Activity Alberta Connects   Network Speed dating. Presented by Digital Alberta</b>	1:00 pm – 2:00 pm	The MeetToMatch Lounge: Room 106	<b>Build meaningful relationships, spark new opportunities, and grow your network, one quick conversation at a time.</b>
<b>Closed Door Pitch Sessions</b>	2:00 pm – 4:00 pm	Panel Room #3: 105	<b>Developer to publisher pitch sessions.</b>
<b>The Big Indie Pitch presented by Steel Media</b>	2:00 pm – 5:00 pm	Panel Room #2: 102 103	<b>Live indie developers pitch their games directly to industry experts, media, and publishers in this exciting showcase.</b>



**MeetToMatch Lounge**

**PANEL ROOM #3**

**PANEL ROOM #2**

**PANEL ROOM #1**

**GRAB & GO  
BREAKFAST AND LUNCH**

**CHECK IN &  
BADGE PICKUP**

**MEGA STAGE  
ENTRANCE**

**GCC**

**GCC**

**GCC**

**HALL C**

**HALL E**

**HALL F**

**HALL G**

**HALL H**

**MEGA STAGE**