

MASTER CLASSES
CLASSES DE MAÎTRE

11 DEC / DÉC

9 AM - 5 PM
5TH FLOOR



TECHNO
COMPÉTENCES

ROOM: 512A Stability testing and play-testing: a quantitative approach (2.0)
Martin Talbot - Square Enix
GAME DESIGN

ROOM: 512D Math for game programmers
Bartłomiej Waszak - Ubisoft
PROGRAMMING & TECH

ROOM: 513C Game production, management and leadership
Sergei Savchenko - Counsl Inc.
PROD. & PROJECT
MANAGEMENT

ROOM: 512E United we stand: building effective squad AI
Eric Martel - Ubisoft
PROGRAMMING & TECH

ROOM: 513B UX and cognitive science applied to game development
Celia Hodent - Epic Games
GAME DESIGN

ROOM: 512F Data-oriented design in C++
Mike Acton - Insomniac
PROGRAMMING & TECH

ROOM: 512G Mastering marvelous designer: clothing for game characters
Wojciech Michalski - Cd Projekt
ARTS & ANIMATION

ROOM: 512H Game project management for devs
Keith Fuller - Fuller Game Production
PROD. & PROJECT
MANAGEMENT

ROOM: 513A Live operations – the bedrock of an online game
Jeremy Masker - Riot
GAME DESIGN

ROOM: 512B Mastering ZBrush 4R8
Madeleine Scott Spencer
ARTS & ANIMATION

ROOM: 513D Stories we tell ourselves – non intrusive narration techniques and dynamic story telling
Raphael Colantonio
GAME DESIGN

11 - 12 DEC / DÉC

9 AM - 5 PM
5TH FLOOR

ROOM:512C Advanced techniques for material creation in substance designer
Nicolas Wirmann - Allegorithmic
ARTS & ANIMATION

LIVE VIDEO GAME MUSIC
PERFORMANCES BY



CONNECTION
EVENTS

HOME GROWN
TALENT STAGE



12 DEC / DÉC

LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS
2TH FLOOR



11AM - 12 PM Live Demo: How to manage the onslaught of crashes with Backtrace
Sponsored by


12:00 - 12:15 PM Waawi Studio / Triple Scale Games

12:30 - 12:45 PM Epsilon Games / Urubu Studio

12:45 - 1 PM Trebuchet VR / Fine All Day Studio

1 - 2PM Fireside chat by Leonard Teo - ArtStation


2:15 - 3:15 PM Live demo: Digital and physical worlds collide: selling merch in your game Daniel Asper, Shopify Gaming Eli Cymet, Snowman
Sponsored by


3:30 - 4:30 PM Live Demo: New Collaboration Opportunities with Chilean Video Game Developers Maureen Berho - Niebla Games / Video Games Chile
Sponsored by


4:30 - 8:30 PM Tournament The Darwin Project


13 DEC / DÉC

LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS
2TH FLOOR

9:30 - 10:30 AM Live Demo: creating a procedural forest ground material in Substance Designer
Sponsored by


10:30 - 10:45 AM Aquarealm Studio / Hyroglyphik Games

10:45 - 11:00 AM Phantom Compass / Desgraff

12 - 12:15 PM Neonable / GreatNest Studio

12:15 - 12:30 PM Ominous Games

12:30 - 12:45 PM Ratloop Games Canada

12:45 - 1 PM AlwaysMind Studios

1 - 5 PM Tournament Aftercharge


11 DEC / DÉC

THE VIP COCKTAIL

(BY INVITATION ONLY)
AT CASINO DE MONTRÉAL IS GRACIOUSLY
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SESSION ROOMS / SALLES DE CONFÉRENCES

12 DEC / DÉC

9 - 9:30 AM
9:30 - 10:30 AM

OPENING CEREMONY with Vibe Avenue
ROOM 210H - 2ND FLOOR / CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1
OPENING KEYNOTE Fireside Chat: StudioMDHR and the Cuphead Craze by Chad Moldenhauer, Jared Moldenhauer and Maja Moldenhauer - StudioMDHR, Moderated by Jason Della Rocca, Programming Chair ROOM 210H - 2ND FLOOR

10:30 - 11 AM

ARTS AND ANIMATION
ROOM: 510B
5TH FLOOR

AUDIO
ROOM: 510D
5TH FLOOR

BUSINESS & MARKETING
ROOM: 511C
5TH FLOOR

GAME DESIGN
ROOM: 511D
5TH FLOOR

INDUSTRY & ADVOCACY
ROOM: 511E
5TH FLOOR

PROD AND PROJECT
MANAGEMENT
ROOM: 511F 5TH FLOOR

PROGRAMMING & TECH.
ROOM: 511B
5TH FLOOR

MIXED SESSIONS
ROOM: 510AC
5TH FLOOR

SPONSORED SESSIONS
ROOM: 511A
5TH FLOOR

11 AM - 12 PM

Inspired world building
Raphael Lacoste - Ubisoft

Music theory for sound design
Vincent Gagnon - Ubisoft

To self-publish or not to self-publish? An indie survival guide to self-publishing in the mobile F2P world
David P. Chiu - DC Games Consulting

Designing and evaluating spectator experiences in eSports
Pejman Mirza-Babaei - Execution Labs and Samantha Stahlke - Ominous Games

Thrive games: design recipes for empathy games and beyond
Heidi McDonald - iThrive Games

Production, the Indie way: 3 methods for sanity and success
Samantha Cook - Artifact 5, Tanya Short - Kitfox Games and Tali Goldstein - Casa Rara Studio

Cache coherent data: why you should care
Tony Albrecht - Riot Games

Leveling up your eSports broadcast: creating revolutionary interactive streams for spectators
Jacob Navok - Genvid Technologies Inc.
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12 - 1 PM

12:15 - 2 PM Montreal Video Game Symphony's Screening
Benoit Groulx - Mi Diese and Maxime Goulet

LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2ND FLOOR (for Business Pass holders only) Sponsored by FIRMA
FIRMA

1-2 PM

2D animation pipelines: the hard way and the easy way (Speed Brawl & Ultimate Chicken Horse)
Eric Angelillo - Double Stallion Games and Kyler Kelly-Tan - Clever Endeavour Games

Branded and IP based games: the pros and cons
Caglar Eger - Good Game, Matthew Leopold - Yodo1, Louis-René Auclair and Dean Takahashi - GamesBeat

Making Wellington Wells memorable: narrative in We Happy Few's procedurally generated sandbox
Alex Epstein and Lisa Hunter - Compulsion Games

The 'Slims: a how-to guide for Muslim representation in video games
Osama Dorias - WB Games Montréal

It's all about the team
Joe Khoury - Eidos Montreal

Streamlining development of gameplay animation at EA Sports
JC Delannoy - Electronic Arts

30 years of inspiration
Brian Schmidt - GameSoundCon, Brian Schmidt Studios

12:45 PM Building indie games and VR experiences with Houdini
Ben Mears - SideFX
Sponsored by


1:45 PM Houdini for VR – tips & tricks to maximize flexibility in a Houdini/unreal pipeline
Scott Keating - SideFX
Sponsored by


2:45 PM Unleashing Houdini for mobile AAA productions
Alejandro Martinez-Chacin, Alexandre Stroukoff and Pascal Beeckmans - Gameloft
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2 - 2:15 PM

2:15 - 3:15 PM

Editing the moments in video games
Sébastien Dussault - Digital Dimension

Understanding music rights in video games
Mathieu Lavoie - Vibe Avenue and Université du Québec à Montréal

From game jam to glory: the Ultimate Chicken Horse story
Richard Atlas - Clever Endeavour Games

Balancing economies in free-to-play games
Tiago Tex Pine - Bethesda Game Studios

State of the industry in Canada
Address Jayson Hilchie - ESAC
Sponsored by


From executive to declarative: an A.I. transition story in Assassin's Creed
Gabriel Robert - Ubisoft

Destroying things in Unity
Ben Throop - Frame Interactive

Real world scrum: Strategies for four stages of development
Zoe Bell - Big Huge Games

Exploring Beyond the Moon
Ryan Schneider - Insomniac Games

Scaling dedicated game servers with open source
Mark Mandel - Google Cloud Platform

3:15 - 3:45 PM

3:45 - 4:45 PM

Stardoll the journey
Karolina Mazur and Katarina Lindström - Glorious Games Group

Scoring to Picture: Games vs. Film
Guy Whitmore - TricksterSong Productions

An inside look on the For Honor brand creation
Luc Duchaine - Ubisoft

Non-human behavior AI
MJ Johns - Astire Games

How advocacy and accessibility changed our studio
Hugh Monahan - Stellar Jockeys

When five became three: losing episodes without losing the plot
Mika Sorvari - Rival Games Ltd

Fast-paced multiplayer combat: latency is your worst enemy
Daniel Menard - Double Stallion

Playtesting narrative in open-world and procedurally-generated games
Morgan Kennedy - Player Research

Procedural generation in Dwarf Fortress
Tarn Adams - Bay 12 Games

How to grow your local game community
Jillian Mood - JM&P and CGX, and Liv Lunde - GamePlay Space

Nutaku presents the rise of adult gaming and \$10M investment opportunity
Mark Antoon - Nutaku
Sponsored by


4:45 - 5 PM

5 - 6 PM

5:30 PM - BOOTH CRAWL

6:00 - 9 PM

NOCTURNE (6 - 9 PM) networking, drinks, and fun - BOOTH CRAWL (5:30 PM)
Sponsored by AMAZON
amazon
Maple Taffy on snow graciously served by Les plaisirs de l'érable
EXPO FLOOR ROOM 210ABCDGF - 2ND FLOOR

13 DEC / DÉC

9 - 9:30 AM

CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1
COGECO PEER 1

ARTS AND ANIMATION
ROOM: 510B
5TH FLOOR

AUDIO
ROOM: 510D
5TH FLOOR

BUSINESS & MARKETING
ROOM: 511C
5TH FLOOR

GAME DESIGN
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INDUSTRY & ADVOCACY
ROOM: 511E
5TH FLOOR

PROD AND PROJECT
MANAGEMENT
ROOM: 511F 5TH FLOOR

PROGRAMMING & TECH.
ROOM: 511B
5TH FLOOR

MIXED SESSIONS
ROOM: 510AC
5TH FLOOR

SPONSORED SESSIONS
ROOM: 511A
5TH FLOOR

9:30 - 10:30 AM

The Darwin Project: break the traditions to create top quality
Jonathan Simard and Charles Phillip Simard - Squeeze

Tech deep dive
Brian Schmidt - GameSoundCon
Brian Schmidt Studios

VR and AR will change everything in the next 50 years. How can you take your place in it?
Vander Caballero - Minority Media Inc.

Pre-production Guerilla Style
Stéphanie Bouchard - WB Games Montréal

How To Write Gender-Inclusive Games
Alex Zandra Van Chestein

Fake internet money: integrating Ethereum payments in Unity
Sarah Friend - Consensys

Producing "Machines" for Horizon Zero Dawn
Dave Gomes - Guerilla Games

Challenges and opportunities of a competitive game
Michael Daudignon - Toomament by Webdia
Sponsored by


10:30 - 11 AM

11 AM - 12 PM

Empowering your Sound
Designer Ramy Daghestani and Beatrix Moersh - Artifact 5

Mobile user acquisition for small and medium-sized game studios
Paula Neves - Gazeus Games

Architecture and game development: the give and take
Maia Levishtein - University of Ontario Institute of Technology

Up close and personal: successfully managing a small but inclusive community on Twitch
Geneviève Leblanc

A prototyping tale of confusion and success
Jason Kim and Sam Daher - Cardboard Utopia

Optimizing for Speed: Two PS VR Case Studies
Wessam Bahnassi and Jay Koottarappallil - INFramex Technology Corp.

Taking game audio to new heights
Andy Vaughan - Dolby
Sponsored by


12 - 1 PM

1 - 2 PM

Raising the artistic bar - pose and action analysis, body mechanics, aesthetics, performance and storytelling
Samantha Youssef - Studio Technique

The future of AI speech
Rene Hidalgo - Ubisoft Entertainment

Funding immersive art & entertainment
René Pinnell - Kaleidoscope
Sponsored by


Branching off branching: new avenues in game dialogue
Jonathan Lessard - Concordia University

"At first I thought I was sick": designing emotionally charged games and mental illness advocacy
Kaitlin Tremblay

The Bushido guide to eSports: what we learned making Japan's top eSports title
Dewi Tanner - Cygames

Developing real time multiplayer with Unity & microservices
Kevin Setiono

Facebook instant games & the future of social in gaming
Mike Johnston - Facebook

Real Time Cinematic Production in Unity
Dan Miller - Unity
Sponsored by


2 - 2:15 PM

2:15 - 3:15 PM

The Dark Arts of Directing
Richard Arroyo - Gameloft

Game audio gamification
Bjørn Jacobsen - Cujo Sound

20 years in the AAA game and counting: where next for Remedy Entertainment?
Thomas Puha - Remedy Entertainment

I've got to see a man about a unicorn: the myth of open world narrative
Jesse Scooble and Russell Lees - Ubisoft

In the Long Run
Fredrik Liljergen - Nvidia, Henrik Jonsson - Ghost Games, Tina Merry, Tanya Short and Marie Mejerwall - Kitfox Games

Share your games - Sharing your game incredibly early in development can lead to amazing things
Colm Larkin - Gambrinous

Assassin's Creed Origins: monitoring and validation of world design data
Nicholas Routhier and Kevin Coughlan - Ubisoft Montreal

Smart production management for distributed teams and agile development
Jon Jones - Autodesk and Julien Charlebois - Framestore VR
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3:15 - 3:45 PM

3:45 - 4:45 PM

Unlocking storytelling potential through nuanced design
Gabriela Aveiro-Ojeda

Music as a subconscious narrator in Outlast franchise
Samuel Lafiamme

Building an indie studio from scratch: a postpartum examination
Andrée Boutin - Cardboard Utopia

Games as cultural identity
CJ Kershner - Polyhedron-Productions

Operation live: learnings from RainbowSix Siege
Year 2 Noemi Rouleau - Ubisoft

AI in video games: what you're doing wrong
Nathan Pringle - Somniphex Interactive

Game Jam the Movie
Cineforge Media

4:45 - 5 PM

5 - 6 PM

CLOSING KEYNOTE MIGS Brain Dump 2017: No Easy Answers by Heidi McDonald - iThrive Games, Henry Smith - Sleeping Beast Games, Osama Dorias - WB Games Montréal, Rayna Anderson - Eidos-Montréal, Rebecca Cohen-Palacios - Pixelles, Simon Darveau - Scavengers Studio, Teddy Dief - Square Enix Montreal and Tony Albrecht - Riot Games, Moderated by Richard Rouse III - Paranoid Productions
ROOM 210H - 2ND FLOOR



MIGS17 is produced by Connection Events
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Pierre Carde CEO and Founder, Connection Events
Sophie Romano Sales Manager Europe + USA
Eric Larouche Volunteers Coordinator / Communications Assistant

Pierre Miril Managing Director
Marie Franville Sales Manager Canada
Georges Garin Customer Care Manager
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Serge Landry Event Director
Marie Gislais Sales Manager Canada
Ayana Schoch Customer Care Manager
Sara Bonelli Buyers Manager

Catherine Emond Executive Director, Alliance Numérique
Quan Wen Project Manager
Arnaud Pradel Communication Manager

Jason Della Rocca Programming Committee Chair
Marben Acosta Graphic Designer / Web Integrator
Alexandra Davis Logistics Assistant

Pierre Carde CEO and Founder, Connection Events
Sophie Romano Sales Manager Europe + USA
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