



INDIES 13AM GAMES POD #107 ALICE&SMITH POD #146 ALWAYS MIND STUDIOS POD #91 AQUAREALM STUDIO POD #143 ARTIFACT 5 POD #98 BACK TO THE GAME POD #145 **BARNAQUE POD #140** BROKEN BLAST BIT POD #111 CREATIVE BYTES POD #130 DESGRAFF POD #103 **EPSILON GAMES POD #96** GAIA DREAM CREATION POD #147 GRAVE DANGER GAMES POD #93 GREATNEST STUDIO POD #124 HYROGLYPHIK GAMES POD #99 KAME STUDIO POD #108 KYMERA GAMES POD #137 LEYLINE GAMES POD #101 MAELSTROM RABBIT POD #125 MOONRAY STUDIOS POD #118 MUSE GAMES POD #95 NEONABLE POD #92 OMINOUS GAMES POD #142 OTOKIWA CREATIONS POD #139 PARABOLE POD #97 PHANTOM COMPASS POD #131

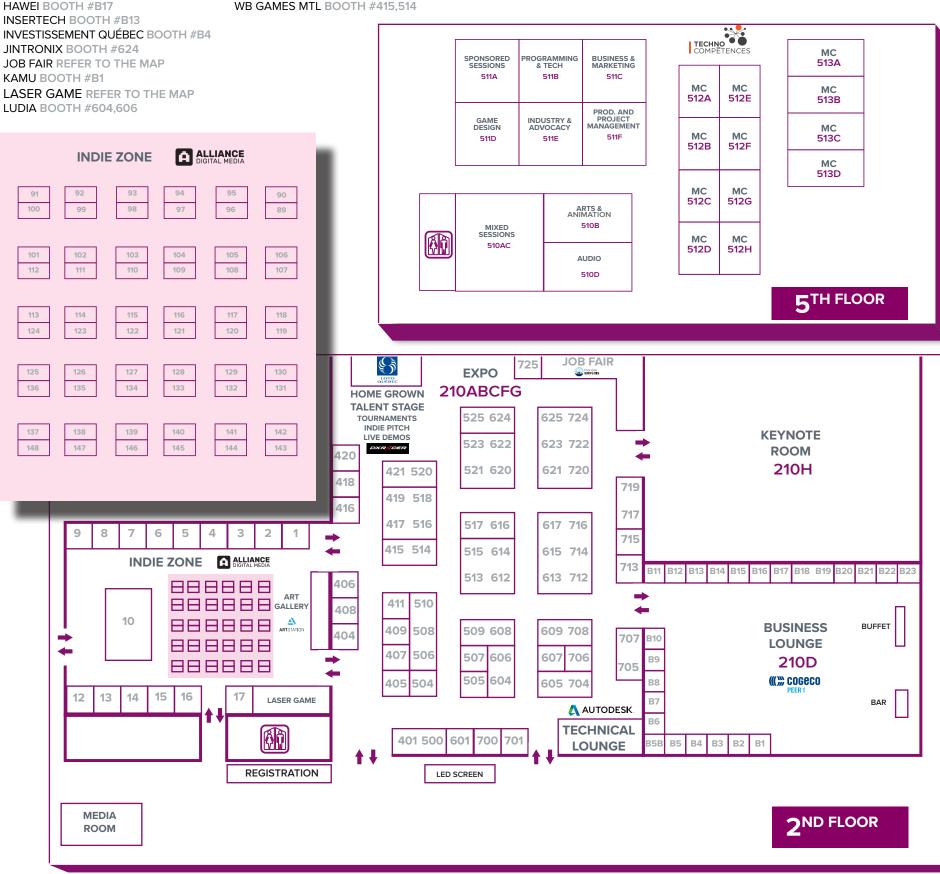
PICKABOO POD #110

PIXEL RACERS POD #113

PIXELNET STUDIOS POD #94

RATLOOP GAMES CANADA POD #100 REALITY STUDIO POD #104 SABOTAGE POD #144 STRAWBERRY PUNCH POD #109 STUDIO BAKAJO POD #102 STUDIO LONELY BOY INC. POD #136 SUNPOLIS (FINEALLDAY) POD #105 SWEET BANDITS STUDIOS POD #138 TOPRUNNERS TEAM POD #112 TRIPLE SCALE GAMES POD #148 URUBU STUDIO POD #106 WAAWI STUDIO POD #141

JAMNATION POD #135 AFFORDANCE POD #134 BARNAQUE POD #133 **BOREALYS POD #132** CARCAJOU POD #123 COSSETTE POD #122 **EQUIPE ETOILE POD #121** ILLOGIKA POD #120 LAVWA GAMES POD #126 MOMENT FACTORY POD #127 **OUTERMINDS ALPHA POD #128** OUTERMINDS OMEGA POD #129 SAUROPOD STUDIO POD #114 SPEARHEAD GAMES POD #115 TREBUCHET POD #116 **UBISOFT POD #117**





PALAIS DES CONGRÈS

WIFI NETWORK / RÉSEAU WIFI:

PASSWORD / MOT DE PASSE:

MIGS17

expertsmigs17

11-13 DEC/ DÉC 2017

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TECHNO









Fonds des médias du Canada



There is a lot of talent yet to be discovered in Chile!

Ask about Chile

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Oscar Arriagada / ProChile Montreal Montreal, Canada, H3A2R7 +1-514-499-9828 / @prochile_ca www.videogameschile.com





ALLIANCE DIGITAL MEDIA

12 DEC / DÉC LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS

11 AM - 12 PM Live Demo: How to manage the

12:00 - 12:15 PM Waawi Studio / Triple Scale

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

ArtStation

2:15 - 3:15 PM Live demo: Digital and physical

3:30 - 4:30 PM Live Demo: New Collaboration

Chile Sponsored by

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

13 DEC / DÉC

LIVE DEMOS, INDIE PITCHES AND TOURNAMENTS

9:30 - 10:30 AM Live Demo: creating a procedural forest ground material in

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

1 - 2PM Fireside chat by Leonard Teo

ARTSTATION

worlds collide: selling merch in

Gaming Eli Cymet, Snowman

shopify

your game Daniel Asper, Shopify

Opportunities with Chilean Video

Game Developers Maureen Berho

Niebla Games / Video Games

a∩RWIN

Substance Designer Sponsored allegorithmic

2 -2:1

5:30 PM -

BOOTH CRAWL

2 - 2:15 PM

2:15 - 3:15 PM

3:15 - 3:45 PM

3:45 - 4:45 PM

BOOTH CRAWL

4:45 - 5 PM

5 - 6 PM

alliance alliance numérique

Johannes Saam

Framestore

2:15 - 3:1

onslaught of crashes with Backtrace Sponsored by

Backtrace

DXR/CER

9 AM- 5 PM

MASTER CLASSES

CLASSES DE MAÎTRE

11 DEC / DÉC



ROOM: 512A Stability testing and play-testing: a quantitative approach (2.0) Martin Talbot - Square Enix

GAME DESIGN

ROOM: 512D Math for game programmers PROGRAMMING & TECH

ROOM: 513C Game production, management and leadership Sergei Savchenko - Counsl Inc. PROD. & PROJECT

ROOM: 512E United we stand: building effective squad AI Eric Martel - Ubisoft

MANAGEMENT

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

Keith Fuller - Fuller Game Production PROD. & PROJECT

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**

ROOM:512C Advanced techniques for material creation in substance designer Nicolas Wirrmann - Allegorithmi **ARTS & ANIMATION**

12 DEC / DÉC

9 AM- 5 PM 5[™] FLOOR

ROOM:512C Advanced techniques for material creation in substance designer Nicolas Wirrmann - Allegorithmic ARTS & ANIMATION

ROOM: 513B UX and cognitive science applied to game development Celia Hodent - Epic Games **GAME DESIGN**







and Opportunity. Come vous êtes capable!





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Ben Mears - SideFX Sponsored

Houdini

1:45 PM Houdini for VR – tips &

tricks to maximize flexibility in a

Keating - SideFX Sponsored bv

Houdini₃

2:45 PM Unleashing Houdini for

Scaling dedicated game servers

with open source Mark Mandel -Google Cloud Platform

Nutaku presents the rise of adult

gaming and \$10M investment

Qutaku

opportunity Mark Antoon

Nutaku Sponsored by

mobile AAA productions

Beeckmans - Gameloft

Sponsored by Houdinia

Alejandro Martinez-Chacin Alexandre Stroukoff and Pascal

Houdini/unreal pipeline Scott

by

game community Jillian

Mood - JM&P and CGX,

Space and Elaine Gusella

Liv Lunde - GamePlay

TEK Brigade

SESSION ROOMS / SALLES DE CONFÉRENCES

open-world and

Player Research

Share your games -

Sharing your game

incredibly early in

development can

lead to amazing things

Colm Larkin - Gambrinous

Operation live: learnings

from RainbowSix Siege

Year 2 Noemi Rouleau

procedurally-generated

games Morgan Kennedy

Dwarf Fortress Tarn

Adams - Bay 12 Games

					12 DEC / DÉC					
9 - 9:30 AM 9:30 - 10:30 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 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST in the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST IN the Business Lounge ROOM 210D - 2 ND FLOOR (for Business Pass holders only) Sponsored by COGECO PEER 1 COMPANY CONTINENTAL BREAKFAST IN the Business Lounge Pass holders only Spons									
10:30 - 11 AM		COFFEE BREAK (30 MINUTES) in the Expo Floor ROOM 210ABCDFG - 2 ND FLOOR Sponsored by WB GAMES Montreal ₩								
	ARTS AND ANIMATION ROOM: 510B 5 [™] FLOOR	M AUDIO ROOM: 510D 5™ FLOOR	MBUSINESS & MARKETING ROOM: 511C 5TH FLOOR	GAME DESIGN ROOM: 511D 5TH FLOOR	ROOM: 511E 5TH FLOOR	₩ PROD AND PROJECT MANAGEMENT ROOM: 511F 5 TH FLOOR	PROGRAMMING & TECH. ROOM: 511B 5TH FLOOR	MIXED SESSIONS ROOM: 510AC 5 TH FLOOR	SPONSORED SESSIONS ROOM: 511A 5 TH 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	LUNCH (1 HOL	JR) in the Business Lounge RO	OOM 210D - 2 ND FLOOR (for Bus	siness Pass holders only) Spor	sored by FIRMA FIRMA Social			
1-2 PM	2D animation pipelines:	Video Game Symphony's	Branded and IP based	Making Wellington Wells	The 'Slims: a how-to guide	It's all about the team Joe	Streamlining development	30 years of inspiration	12:45 PM Building indie games and VR experiences with Houdini	

2 - 1 PM		12:15 - 2 PM Montreal	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	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 Montréal	It's all about the team Joe Khoury - Eidos Montreal	Streamlining development of gameplay animation at EA Sports JC Delannoy - Electronic Arts	M 30 years of inspiration Brian Schmidt - GameSoundCon, Brian Schmidt Studios			
2:15 PM					BREAK (15 MINUTES)						
3:15 PM	Editing the moments in video games Sébastien	Understanding music rights in video games	From game jam to glory: the Ultimate Chicken	Balancing economies in free-to-play games Tiago	State of the industry in Canada Address Jayson	From executive to declarative: an A.I.	Destroying things in Unity Ben Throop - Frame				

by design Phil Duncan -

Ghost Town Games

I've got to see a man

Jesse Scoble and

Russell Lees - Ubisoft

about a unicorn: the myth

of open world narrative

	Dussault - Digital Dimension	Mathieu Lavoie - Vibe Avenue and Université du Québec à Montréal	Horse story Richard Atlas - Clever Endeavour Games	Tex Pine - Bethesda Game Studios	Hilchie - ESAC Sponsored by ENTERTAINMENT SOFTWARE	transition story in Assassin's Creed Gabriel Robert - Ubisoft	Interactive	of development Zoe Bell - Big Huge Games
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 Al 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	MExploring Beyond the Moon Ryan Schneider - Insomniac Games
4:45 - 5 PM					BREAK (15 MINUTES)			
5 - 6 PM	Procedural worlds for VR	Composing world music	Jouer dur: a documentary	Overcooked: co-operation		Playtesting narrative in	Procedural generation in	🚧 How to grow your local

Chartier- MC2 and Luc Duchaine - Ubisoft (in

series revealing the inside

story of the game For

Ubisoft, Jean-Simon

Honor Stephane Cardin

for video games Inon Zur

Game audio gamification

Music as a subconscious

narrator in Outlast

franchise Samuel

Bjørn Jacobsen - Cujo

Sound

		 - #/ ³⁰ cococo
	13 DEC / DÉC	
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 - 2 ND FLOOR
	renci)	

	15 DEC / DEC									
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									
	M ARTS AND ANIMATION ROOM: 510B 5™ FLOOR	MAUDIO ROOM: 510D 5™ FLOOR	BUSINESS & MARKETING ROOM: 511C 5 [™] FLOOR	M GAME DESIGN ROOM: 511D 5™ FLOOR	WINDUSTRY & ADVOCACY ROOM: 511E 5™ FLOOR	MANAGEMENT ROOM: 511F 5™ FLOOR	MPROGRAMMING & TECH. ROOM: 511B 5 [™] FLOOR	MIXED SESSIONS ROOM: 510AC 5 TH 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-In- clusive Games Alex Zandra Van Chestein		Fake internet money: integrating Ethereum payments in Unity Sarah Friend - Consensys	MProducing "Machines" for Horizon Zero Dawn Dave Gomes - Guerilla Games	Challenges and opportunities of a competitive game Michael Daudignon - Toornament by Webedia Sponsored by tornament	
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 - 2 ND 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	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	

11 DEC / DÉC THE VIP COCKTAIL

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

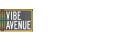


LIVE VIDEO GAME MUSIC **PERFORMANCES BY**

EVENTS











BREAK (15 MINUTES)

In the Long Run Fredrik

Liljergen - Nvidia. Henrik

Jonsson - Ghost Games,

Tina Merry, Tanya Short

Games as cultural identity

CJ Kershner - Polyhedron

BREAK (15 MINUTES)

and Marie Mejerwall -

Kitfox Games

Productions

BREAK (30 MINUTES) - BOOTH CRAWL (Starts at 4 PM) Expo Floor ROOM 210ABCDFG - 2ND FLOOR Sponso

MIGS17 is produced by Connection Events www.connection-events.com

Serge Landry Event Director

Sara Bonelli Buvers Manager

Marie Gislais Sales Manager Canada Ayana Schoch Customer Care Manager



Assassin's Creed Origins:

monitoring and validation

of world design data

Montreal

red by WB GAMES

Nathan Pringle

Nicholas Routhier and

Kevin Coughlan - Ubisoft

Al in video games: what

you're doing wrong

Somniplex Interactive



TECHNO

Smart production management

for distributed teams and agile

Autodesk and Julien Charlebois -

Framestore VR Sponsored by

AUTODESK.

development Jon Jones -



Youssef - Studio Technique

The Dark Arts of Directing

Richard Arroyo - Gameloft

Unlocking storytelling

design Gabriela

Aveiro-Ojeda

potential through nuanced

20 years in the AAA game

and counting: where next

for Remedy Entertain-

ment? Thomas Puha

Remedy Entertainment

Building an indie studio

examination Andrée

from scratch: a postpartum

Boutin - Cardboard Utopia

Game Jam the Movie

Cineforge Media