













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



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<b>ROOM 520: KEYNOTE DAVID PERRY</b>					9.00
<b>MICHAEL YOUNG</b> NORTH CAROLINA STATE UNIVERSITY A value model for industry/academic collaboration	<b>JON GOLDMAN</b> FOUNDATION 9 // President and CEO Building Cross Team Connections	<b>INTERFACES PANEL</b> Chartrand Éric // GAME DESIGNER Duncan Wain // SCOPE SEVEN Chrzanowski Mike // LOOKING GLASS STUDIOS	<b>GEORGE BORSHUKOV</b> EA // Computer Graphics Supervisor Leaping Across the Uncanny Valley with Universal capture	<b>DAVID LARSSON</b> ILLUMINATE LABS // Lead Engineer Practical Precomputed Global Illumination for Games + logo  <b>ILLUMINATE LABS</b>	10.15
<b>SOON</b>	<b>DARIUS KAZEMI</b> ORBUS GAMEWORKS // President Gameplay Metrics for a Better Tomorrow	<b>ERIN HOFFMAN</b> Game Designer Plugged In: Why Game Developer Make Great Parents?	<b>DOUG BINKS</b> CRYTEK // R&D Development Manager Ambient Interactivity: Creating a realistic and interactive real time world	<b>STEVEN ROSELLE</b> AUTODESK MOTIONBUILDER // Solutions Engineer High Performance Animation and Story Telling  <b>Autodesk</b>	11.30
<b>PAUSE DINER // LUNCH BREAK</b>					12.30
<b>ROOM 520: KEYNOTE CHRIS HECKER // EA</b>					13.30
<b>HEATHER CHANDLER</b> MEDIA SUNSHINE // Executive Producer Local Anesthetic: Painless Game Localization	<b>CHRIS WILLIAMS</b> LUCASARTS An Update on LucasArts' Next-Generation Technology  <b>Autodesk</b>	<b>PHIL WILSON</b> REALTIMEWORLDS // Producer A 'post mortem' format overview of the development of the Xbox 360 title, Crackdown.	<b>DANNY LEDONNE</b> EMBERWILDE PRODUCTIONS // Creator Playing Columbine: A Retrospective Discussion	<b>SPONSORS SEMINARS</b>	14.45
<b>TYLER THOMPSON</b> FLAGSHIP STUDIOS // Director of Technology Using random methods in RPGs keeps you agile and makes better games	<b>G. CHEN / K. SANTIAGO</b> THATGAME COMPANY // Cofounder The Challenges and Lessons From Designing Games with Unique Emotional Directions	<b>ALEXANDRE AMANCIO</b> UBISOFT // Art Director Far Cry 2: From Pipeline to Open World	<b>DON DAGLOW</b> STORMFRONT STUDIOS // President and CEO Console Wars: Issues for Years 2 and 3 of Next Gen	<b>SPONSORS SEMINARS</b>	16.00
<b>JOURNALISTS PANEL</b>					17.15
 <b>GAMMA 256 AT SOCIÉTÉ DES ARTS TECHNOLOGIQUES</b>					18.30