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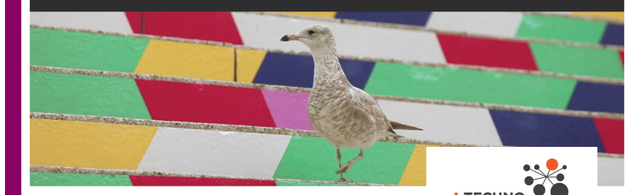

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MASTER CLASSES
CLASSES DE MAÎTRE

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 Bartlomiej 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

LOTO QUÉBEC

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

12:15 - 12:30 PM — Pixelnest / Strawberrypunch

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 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** Chile

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** allegorithmic

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

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

11:15 - 11:30 AM — Creative Bytes / Muse Games

12 - 12:15 PM — Neonable / GreatNest Studio

12:15 - 12:30 PM — Ominous Games / Barnaque

12:45 - 1 PM — Always Mind Studios / Gaia Dream Creations

1 - 5 PM — Tournament Aftercharge AFTERCHARGE

11 DEC / DÉC

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CONNECTION EVENTS

SESSION ROOMS / SALLES DE CONFÉRENCES

12 DEC / DÉC

9 - 9:30 AM — OPENING CEREMONY with Vibe Avenue 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 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 - 2ND FLOOR

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

	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** genvid
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** Houdini
2 -2:15 PM	BREAK (15 MINUTES)								**1:45 PM** Houdini for VR – tips & tricks to maximize flexibility in a Houdini/unreal pipeline Scott Keating - SideFX **Sponsored by** Houdini
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** 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	**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, 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, Liv Lunde - GamePlay Space and Elaine Gusella - TEK Brigade	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 — EXPO FLOOR ROOM 210ABCDFG - 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

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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-In-clusive 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** toornament
10:30 - 11 AM	COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDFG - 2ND FLOOR **Sponsored by** WB GAMES Montreal								
11 AM - 12 PM		Empowering your Sound Designer Ramy Daghstani 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.		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 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 Bjørn Jacobsen - Cujo Sound	20 years in the AAA game and counting: where next for Remedy Entertain-ment? 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 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** AUTODESK
3:15 - 3:45 PM	BREAK (30 MINUTES) - BOOTH CRAWL (Starts at 4 PM) Expo Floor ROOM 210ABCDFG - 2ND 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		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 - Somniplex Interactive	Game Jam the Movie Cineforge Media	
4 PM - BOOTH CRAWL									
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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