MIGS18

# HORAIRE

# SCHEDULE

## SESSION ROOMS / SALLES DE CONFÉRENCES

## LUNDI / MONDAY 12 NOV

| | |
|---|---|
| 9:45 AM - 10:45 AM | PLENIERE D'OUVERTURE SALLE 510AC - 5E ETAGE / OPENING KEYNOTE ROOM 510AC - 5TH FLOOR - DEJEUNER CONTINENTAL: Espace Affaires - 2e étage / CONTINENTAL BREAKFAST: Business Lounge - 2ND FLOOR (for Business Pass holders only) Presented by COGECO PEER 1 |
| 11 AM - 12 PM | TABLE RONDE / ROUNDTABLE: Cross-Border Partnerships in the USA: Building for Global Success - SALLE 511C - 5E ETAGE / ROOM 511C - 5TH FLOOR - presented by Trade Comissoner Service |
| 2 PM - 3:30 PM | TABLE RONDE / ROUNDTABLE: China: A Market in Constant Evolution, with Opportunities in Challenges - SALLE 511C - 5E ETAGE / ROOM 511C - 5TH FLOOR - présenté par le Service des Délégués Comerciaux |

LAISSEZ PASSER CONFERENCES ET AFFAIRES SEULEMENT / CONFERENCE & BUSINESS PASS ONLY — OUVERT A TOUS LES LAISSEZ-PASSER / OPEN TO ALL PASSES

| | ARTS 510B | DESIGN GAME DESIGN 510D | INDUSTRIE ET RAYONNEMENT ADVOCACY & INDUSTRY 511A | AFFAIRES / BUSINESS 511B par / by Investissement Québec | PROD & MANAGEMENT 511 D | PROGRAMMATION ET TECHNOLOGIE PROGRAMMING & TECH 511E | AUDIO 511F par / by audiokinetic | SESSION EXPO EXPO SESSIONS SALLE / ROOM 1 | SESSION EXPO EXPO SESSIONS SALLE / ROOM 2 |
|---|---|---|---|---|---|---|---|---|---|
| 11AM - 12 PM | The Rules of Art: Creating a Brand Style Guide for Games Alexander Karpazis - Ubisoft Montréal | The Session: the atomic unit of free-to-play success Nicholas Lovell - Electric Square | Beyond Beer Fridays: Building Inclusive Games Culture Within Our Industry Rebecca Cohen-Palacios - Pixelles | Modern Player Community Strategies Adrian Speyer - Vanilla Forums, Justin Kruger - Ubisoft Montréal, Katie Fleming - Behaviour, Nick van Vugt - Uken Games | Lectures Danger Zones: Spotting the Red Flags of Project Management Felix Kramer - Polytron | Designing XR Experiences with Natural Language Understanding Nick Landry - Microsoft | Music for Games: Under the Hood Matthew Carl Earl - Hexany Audio, Michel April, Mike Raznick, Richard Ludlow - Hexany Audio, Samuel Laflamme | Interactive Livestreaming and the Future of Esport (30 minutes) Jacob Navok - Genvid Technologies Inc. Par / by genvid | |
| 12 - 1:15 PM | DINER (1h15) dans l'Espace Affaires - 2ND FLOOR (pour Laissez-Passer Affaires seulement) - LUNCH (1:15 HOUR) in the Business Lounge (for Business Pass holders only) Présenté par / Sponsored by KEYWORDS Keywords STUDIOS | | | | | | | | |
| 1:15 - 2:15 PM | Swinging in the Rain: Marvel's Spider-Man Chris Perrella - Insomniac Games | Finthook: Creating variety by designing 400+ rooms by hand Marion Esquian - Tribute Games | You, Your Community, and Your Career Jarryd Huntley - Polytundra | Top 5 Mobile Ad Strategies Chris Lefebvre - Tapdaq | Cutting the Vertical Slice Dave Proctor - Mighty Yell Studios | Quaternions Are Friends, Not Food: Pro-Tips for Understanding and Usage Dan Buckstein - Champlain College | Sound Files: Going from new recordings to vast number of ready to use assets Watson Wu - Watson Wu Studios | Futureproofing for Success Rose Agozzino - Ludia Par / by ludia | |
| 2:15 -2:30 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 2:30 - 3:30 PM | Building a Creative Future With Artificial Intelligence Andrew Maximov - Promethean AI | Having more Control: Remedy's next game Thomas Puha - Remedy Entertainment | So you wrote a safer space policy... now what? Emi Spicer and Jessica Moore - Feminist Frequency | East vs. West: The Differences in F2P Mobile Game Design and How You Can Benefit Jesse Divnich - GameRefinery | HowStuffWorks: A deeper look into communication and production at 3 studios Geoff Elenor - Warner Bros, Guiz de Pessemier - Outerminds, Richard Atlas - Clever Endeavour Games, Samantha Cook - Artifact 5 | Challenges of building a game engine for the modern web Chris Shankland - Big Viking Games | Interacting with Sound: Creating Accessible, Engaging Gameplay Adriane Kuzminski - Team Audio | Playing on both sides: the key to success for many independent Quebec studios. David Fugère-Lamarre, iLLOGIKA Par / by Investissement Québec | |
| 3:30- 3:45 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 3:45 - 4:45 PM | With Great Power Comes Great Responsability: The Character Art of Marvel's Spider-Man Gavin Goulden - Insomniac Games | Simulation Design: Ludonarrative Congruence in the Shrouded Isle Jongwoo Kim - Kitfox Games | Ethical Video Game Monetization Crystin Cox - ArenaNet | Co-Success: Leveraging Each Other for the Win Henry Faber - Gamma Space, Liv Lunde - GamePlay Space & Pat King, Another Castle | Extreme Customer Feedback: How Riot took millions of players input to rebuild their game Guillaume Turmel - Riot Games | Telemetry Pipeline Execution: Instrumentation and Analytics for Better Games Matthew White - Keywords Studios | 5 Things I Refused to Learn in 35 Years of Game Audio George Sanger - The Fat Man | Game Design with Live Game Operations (55 minutes) Mark Val - PlayFab Par / by PLAYFAB | PITCH INDE INDIE PITCH SQUARE ENIX |
| 4:45 - 5 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 5 - 6 PM | Paint It Black: The Art and Design of Darkest Dungeon Chris Bourassa - Red Hook Studios | Armored Warfare: Lessons in UX/UI Design Process Kylan Coats - Freelance | Unions in a Nutshell: History, T heory, Examples Johanna Weststar - Western University | Driving Sustainable Mobile Growth: A Playtika World Series of Poker Case Study Jeet Niyogi - Playtika | Better Creative Leadership Tanya Short - Kitfox Games | Adapting The Procedural Generation Systems in We Happy Few Lionel Barret de Nazaris - Compulsion Games | Tips & Tricks for Dialog Success in Open World Games Greig Newby, Philip Hunter, Steve Brown & Tim Atkins - Ubisoft | Rise of the adult gaming market (55 minutes) Jean-Francois Tremblay - Nutaku Par / by nutaku | |

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# HORAIRE

# SCHEDULE

## MARDI / TUESDAY 13 NOV

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|---|---|---|---|---|---|---|---|---|---|
| 9 - 9:30 AM | DEJEUNER CONTINENTAL: Espace Affaires - 2e étage / CONTINENTAL BREAKFAST: Business Lounge - 2ND FLOOR (for Business Pass holders only) Presented by COGECO PEER 1 | | | | | | | | |
| 10:00 - 11:00 AM | Session: Current and Future State of Unreal Engine and Epic Games - Tim Sweeney - Epic Games - SALLE 510AC - 5E ETAGE / ROOM 510AC - 5TH FLOOR (Ouvert à tous les Laissez-Passer / Open to all passes) Présenté par / Presented by Epic Games | | | | | | | | |
| | ARTS 510B | GAME DESIGN 510D | INDUSTRIE ET RAYONNEMENT ADVOCACY & INDUSTRY 511A | AFFAIRES / BUSINESS 511B par / by Investissement Québec | PROD & MANAGEMENT 511 D | PROGRAMMATION ET TECHNOLOGIE PROGRAMMING & TECH 511E | AUDIO 511F par / by audiokinetic | SESSION EXPO EXPO SESSIONS SALLE / ROOM 1 | SESSION EXPO EXPO SESSIONS SALLE / ROOM 2 |
| 10:00 - 11:00 AM | Delicacy in Visual Narrative - The Vitality of Visual Storytelling in Games Natasha Trygg - Snowfall | Adventures in Video Game Writing Ann Lemay - WB Games Montreal, Elize Morgan - Ubisoft, Jill Murray - Discoglobe Interactive, Kim Belair - Ubisoft & Lisa Hunter - Compulsion Games | Creating Culture: Peeking Behind the Curtain on Four Different Studios' Guiding Philosophies Anne Gibeault - Epsilon Games, Jean-Sylvain Sormany - Snowed In Studios Inc, Mike Baker - Karman Interactive, Philippe Morin - Red Barrels & Taraneh Dohmer - Steel Crate Games | How Games Get Signed: Unpacking the Publisher Evaluation John Cooney - Kongregate | Research, Iterate and Validate Leonardo Luz - Square Enix | Transforming from Peer-to-Peer to Dedicated Servers on a Live game: how For Honor fixed connectivity Laurent Chouinard - Ubisoft Montreal | Mastering the Creative Process Tom Salta - Persist Music | | |
| 11:00 - 11:15 AM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 11:15 AM - 12:15 PM | Texturing the World of Assassin's Creed Odyssey Vincent Dérozier & Pierre Fleau - Ubisoft Québec | How Machine Learning Can Help Improve Your Game Design Tiago Tex Pine - Bethesda Game Studios | Toxicity in 2018 - Don't Be Afraid to Engage With Your Community Craig Robinson - Community Developer, Deniz David- Bluehole, Justin Kruger - Ubisoft Montreal, Kishonna Gray & Nathaniel Wattenmaker - Riot Games | Mock Reviews 101: What, Why, Where, and What You Can Expect Scott Jones - ACME Consulting | Transition to Live-Ops: True Stories from AAA Nick Laing - Turn 10, Microsoft | Adding Love to an API (or How I Learned to Exposing C++ to Game Developers) Shawn Laptiste - Audiokinetic | Sound Design For Little Nightmares Christian Vasselbring - Tarsier Studios | Delivering Spatial Audio Unity - (55 minutes) Andy Vaughan - Dolby, Chet Lucas & Gage Lucas, Ironarm Games Par / by DOLBY | |
| 12:15 - 1:15 PM | DINER (1h15) dans l'Espace Affaires - 2ND FLOOR (pour Laissez-Passer Affaires seulement) - LUNCH (1:15 HOUR) in the Business Lounge (for Business Pass holders only) Présenté par / Sponsored by KEYWORDS | | | | | | | | |
| 1:15 - 2:15 PM | Injecting Motion: Procedural Animation in Unreal Engine Harry Boltz - Epic Games | Help me out!: Designing for Team Awareness and Collaboration Jason Wuertz - University of New Brunswick | The Mindful Dev: How to survive and thrive in games Jennifer Scheurle - Opaque Space, Elaine Gusella - GamePlay Space, Myriame Lachapelle - Sauropod Studio & Thierry Boulanger - Sabotage | Influencing the Influencers: An Inside Look at the Life and Business of Streamers Anastasiya Bila - Monkeyism, Guiz de Pessemier - Outerminds, Jason Della Rocca-Execution Labs & Nabil Lahrech - Aiekillu | Scheduling in Public: The Story of the Star Citizen Roadmap Dennis Crow - Cloud Imperium Games | The tech challenges behind the building of a metaverse: the story of Dual Universe Jean-Christophe Baillie - Novaquark | Designing the sound of reality in Shadow of the Tomb Raider Anne-Sophie Mongeau - Eidos Montréal | Roll up your sleeves for our cooking workshop"innovation, talent and fiscal smarts: québec's recipe for success" Mélissa Prophète Par / by Investissement Québec | |
| 2:15 - 2:30 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 2:30 - 3:30 PM | Shadow of the Tomb Raider: Creating an Emotional Journey through Gameplay Animations Wilson Mui -Eidos Montréal | Tutorialization: Hiding Your Gameplay Rules in Plain Sight Matthew Compher - Tarsier Studios | 5 years later: The long, messy road to a better, more inclusive & aware industry Shawn Allen - Nuchallenger | Reaching a Wider Audience: The Data Behind Going Cross-Platform Tammy Levy - Kongregate | The Importance of Futureproofing Edgar Parente - Rogue Factor | Quest Systems: Strong Narratives in a Systemic Open-World Charles Bélanger Pâquet - Ubisoft Québec | Game Cinematics and Trailer Sound Design & Mixing Charles Deenen - Source Sound Inc. | Essential Facts of the Canadian Gamer 2018 Jayson Hilchie - Entertainment Software Association of Canada. | |
| 3:30 - 3:45 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 3:45 - 4:45 PM | Artists where do we go now? David Lesperance - NVIDIA | Beyond Screens: Bringing games to the real word Aleissia Laidacker - Magic Leap | Game Dev Unions: Next Steps (Panel) Osama Dorias - WB Games Montréal | Methods for Achieving Consistent Success Ryan Clark - Brace Yourself Games | Prototyping Evolution: From Arcade to AAA Mikael Havery - Housemarque | Gameplay Gurus: Characters, Combat, and Leadership Julia Perdigueiro, Réjean Charpentier - Red Barrels, Sarah Beck - EA Motive, Ashley Fairweather - Lucky Hammers & Vincent Hippoman - Double Stallion | Speech Synthesis for the Gaming Industry Marc-André Carbonneau - Ubisoft Montréal | | |
| 4:45 - 5 PM | PAUSE / BREAK (15 MINUTES) | | | | | | | | |
| 5 - 6 PM | PLENIERE DE FERMETURE / CLOSING KEYNOTE MIGS Brain Dump 2018: Easy to Learn, Hard to Master by Richard Rouse III - Paranoid Productions, Forrest Dowling - The Molasses Flood, Alex Epstein - Compulsion Games, Kate Gray - Ko_op Mode, Yifat Shaik - The Really Serious Game Company, Victoria Tran - Kitfox Games, Thierry Boulanger - Sabotage, Chris Bourassa - Idea Factory & George Sanger- The Fat Man SALLE / ROOM 510AC - 5TH FLOOR | | | | | | | | |

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