


SESSION ROOMS / SALLES DE CONFÉRENCES

12 DEC / DÉC

| | | | | | | | | | | |
|---|--|---|---|---|--|---|--|--|--|--|
| 9 - 9:30 AM | | OPENING CEREMONY with Vibe Avenue | | | ROOM 210H - 2 ND FLOOR / CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 | | | | | |
| 9:30 - 10:30 AM | | 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 - 2 ND FLOOR | | | | | | | | |
| 10:30 - 11 AM | | COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDGF - 2 ND FLOOR Sponsored by WB GAMES Montreal | | | | | | | | |
| ARTS AND ANIMATION ROOM: 510B 5 TH FLOOR | | AUDIO ROOM: 510D 5 TH FLOOR | BUSINESS & MARKETING ROOM: 511C 5 TH FLOOR | GAME DESIGN ROOM: 511D 5 TH FLOOR | INDUSTRY & ADVOCACY ROOM: 511E 5 TH FLOOR | PROD AND PROJECT MANAGEMENT ROOM: 511F 5 TH FLOOR | PROGRAMMING & TECH ROOM: 511B 5 TH FLOOR | MIXED SESSIONS ROOM: 510AC 5 TH FLOOR | SPONSORED SESSIONS ROOM: 511A 5 TH FLOOR | |
| 11AM - 12 PM | | | 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 | 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 genvid | |
| 12 - 1 PM | | | LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2 ND 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 | 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 - 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 | 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 | 1 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 -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 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 ENTERTAINMENT SOFTWARE | 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 | 2:45 PM Unleashing Houdini for mobile AAA productions Alejandro Martinez-Chacin, Alexandre Stroukoff and Pascal Beeckmans - Gameloft Sponsored by Houdini |
| 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 | 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 |
| 4:45 - 5 PM | | | | | | BREAK (15 MINUTES) | | | | |
| 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 and Jean-Simon Chartier- MC2 (in french) | Overcooked: co-operation by design Phil Duncan - Ghost Town Games | | Playtesting narrative in open-world and procedurally-generated games Morgan Kennedy - Compulsion Games | Procedural generation in Dwarf Fortress Tarn Adams - Bay 12 Games | How to grow your local game community Jillian Mood - Jillian Mood & Partners, 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 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 LUMBERYARD amazon and MAPLE TAFFY on snow graciously served by Les plaisirs de l'érable EXPO FLOOR ROOM 210ABCDGF - 2 ND FLOOR | | | | | | | | |

13 DEC / DÈC

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|--------------------|---|---|--|---|--|--|--|---|---|
| 9 - 9:30 AM | CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1  | | | | | | | | |
| |  ARTS AND ANIMATION ROOM: 511A 5 TH FLOOR |  AUDIO ROOM: 510D 5 TH FLOOR |  BUSINESS & MARKETING ROOM: 511C 5 TH FLOOR |  GAME DESIGN ROOM: 511D 5 TH FLOOR |  INDUSTRY & ADVOCACY ROOM: 511E 5 TH FLOOR |  PROD AND PROJECT MANAGEMENT ROOM: 511F 5 TH FLOOR |  PROGRAMMING & TECH ROOM: 511B 5 TH FLOOR | MIXED SESSIONS ROOM: 510AC 5 TH FLOOR | SPONSORED SESSIONS ROOM: 510B 5 TH FLOOR |
| 9:30 - 10:30 AM | Darwin Project: break the traditions to create top quality Jonathan Simard and Charles Philip Simard - Squeeze | TBA | 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 | 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 - Toornament by Webedia Sponsored by tomament |
| 10:30 - 11 AM | COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDGF - 2 ND FLOOR Sponsored by WB GAMES Montreal  | | | | | | | | |
| 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 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 Koottarappallil - INFramez Technology Corp. |  Bodies in motion - anatomy lessons of the dynamic figure Scott Eaton | Taking game audio to new heights Andy Vaughan - Dolby Sponsored by  |
| 12 - 1 PM | LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by FIRMA FIRMA  | | | | | | | | |
| 1 - 2 PM | TBA | The future of AI speech Rene Hidalgo - Ubisoft Entertainment | Funding immersive art & entertainment René Pinnell - Kaleidoscope | | "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 | TBA |
| 2 - 2:15 PM | BREAK (15 MINUTES) | | | | | | | | |
| 2:15 - 3:15 PM | The Dark Arts of Directing Richard Arroyo - Gameloft | Game audio gamefication 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 Marie Mejerwall - 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 Sponsored by  |
| 3:15 - 3:45 PM | BREAK (30 MINUTES) - BOOTH CRAWL (Starts at 4 PM) Expo Floor ROOM 210ABCDGF - 2 ND FLOOR Sponsored by WB GAMES  | | | | | | | | |
| 3:45 - 4:45 PM | Unlocking storytelling potential through nuanced design Gabriela Aveiro-Ojeda | Music as a subconscious narrator in Outlast franchise Samuel Laflamme | Building an indie studio from scratch: a postpartum examination Andrée Boutin - Cardboard Utopia | TBA | 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 | | TBA |
| 4 PM - BOOTH CRAWL | | | | | | | | | |
| 4:45 - 5 PM | BREAK (15 MINUTES) | | | | | | | | |
| 5 - 6 PM | CLOSING KEYNOTE MIGS Brain Dump 2017: No Easy Answers by Alex Hutchinson - Typhoon Studios, Heidi McDonald - iThrive Games, Henry Smith - Sleeping Beast Games, 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 - 2 ND FLOOR | | | | | | | | |