

le cham Enjmin

École nationale du jeu et des médias interactifs
numériques

Program of 2019

*/**/ .egc-chapeau { font-size: 14px; font-style: italic; line-height: 22px; } /**/*

Q&A

Celia Hodent - Game UX Consultant

December 16, 2019

THE FAILURE PARADIGME - HOW TO PROPERLY FAIL YOUR PROJECT

Pierre Boulaton - Producer

December 17, 2019

MODERN USER INTERFACE CHALLENGES

Christian Nasr - UI Programmer at Ivory Tower, a Ubisoft Studio

December 17, 2019

THINK LIKE A VFX ARTIST

Sarah Carmody - Senior FX artist at Blizzard Entertainment

December 17, 2019

GNOG : POST-MORTEM AND INDIE TIPS

Samuel Boucher - Creator and Artist on at KO_OP

December 17, 2019

WHERE? WHEN? HOW? THE NARRATIVE DESIGNER'S ROLE IN TEAM

Anthony Jauneaud - Freelance Writer, Narrative Designer & Localization Coordinator

December 17, 2019

HOW PERSONALITY CAN HELP ANTICIPATE PLAYER PREFERENCES

Emmanuelle Marévéry - UX/CX & Audience Specialist at Asmodee

December 18, 2019

SOUND DESIGN FOR AN AUDIENCE OF ONE

Vincent Diamante - Audio Director at thatgamecompany

December 18, 2019

ART TEAMS IN BIG STUDIOS

Yan Shu - Senior VFX Artist at Gearbox Studio

December 18, 2019

WORKSHOP - KAKEGOE AND KOTODAMA IN GAME AUDIO

Vincent Diamante - Audio Director at thatgamecompany

December 18, 2019

LEAD DEVELOPER - TIPS & WALKTHROUGH

Benjamin Tran - Lead developer VR on Unreal Engine

December 18, 2019

GAMES & UX: AN IMPOSSIBLE MIX?

Audrey Laurent-André - Associate UX Director at Ubisoft Montréal

December 19, 2019

THE WORLD OF LIFE BEYOND, HARNESSING THE POWER OF PROCEDURAL GENERATION

Gaspard Delforge - Junior Technical Artist at Darewise Entertainment

December 19, 2019

CONFERENCE NAME TBD

Sébastien Bénard - Game Developer at Motion Twin

December 19, 2019

DEAD CELL'S SOUND DESIGN

Yoann Laulan - Music Producer & Sound Designer

December 19, 2019

