



MIGS16

DAY 1 - MONDAY NOV 14, 2016

NOV. 13-14-15 2016

Palais des congrès - Montreal (QC, Canada)

MIGS16.COM

SESSIONS

★ // MIGS HEADLINERS

9 - 9:30 AM	Opening ceremony with Alliance Numérique and the Canada Media Fund									
9:30 - 10:30 AM	★ OPENING KEYNOTE: Gaming's Gold Rush with Adam Boyes // Iron Galaxy Studios - Room 517B									
10:30 - 11:00 AM	☕ COFFEE BREAK (30 MINUTES) PRESENTED BY WB GAMES MONTRÉAL									
TRACK // ROOM	AUDIO PRESENTED BY PIXEL AUDIO // ROOM 518A	SPONSORED SESSIONS 1 // ROOM 518B	VISUAL ARTS // ROOM 518C	DESIGN // ROOM 519A	PROGRAMMING / TECHNOLOGY // ROOM 519B	MIXED SESSIONS 1 // ROOM 520B	PROD. / PROJECT MANAGEMENT // ROOM 524A	BUSINESS & MARKETING PRESENTED BY TAKE OFF CREATIVE // ROOM 524B	MIXED SESSIONS 2 // ROOM 524C	VBGA SUMMIT // ROOM 525B
11 AM - 12 PM	Environmental music, the next step for interactive scoring? Olivier Deriviere // Ameo Prod Inc.	Amazon Game Services: End-to-End Solutions for Developers Dan Winters // Amazon Digital Games	Animating Lara Croft GO Eugene Jarvis // Square Enix Montréal	The Kool-Aid Man Effect: How Full Destructibility Impacts All Design Hugh Monahan // Stellar Jockeys	Thinking Before Acting: AI Planning in Games Evan Hahn // Snowed In Studios	Connected Reality: Bringing the World of IoT to Mobile Games Neil Haldar // Icejam	Making of Quantum Break: The Game Is About the Heroes – The Show Is About the Villains Thomas Puha // Remedy Entertainment	Cracking the Code: Strategies for Leveraging Influence and Building Fan Engagement Sarah Wick // Revelmode & Guiz de Pessemier // Outerminds	Embracing narrative and player experience with user interfaces Rebecca Cohen-Palacios // Ubisoft	10 - 11 AM Advanced Drafting/ Negotiation of Game Contracts
12 - 1 PM	LUNCH BREAK (1 HOUR)									
1 - 2 PM	Informant diegetic audio in game design Bjorn Jacobsen // IO Interactive	Building Your First Game with Amazon Lumberyard's Engine & Tools Kevin Ashman // Amazon	Art Directing and graphic techniques used in Layers of Fear Mateusz Lenart // Team Bloober	The Rise and Rise of Idle Games Anthony Pecorella // Kongregate	We built a VR game and the horse carriage that goes with it Marc-André Girard & Simon Ampleman // Frima Studio	Building a sustainable indie studio Lulu Lamer // Funomena	Guerrilla playtesting for indie studios: lessons in playtesting your games Pejman Mirza-Babaei // Execution Labs	Move your ideas into the HoloDeck Ryan Peterson // Finger Foods Studio	Automating your Art : How to Work Better, Faster Marie-Christine Marneau // Squeeze Studio Animation	12:15 - 1:45 PM Lunch & Keynote Speaker
2 - 2:15 PM	BREAK (15 MINUTES)									
2:15 - 3:15 PM	VR: Why people suddenly care about audio? Eloi Champagne, Maximilien Simard Poirier, Sam Girardin, Matt Boerum & Simon Ashby	Unreal Engine 101 - 1/2 Luis Cataldi // Epic Games	Plusing Story Through Animation (Animation Secrets) Richard Arroyo // iAnimate.net	What If? Making Your Game Narrative Dynamic Richard Rouse III // Paranoid Productions	How to make a game in a day Fernando Serboncini // Google	Join the Ride: Systemic Vehicles in Assassin's Creed Syndicate Bartłomiej Waszak & Dave Tremblay // Ubisoft Quebec	Saber's Edge: The tumultuous road to hard launching a F2P game Louis-René Auclair // Hibernum	Open Development: Engaging Your Community Benoit Beausejour // Turbulent & John Erskine // Cloud Imperium	Evolution of monetization on full priced AAA Isabelle Mocquard // Riot Games	2-3 PM Privacy Update
3:15 - 3:45 PM	☕ COFFEE BREAK (30 MINUTES) PRESENTED BY WB GAMES MONTRÉAL									
3:45 - 4:45 PM	DIY: Prototyping Interactive Audio Systems Carlos Yusim // Ubisoft Toronto	Unreal Engine 101 - 2/2 Luis Cataldi // Epic Games	Expertise and roles of senior videogame artists: An exploratory study Dave Hawey // NAD / UQAC	Military Science For Game Designers David Baron // Nerdrtron Interactive	Dialog Systems in Double Fine Games Anna Kipnis // Double Fine Productions	Optimization and coding best practices in Unity Francis Duranceau // Unity Technologies	Breaking into VR: The Story & The Game Stefan Grambart & Joshua Manricks // Secret Location	Community Management: Learning By Doing Nicolas Bertrand-Verge; Astrid Rosemarin; Laurent Mercure; Justin Kruger	Photogrammetry and Star Wars: Battlefield Andrew Hamilton // Dice	3-4 PM Litigation Update
4:45 - 5 PM	BREAK (15 MINUTES)									
5 - 6 PM	Pallas of Vines: a revolutionary performance game pioneering player-creation of original music in performance-based gameplay Alexander Thumm // Lamplight Forest		Rendered Emotions Mohannad Al-Khatib & Ramy Daghstani // Artifact 5	Magic The Gathering: Tools of the (live-ops) trade Benjamin Paquette // Hibernum	Building a Universe - Procedural Generation in No Man's Sky Innes McKendrick // Hello Games	Giant Cop: Narrative Open World Design in VR Marc McGinley // Other Ocean Interactive	The Real Costs of "Crunch Time" Joey Lapegna, Kate Edwards, Richard Rouse III & Tanya Short	Publishing Agreements Carlos Martin // Seat 7 Entertainment	Design Constraints in Narrative Exploration Games Nels Anderson // Campo Santo	4:15 - 5:15 PM View from the Top – Interview: Game Industry Leader on Changes
6 - 9 PM	6 to 9 PM // VIP Cocktail at the Sommet de la Place Ville-Marie, presented by Investissement Québec with the collaboration of Amazon Lumberyard *On invitation only*									

MASTER CLASSES

9 AM - 5 PM	// ROOM 521 A	The Power of Effective Communication Pierre Pilon // Pierre Pilon Communication
9 AM - 5 PM	// ROOM 521 B	Marketing Strategy : build a marketing plan adapted to your game and your players Julien Wera // Dice

9 AM - 5 PM	// ROOM 521 C	Computational Intelligence for Games: Reinforcement Learning, Neural Networks and Causality Spyros Samothrakis // University of Essex
9 AM - 5 PM	// ROOM 522 A	Rediscovering Marketing Segmentation with Machine Learning Benjamin Devienne // Gameloft

9 AM - 5 PM	// ROOM 522 B	Designing and prototyping sci-fi cities Viktor Antonov // Darewise
9 AM - 5 PM	// ROOM 522 C	The Witcher 3: building a living world Krzysztof Lipka // CD Projekt



MIGS16

DAY 2 - TUESDAY NOV 15, 2016

NOV. 13-14-15 2016

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SESSIONS

★ // MIGS HEADLINERS

9 - 9:30 AM Welcoming ceremony for MIGS Day 2

9:30 - 10:30 AM ★ **KEYNOTE:** Minimising Control, Maximising Risks - Supercell's Approach to Games Development with Timur Haussila // **Supercell - Room 517B**

10:30 - 11:00 AM ☕ **COFFEE BREAK (30 MINUTES)** PRESENTED BY WB GAMES MONTRÉAL

TRACK // ROOM	AUDIO PRESENTED BY PIXEL AUDIO // ROOM 518A	SPONSORED SESSIONS 1 // ROOM 518B	VISUAL ARTS // ROOM 518C	DESIGN // ROOM 519A	PROGRAMMING / TECHNOLOGY // ROOM 519B	MIXED SESSIONS 1 // ROOM 520B	SPONSORED SESSIONS 2 // ROOM 520C	PROD. / PROJECT MANAGEMENT // ROOM 524A	BUSINESS & MARKETING PRESENTED BY TAKE OFF CREATIVE // ROOM 524B	MIXED SESSIONS 2 // ROOM 524C
11 AM - 12 PM	Procedural Game Audio with Pure Data Leonard Paul // School of Video Game	Finance the VR of tomorrow presented by the CMF Stéphane Cosentino, Dorian Kieken, Vincent Martel & Pierre Blaizeau	The Journey from AAA to mobile: Animation Efficiency Jonathan Abenheim // Ludia	Open World Gameplay in Watch Dogs 2 Pierre Tremblay/Falko Poiker // Ubisoft	VR and the rising role of Procedural Animation Ali Helmy // Crytek GmbH	Get It Done: Tactics and Strategies for Better Small Team Game Project Management Henry Faber // Gamma Space Collaborative Studios	What is a pipeline and why should indie care? David Baron & Matthew Doyle // Nertron Interactive & Autodesk	Producing New Game IP Sergei Savchenko // WB Games Montreal	Indies Versus Evil Steve Escalante // Versus Evil	Optimizing Psychonauts in the Rhombus of Ruin for Playstation VR Aaron Jacobs // Double Fine Productions

LUNCH BREAK (1 HOUR)

1 - 2 PM	Immersive Reverberation and the Art of Mixing for Virtual Acoustic Spaces Benoit Alary // Audiokinetic	Lumberyard Cloud Connected Game Development with GameLift, Cloud Canvas, AWS C++ SDK, and Twitch AI Murray // Amazon	Art Direction of We Happy Few: Depth and Style in a Procedural World Whitney Clayton // Compulsion Games	Building Strong Code Through Patterns Mickey MacDonald // Microsoft	Sparse Voxel Octree usage in game development: possibilities and challenges Szymon Jablonski // 11bit	Find Your Niche - How Indies Can Thrive in f2p Mobile Samir El Agili // Tilting Point	Integrating 3rd-Party SDKs into UE4 - Part 1 Gerke Max Preussner & Zak Parrish // Epic Games	HR Power Panel Jillian Mood, Lidi Giroux, Kim Pasquin, Mathieu Foran & Isabelle Tremblay	Asia: Insights & Strategies for Mobile Game Developers Josh Burns // Freelance	NVIDIA Indie Spotlight Michael Herauf // NVIDIA
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BREAK (15 MINUTES)

2 - 2:15 PM	Stories: The Path of Destinies. 90 choices, 25 ends, one soundtrack FX Dupas & Mathieu Lavoie // Vibe Avenue	Why You Should Consider AWS for Your Game Greg McConnel & Jeremy Zigmond // Amazon Web Services	Quantum Break: Merging game and film Stobe Harju // Remedy	Managing Emergence For City Life AI Roxanne Blouin-Payer // Ubisoft	The Impact of Great Technology on Player Engagement Jeff Howell // Kabam	Keep it 100 - What is authentic game design? Joey Lapegna // Disruptor Beam Inc.	Integrating 3rd-Party SDKs into UE4 - Part 2 Gerke Max Preussner & Zak Parrish // Epic Games	Players are people too Jacob Van Rooyen // Big Viking Games	Why the f\$#k are you making games? Jeff Hattem // Tuque Games	Machine Learning, Games and You Wolff Dobson // Google Inc
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3:15 - 3:45 PM ☕ **COFFEE BREAK (30 MINUTES)** PRESENTED BY WB GAMES MONTRÉAL

3:45 - 4:45 PM	Making the Sharpest Game Audio Tools in the Shed RJ Mattingly // PopCap	Why Outsourcing Doesn't Work Stefan Baier // Streamline Studios	Player agency, Mods and Glitch Yifat Shaik // Sheridan College/York University/OCAD	Authored vs. Systemic: Finding a Balance for Combat A.I. in Uncharted 4 Matthew Gallant // Naughty Dog	Building Wellington Wells: How we procedurally generate the world of We Happy Few Matt Robinson // Compulsion Games	Creating the UI for Batman: Arkham VR - A tale of how my experience didn't help me at all Atanas Raykov // Rocksteady	Demystifying Music : Music as an Opportunity for Digital Projects Roseline Rousseau-Gagnon, David Hayman, Sam Abbott, Ryhna Thompson & Allison Ouhit	Gameception: Proposition on a efficient creation pipeline Sebastien Ebacher // Ubisoft Montreal	Indies and Micropublishers Saleem Dabbous // KO_OP	How to Work with Diversity Alice Ching // Funomena
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BREAK (15 MINUTES)

5 - 6 PM ★ **CLOSING KEYNOTE:** Brain Dump with Adam Boyes, Aleissia Laidacker, Anna Kipnis, David Calvo, Jason kim, Jill Murray, Richard Dansky, Richard Rouse III & Steve Escalante

6 - 9 PM 8 PM to late // Closing cocktail presented by Electronic Arts, in partnership with Factor and M for Montreal at the SAT *open to all MIGS attendees with your badge*

8 - 10 PM 8 to 10 PM // Canadian Video Game Awards at the Palais des congrès - Room 517B

MASTER CLASSES

9 AM - 5 PM	// ROOM 521A	Math and physics: Take a Deep Dive Into Linear Algebra and Mechanics to Master yours Programming Skills Bartlomiej Waszak // Ubisoft Québec
9 AM - 5 PM	// ROOM 521B	Creating and Art Directing Compelling and Unique Vision for Games and Films Stephan Martiniere // Independant

9 AM - 5 PM	// ROOM 521C	Creating Realistic Materials In Substance Designer Josh Lynch // Substance
9 AM - 5 PM	// ROOM 522A	Usability testing and play-testing: a quantitative approach Martin Talbot // Square Enix
9 AM - 5 PM	// ROOM 522B	Usability testing and play-testing: a quantitative approach Susan O'Connor // Independant
9 AM - 5 PM	// ROOM 522C	Advanced Rendering for next-gen Engine Design Wolfgang Engel // Confetti

SPECIAL ADD-ON SESSIONS

11 AM - 12 PM	// ROOM 525B	Building Mixed Reality Experiences for Microsoft HoloLens Mickey MacDonald // Microsoft
1:30 - 2:30 PM	// ROOM 525B	Connection and inspiration between fiction and nonfiction Dean Takahashi, Sebastian Alvarado, Jonathan Morin & Andre Vu