










PROGRAM // DAY 1



SALLES	524AB	519AB	518ABC	520	525AB
7.30	Registrations + Welcome Speeches / Opening				
8.30	ROOM 520: KEYNOTE YOSHIAKI KOIZUMI // NINTENDO				
10.15	ÉRIC ASSELIN SARBAKAN // Lead Game Designer Fun knows no dimension (but needs at least 2!)	CHRIS DORAN GEOMERICS // Founder and COO Painting with light: The artistic possibilities of real-time radiosity	CONTENT PANEL Defining Next Gen Content Sykes Oliver Lightbown David Hocking Clint Wilson Thomas	MICHEAL KELBAUGH RETRO STUDIOS // President and CEO Metroid Prime Franchise: The journey	SPONSORS SEMINARS
11.30	FRANCIS BOURRE PRIZEE // Research and Development Revolutionary design patterns in ActionScript	JOHN TENNANT RELIC ENTERTAINMENT // Audio Lead Company of Heroes: Audio Systems	BEN SAWYER DIGITALMILL // Co-Founder First Games: Exploring the realm of first-time games for the very young and their parents	KEVIN TATE EA // Development Director A Software Project Challenge: Getting things Done	JEFF YATES HAVOK // Vice President of Product Management Bridging the Creative Void: Composing character performances with the Havok Behavior Tool 
12.00	PAUSE DINER // LUNCH BREAK				
13.30	ROOM 520: KEYNOTE JONATHAN BLOW // Independant Game Developer				
14.45	JAMES GWERTZMAN POPCAP GAMES // Vice President, Asia/Pacific Not so casual anymore? An update on the latest trends and developments in casual gaming	IAN BOGOST PERSUASIVE GAMES // Founder and COO Game Criticism: Why Everyone Needs a Critic	SUSAN O'CONNOR Game Writer Story Structure For Games 	CHRIS HECKER EA // Technoloy Fellow How To Animate a Character You've Never Seen Before	MARK NOLAND AUTODESK 3DS MAX // Solutions Engineer Tips and Tricks for Next- Generation Game Developers 
16.00	SAMUEL RIVELLO NEOPETS // Director of Multimedia Development Start Your (Flash) Engines!!!	SHANON DRONE MICROSOFT // Developer Windows to Reality: Getting the Most out of Direct3D 10 Graphics in Your Games	THOMAS WILSON BEENOX // Creation Director Closing the Gap 	RANDY SMITH EA // Designer How To Help Your Players Stop Saving All The Time?	STEVEN ROSELLE AUTODESK MAYA // Solutions Engineer Tips and Tricks for Next- Generation Game Developers 
17.15	PATRICK MINOTTI EA MOBILE // General Manager The Big business of Small games: Insights into the mobile game industry 	DANIEL DOCIU NCSOFT/ARENANET // Chief Art Director The Art of Guild Wars	CTO PANEL M. Walker // A2M J. Merceron // EIDOS C. McEvoy // VICARIOUS VISIONS A. Dodens // 	HARVEY SMITH MIDWAY STUDIO // Studio Creative Director The Imago Effect 	SPONSORS SEMINARS
18.15	ROOM 517D: BOOTH CRAWL AT THE VENUE				
20.00	IGDA PARTY AT SOCIÉTÉ DES ARTS TECHNOLOGIQUES				

PROGRAM//DAY 2



524AB	519AB	518ABC	520	525AB	SALLES
ROOM 520: KEYNOTE DAVID PERRY					9.00
MICHAEL YOUNG	JON GOLDMAN	INTERFACES PANEL	GEORGE BORSHUKOV	DAVID LARSSON	10.15
<p>NORTH CAROLINA STATE UNIVERSITY</p> <p>A value model for industry/academic collaboration</p>	<p>FOUNDATION 9 // President and CEO</p> <p>Building Cross Team Connections</p>	<p>Chartrand Éric // GAME DESIGNER</p> <p>Duncan Wain // SCOPE SEVEN</p> <p>Chrzanowski Mike // LOOKING GLASS STUDIOS</p>	<p>EA // Computer Graphics Supervisor</p> <p>Leaping Across the Uncanny Valley with Universal capture</p>	<p>ILLUMINATE LABS // Lead Engineer</p> <p>Practical Precomputed Global Illumination for Games + logo</p> <p> ILLUMINATE LABS</p>	
SOON	DARIUS KAZEMI	ERIN HOFFMAN	DOUG BINKS	STEVEN ROSELLE	11.30
	<p>ORBUS GAMEWORKS // President</p> <p>Gameplay Metrics for a Better Tomorrow</p>	<p>Game Designer</p> <p>Plugged In: Why Game Developer Make Great Parents?</p>	<p>CRYTEK // R&D Development Manager</p> <p>Ambient Interactivity: Creating a realistic and interactive real time world</p>	<p>AUTODESK MOTIONBUILDER // Solutions Engineer</p> <p>High Performance Animation and Story Telling</p> <p style="text-align: center;">Autodesk</p>	
PAUSE DINER // LUNCH BREAK					
ROOM 520: KEYNOTE CHRIS HECKER // EA					13.30
HEATHER CHANDLER	CHRIS WILLIAMS	PHIL WILSON	DANNY LEDONNE	SPONSORS SEMINARS	14.45
<p>MEDIA SUNSHINE // Executive Producer</p> <p>Local Anesthetic: Painless Game Localization</p>	<p>LUCASARTS</p> <p>An Update on LucasArts' Next-Generation Technology</p> <p style="text-align: center;">Autodesk</p>	<p>REALTIMEWORLDS // Producer</p> <p>A 'post mortem' format overview of the development of the Xbox 360 title, Crackdown.</p>	<p>EMBERWILDE PRODUCTIONS // Creator</p> <p>Playing Columbine: A Retrospective Discussion</p>		
TYLER THOMPSON	G. CHEN / K. SANTIAGO	ALEXANDRE AMANCIO	DON DAGLOW	SPONSORS SEMINARS	16.00
<p>FLAGSHIP STUDIOS // Director of Technology</p> <p>Using random methods in RPGs keeps you agile and makes better games</p>	<p>THATGAME COMPANY // Cofounder</p> <p>The Challenges and Lessons From Designing Games with Unique Emotional Directions</p>	<p>UBISOFT // Art Director</p> <p>Far Cry 2: From Pipeline to Open World</p>	<p>STORMFRONT STUDIOS // President and CEO</p> <p>Console Wars: Issues for Years 2 and 3 of Next Gen</p>		
JOURNALISTS PANEL					17.15
					20.00