

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	Building an OP Cashflow Strategy for your Studio to Thrive

**CLICK HERE
NAGIS MAP**

**CLICK HERE
PANEL DETAILS**

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Mega Stage Panel			
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)
Panel Session #2			
Arka Ray Jon Bankard	11:15 am – 12:00 pm	Panel Room #1: 107 107A	Designing for Uniqueness: History, Plans, and Commercialization.
Kate Edwards	11:15 am – 12:00 pm	Panel Room #2: 102 103	Building the Cultural World of 'Indiana Jones and the Great Circle'
Claire Yang	11:15 am – 12:00 pm	Panel Room #3: 105	How a mid-sized, established game company survives in a giant-dominated market
Lunch	12:00 pm – 2:00 pm	EXPO Main Promenade	Grab & Go Breakfast will be server in the concession area VIP Ticket holders will be emailed instruction for the executive lounge.
Indie Discovery: Play Some Games!	1:00 pm – 2:00pm	Mega Stage: Hall H	A dedicated hour for publishers, developers, and industry guests to demo games from our amazing indie studios.

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

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

JUNE 18-19 AT THE EDMONTON EXPO CENTRE

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

