

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

ROOM: 512C

Advanced techniques for material creation in substance designer
Nicolas Wirmann - Allegorithmic
ARTS & ANIMATION

12 DEC / DÉC

9 AM- 5 PM
5TH FLOOR

ROOM: 512C

Advanced techniques for material creation in substance designer
Nicolas Wirmann - Allegorithmic
ARTS & ANIMATION

ROOM: 513B

UX and cognitive science applied to game development
Celia Hodent - Epic Games
GAME DESIGN

HOME GROWN
TALENT STAGE

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 - 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
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
OWAY

4:30 - 8:30 PM

Tournament The Darwin Project
OWAY

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

THE VIP COCKTAIL

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

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LIVE VIDEO GAME MUSIC
PERFORMANCES BY

la Hacienda
Creative

pixel audio

VIBE
AVENUE

CONNECTION
EVENTS

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 210ABCDGF - 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
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

1-2 PM

2D animation pipelines: the hard way and the easy way (Speed Brawl & Ultimate Chicken Horse)
Eric Angellillo - 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

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
ENTERTAINMENT SOFTWARE ASSOCIATION

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

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

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 210ABCDGF - 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

ARTS AND ANIMATION
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PROD AND PROJECT
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ROOM: 511F 5TH FLOOR

PROGRAMMING & TECH.
ROOM: 511B
5TH FLOOR

MIXED SESSIONS
ROOM: 510AC
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 - 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 210ABCDGF - 2ND FLOOR Sponsored by WB GAMES Montreal

11 AM - 12 PM

Empowering your Sound Designer
Ramy Daghtani 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

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
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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
Kaïtlin 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

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 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
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AUTODESK

3:15 - 3:45 PM

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 - Somniflex Interactive

Game Jam the Movie
Cineforge Media

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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numérique

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CANADA
VUE
SUR LE
CANADA

Québec

TECHNO
COMPÉTENCES

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