

















## SESSION ROOMS / SALLES DE CONFÉRENCES

## 12 DEC / DÉC

9 - 9:30 AM 9:30 - 10:30 AM	OPENING CEREMONY with Vibe Avenue  ROOM 210H - 2 <sup>ND</sup> FLOOR / CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 <sup>ND</sup> 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 - 2 <sup>ND</sup> FLOOR								
10:30 - 11 AM	COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDGF - 2 <sup>ND</sup> FLOOR Sponsored by WB GAMES Montreal 								
	 ARTS AND ANIMATION ROOM: 510B 5 <sup>TH</sup> FLOOR	 AUDIO ROOM: 510D 5 <sup>TH</sup> FLOOR	 BUSINESS & MARKETING ROOM: 511C 5 <sup>TH</sup> FLOOR	 GAME DESIGN ROOM: 511D 5 <sup>TH</sup> FLOOR	 INDUSTRY & ADVOCACY ROOM: 511E 5 <sup>TH</sup> FLOOR	PROD AND PROJECT MANAGEMENT ROOM: 511F 5 <sup>TH</sup> FLOOR	PROGRAMMING & TECH ROOM: 511B 5 <sup>TH</sup> FLOOR	MIXED SESSIONS ROOM: 510AC 5 <sup>TH</sup> FLOOR	SPONSORED SESSIONS ROOM: 511A 5 <sup>TH</sup> 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 Montreal Video Game Symphony's Screening Benoit Groulx - Mi Diese and Maxime Goulet	LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2 <sup>ND</sup> 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 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	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 
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 	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 
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 - 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 
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  and MAPLE TAFFY  on snow graciously served by Les plaisirs de l'érable EXPO FLOOR ROOM 210ABCDGF - 2 <sup>ND</sup> FLOOR								

## 13 DEC / DÈC

9 - 9:30 AM	CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 <sup>ND</sup> FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 								
	 <b>ARTS AND ANIMATION</b> ROOM: 511A 5 <sup>TH</sup> FLOOR	 <b>AUDIO</b> ROOM: 510D 5 <sup>TH</sup> FLOOR	 <b>BUSINESS &amp; MARKETING</b> ROOM: 511C 5 <sup>TH</sup> FLOOR	 <b>GAME DESIGN</b> ROOM: 511D 5 <sup>TH</sup> FLOOR	 <b>INDUSTRY &amp; ADVOCACY</b> ROOM: 511E 5 <sup>TH</sup> FLOOR	 <b>PROD AND PROJECT MANAGEMENT</b> ROOM: 511F 5 <sup>TH</sup> FLOOR	 <b>PROGRAMMING &amp; TECH</b> ROOM: 511B 5 <sup>TH</sup> FLOOR	<b>MIXED SESSIONS</b> ROOM: 510AC 5 <sup>TH</sup> FLOOR	<b>SPONSORED SESSIONS</b> ROOM: 510B 5 <sup>TH</sup> FLOOR
9:30 - 10:30 AM	Darwin Project: break the traditions to create top quality Jonathan Simard and Charles Philip Simard - Squeeze	Tech deep dive <b>Brian Schmidt</b> - GameSoundCon <b>Brian Schmidt Studios</b>	VR and AR will change everything in the next 50 years. How can you take your place in it? <b>Vander Caballero</b> - Minority Media Inc.	Pre-production Guerilla Style <b>Stéphanie Bouchard</b> - WB Games	How To Write Gender-Inclusive Games <b>Alex Zandra Van Chestein</b>		Fake internet money: integrating Ethereum payments in Unity <b>Sarah Friend</b> - Consensys	 Producing "Machines" for Horizon Zero Dawn <b>Dave Gomes</b> - Guerilla Games	Challenges and opportunities of a competitive game <b>Michael Daudignon</b> - Toornament by Webedia Sponsored by 
10:30 - 11 AM	COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDGF - 2 <sup>ND</sup> FLOOR Sponsored by <b>WB GAMES Montreal</b> 								
11 AM - 12 PM		Empowering your Sound Designer <b>Ramy Daghestani</b> and <b>Beatrix Moersh</b> - Artifact 5	Mobile user acquisition for small and medium-sized game studios <b>Paula Neves</b> - Gazeus Games	Architecture and game development: the give and take <b>Maia Levinshtein</b> - University of Ontario Institute of Technology	Up close and personal: successfully managing a small but inclusive community on Twitch <b>Geneviève Leblanc</b>	A prototyping tale of confusion and success <b>Jason Kim</b> and <b>Sam Daher</b> - Cardboard Utopia	Optimizing for Speed: Two PS VR Case Studies <b>Wessam Bahnassi</b> and <b>Jay Koottarappallil</b> - INFramez Technology Corp.		Taking game audio to new heights <b>Andy Vaughan</b> - Dolby Sponsored by 
12 - 1 PM	LUNCH (1 HOUR) in the Business Lounge ROOM 210D - 2 <sup>ND</sup> FLOOR (for Business Pass holders only) Sponsored by <b>FIRMA FIRMA</b> 								
1 - 2 PM	<b>TBA Samantha Youssef</b> - Studio Technique	The future of AI speech <b>Rene Hidalgo</b> - Ubisoft Entertainment	Funding immersive art & entertainment <b>René Pinnell</b> - Kaleidoscope	Branching off branching: new avenues in game dialogue <b>Jonathan Lessard</b> - Concordia University	"At first I thought I was sick": designing emotionally charged games and mental illness advocacy <b>Kaitlin Tremblay</b>	The Bushido guide to eSports: what we learned making Japan's top eSports title <b>Dewi Tanner</b> - Cygames	Developing real time multiplayer with Unity & microservices <b>Kevin Setiono</b>	Facebook instant games & the future of social in gaming <b>Mike Johnston</b> - Facebook	Real Time Cinematic Production in Unity <b>Dan Miller</b> - Unity Sponsored by 
2 - 2:15 PM						BREAK (15 MINUTES)			
2:15 - 3:15 PM	The Dark Arts of Directing <b>Richard Arroyo</b> - Gameloft	Game audio gamefication <b>Bjørn Jacobsen</b> - Cujo Sound	20 years in the AAA game and counting: where next for Remedy Entertainment? <b>Thomas Puha</b> - Remedy Entertainment	I've got to see a man about a unicorn: the myth of open world narrative <b>Jesse Scoble</b> and <b>Russell Lees</b> - Ubisoft	In the Long Run <b>Fredrik Liljergen</b> - Nvidia, <b>Henrik Jonsson</b> - Ghost Games, <b>Tina Merry</b> , <b>Tanya Short</b> and <b>Marie Mejerwall</b> - Kitfox Games	Share your games - Sharing your game incredibly early in development can lead to amazing things <b>Colm Larkin</b> - Gambrinous	Assassin's Creed Origins: monitoring and validation of world design data <b>Nicholas Routhier</b> and <b>Kevin Coughlan</b> - Ubisoft Montreal		Smart production management for distributed teams and agile development <b>Jon Jones</b> - Autodesk and <b>Julien Charlebois</b> - Framestore VR Sponsored by 
3:15 - 3:45 PM	BREAK (30 MINUTES) - BOOTH CRAWL (Starts at 4 PM) Expo Floor ROOM 210ABCDGF - 2 <sup>ND</sup> FLOOR Sponsored by <b>WB GAMES</b> 								
3:45 - 4:45 PM	Unlocking storytelling potential through nuanced design <b>Gabriela Aveiro-Ojeda</b>	Music as a subconscious narrator in Outlast franchise <b>Samuel Laflamme</b>	Building an indie studio from scratch: a postpartum examination <b>Andrée Boutin</b> - Cardboard Utopia	Game Jam the Movie	Games as cultural identity <b>CJ Kershner</b> - Polyhedron-Productions	Operation live: learnings from RainbowSix Siege Year 2 <b>Noemi Rouleau</b> - Ubisoft	AI in video games: what you're doing wrong <b>Nathan Pringle</b> - Somnplex Interactive		
4:45 - 5 PM	BREAK (15 MINUTES)								
5 - 6 PM	CLOSING KEYNOTE MIGS Brain Dump 2017: No Easy Answers by <b>Alex Hutchinson</b> - Typhoon Studios, <b>Heidi McDonald</b> - iThrive Games, <b>Henry Smith</b> - Sleeping Beast Games, <b>Rayna Anderson</b> - Eidos-Montréal, <b>Rebecca Cohen-Palacios</b> - Pixelles, <b>Simon Darveau</b> - Scavengers Studio, <b>Teddy Dief</b> - Square Enix Montreal and <b>Tony Albrecht</b> - Riot Games, Moderated by <b>Richard Rouse III</b> - Paranoid Productions ROOM 210H - 2 <sup>ND</sup> FLOOR								