

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
Sergel Savchenko - Counsil 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 - Algorithmic
ARTS & ANIMATION

LIVE VIDEO GAME MUSIC
PERFORMANCES BY

La Hacienda
Creative

Pixel Audio

VIBE
AVENUE

CONNECTION
EVENTS

HOME GROWN
TALENT STAGE

12 DEC / DÉC

LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS
2TH FLOOR

ALLIANCE
DIGITAL MEDIA

DXRACER

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

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 - 2 PM Fireside chat by Leonard Teo - ArtStation
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
shopify

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

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

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 Ratioop Games Canada

12:45 - 1 PM AlwaysMind Studios

1 - 5 PM Tournament Aftercharge
AFTERCHARGE

11 DEC / DÉC

THE VIP COCKTAIL

(BY INVITATION ONLY)
AT CASINO DE MONTRÉAL IS GRACIOUSLY
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LOTO
QUÉBEC

SESSION ROOMS / SALLES DE CONFÉRENCES

12 DEC / DÉC

9 - 9:30 AM 9:30 - 10:30 AM OPENING CEREMONY with Vibe Avenue
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 COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDG - 2ND FLOOR Sponsored by WB GAMES Montreal

11 AM - 12 PM ARTS AND ANIMATION ROOM: 510B 5TH FLOOR Inspired world building
Raphael Lacoste - Ubisoft

AUDIO ROOM: 510D 5TH FLOOR Music theory for sound design
Vincent Gagnon - Ubisoft

BUSINESS & MARKETING ROOM: 511C 5TH FLOOR 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

GAME DESIGN ROOM: 511D 5TH FLOOR Designing and evaluating spectator experiences in eSports
Pejman Mirza-Babaei - Execution Labs and Samantha Stahlke - Ominous Games

INDUSTRY & ADVOCACY ROOM: 511E 5TH FLOOR Thrive games: design recipes for empathy games and beyond
Heidi McDonald - iThrive Games

PROD AND PROJECT MANAGEMENT ROOM: 511F 5TH FLOOR Production, the indie way: 3 methods for sanity and success
Samantha Cook - Artifact 5, Tanya Short - Kitfox Games and Tali Goldstein - Casa Rara Studio

PROGRAMMING & TECH. ROOM: 511B 5TH FLOOR Cache coherent data: why you should care
Tony Albrecht - Riot Games

MIXED SESSIONS ROOM: 510AC 5TH FLOOR Leveling up your eSports broadcast: creating revolutionary interactive streams for spectators
Jacob Navok - Genvid Technologies Inc. Sponsored by
genvid

SPONSORED SESSIONS ROOM: 511A 5TH FLOOR

12 - 1 PM LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2ND FLOOR (for Business Pass holders only) Sponsored by FIRMA

1 - 2 PM 2D animation pipelines: the hard way and the easy way (Speed Brawl & Ultimate Chicken Horse)
Eric Angellillo - Double Stallion Games and Kyler Kelly-Tan - Clever Endeavour Games

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

Branded and IP based games: the pros and cons
Caglar Eger - Good Game, Matthew Leopold - Yodoi, Louis-René Audclair 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
Houdini

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

2:45 PM Unleashing Houdini for mobile AAA productions
Alejandro Martínez-Chacín, Alexandre Stroukoff and Pascal Beekmans - Gameloft Sponsored by
Houdini

2 - 2:15 PM BREAK (15 MINUTES)

2:15 - 3:15 PM Editing the moments in video games
Sébastien Dussault - Digital Dimension

Understanding music rights in video games
Mathieu Laviolette - 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 Michie - ESAC Sponsored by
ESAC

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

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

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 BREAK (30 MINUTES)

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

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
Nutaku

4:45 - 5 PM 5 - 6 PM PROCEDURAL WORLDS FOR VR
Johannes Saam - Framestore

Composing world music for video games
Inon Zur

Jouer dur: a documentary series revealing the inside story of the game
For Honor
Stephane Cardin - Ubisoft, Jean-Simon Chartier - MC2 and Luc Duchaine - Ubisoft (in French)

Overcooked: co-operation by design
Phil Duncan - Ghost Town Games

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
Nutaku

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
LE PLAIIRS DE L'ÉRABLE

EXPO FLOOR ROOM 210ABCDG - 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

9:30 - 10:30 AM ARTS AND ANIMATION ROOM: 510B 5TH FLOOR 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 Chesteln

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 - Tournament by Webdia Sponsored by
tournament

10:30 - 11 AM COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDG - 2ND FLOOR Sponsored by WB GAMES Montreal

11 AM - 12 PM Empowering your Sound Designer
Ramy Daghtani and Beatrix Moersch - Artifact 5

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

Architecture and game development: the give and take
Mala Levinshtein - 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 Koottarappalli - INFramez Technology Corp.

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

12 - 1 PM LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2ND FLOOR (for Business Pass holders only) Sponsored by FIRMA

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
Canada Media Fund
Fonds des médias du Canada

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
unity

2 - 2:15 PM BREAK (15 MINUTES)

2:15 - 3:15 PM The Dark Arts of Directing
Richard Arroyo - Gameloft

Game audio gamification
Bjorn 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 Scoble and Russell Lees - Ubisoft

In the Long Run
Fredrik Liljergren - 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 - Gambirious

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 Sponsored by
AUTODESK.

3:15 - 3:45 PM BREAK (30 MINUTES) - BOOTH CRAWL (Starts at 4 PM) Expo Floor ROOM 210ABCDG - 2ND FLOOR Sponsored by WB GAMES

3:45 - 4:45 PM 4 PM - BOOTH CRAWL

Unlocking storytelling potential through nuanced design
Gabriela Aveiro-Ojeda

Music as a subconscious narrator in Outlast
franchise
Samuel Lafamme

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 - Somniphix Interactive

Game Jam the Movie
Cineforge Media

4:45 - 5 PM BREAK (15 MINUTES)

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

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EYE ON CANADA
VUE SUR LE CANADA

Québec

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Sophie Romano
Eric Larouche
CEO and Founder, Connection Events
Master Classes Content Consultant
Volunteers Coordinator / Communications Assistant

Pierre Milot
Marie-Franville
Georges Garin
Erica Seng
Managing Director
Sales Manager Europe + USA
Logistics Director
Project Manager CRM

Serge Landry
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Alyssa Schoch
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Programming Committee Chair
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