


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 Wirrmann - Allegorithmic
ARTS & ANIMATION

HOME GROWN
TALENT STAGE




12 DEC / DÉC

LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS
2TH FLOOR



11 AM - 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 - 2 PM

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

Ratioop Games Canada

12:45 - 1 PM


AlwaysMind Studios

1 - 5 PM




Tournament Aftercharge


THE VIP COCKTAIL

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



LIVE VIDEO GAME MUSIC PERFORMANCES BY



ROOM: 210H 2ND FLOOR

13 DEC / DÉC 5 PM


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


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.
Sponsored by


12 - 1 PM

12:15 - 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

2D animation pipelines: the hard way and the easy way (Speed Brawl & Ultimate Chicken Horse)
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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 - 2 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 Hinchie - ESAC
Sponsored by


From executive to declarative: an AI 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

2:45 PM

Unleashing Houdini for mobile AAA productions
Alejandro Martinez-Chacin, Alexandre Stroukoff and Pascal Beeckmans - Gameloft
Sponsored by


2 - 2:15 PM

2:15 - 3:15 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

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

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, Lidi Giroux - East Side Games 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
 Maple Taffy on snow graciously served by Les plaisirs 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
COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDG - 2ND FLOOR Sponsored by WB GAMES Montreal


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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 Philip 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 - Consensusys

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

Challenges and opportunities of a competitive game
Michael Daudignon - Toomament by Webedia
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 Koottarappalli - INFramez 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 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 - 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
Sponsored by


3:15 - 3:45 PM







3:45 - 4:45 PM

4 PM - BOOTH CRAWL

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



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Pierre Carde
Sophie Romano
Eric Larouche

CEO and Founder, Connection Events
Master Classes Content Consultant
Volunteers Coordinator / Communications Assistant

Pierre Mirlet
Marie Fraville
Georges Garin
Erica Seng

Managing Director
Sales Manager Europe + USA
Logistics Director
Project Manager CRM

Serge Landry
Marie Gisleis
Ayana Schoch
Sara Bonelli

Event Director
Sales Manager Canada
Customer Care Manager
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Catherine Emond
Quan Wan
Arnaud Pradel

Executive Director, Alliance Numérique
Project Manager
Communication Manager

Jason Della Rocca
Marben Acosta
Alexandra Davis

Programming Committee Chair
Graphic Designer / Web Integrator
Logistics Assistant