

Monday, 14 December

9h30 - Twin Souls

10h30 - La Brume

11h30 - The 5th Interaction

12h30 - Lunch

14h - Echo of the sky

15h - Brittle Ones

16h - Eldritch Funk

17h - Master 1, nano projects

Tuesday, 15 December

9h30 - Opening



10h - Post-mortem Piku-Niku,
Arnaud De Bock & Rémi Forcadell



11h - First steps in the industry and the tech
designer professions,
Franck Fitzyk

12h - Lunch

13h - School projects showcase



14h - Interactive fiction
Workshop, *Fibre tigre*



15h - The video game asset creation pipeline,
François Devic, Eidos-Montréal



16h15 - Daniel Gomez, NXA studios



17h30 - Difficulties and constraints of the profession of translator,
Aurélie PERRIN, OreliTranslation



18h45 - Introduction to Audio Programmation,
Guy Somberg, Echtra



General



Sound & Music



Programming



Game Art



UX Design



Game Design



Production

Wednesday, 16 December

9h30 - Opening



9h45 - Olivier Deriviere



11h - The survivor bias,
Thomas Altenburger, Flying oak games

12h - Lunch

13h - School projects showcase



14h - Questions & Answers,
Morgane Berthou, Guerilla Games



15h - Concept Art,
Mark Vigouroux, Proxe3D

15h - SCRUM aproach and video game
project : True love or arranged marriage ?,
Stéphan Froment, Asobo



16h15 - Impact of mixing in
video games, Arnaud Noble,
Eidos-Montréal

16h15 - Postmortem of
Seduction Stories,
Alexis Bauchu



17h30 - Presentation of TAG Lab,
Pippin Barr, TAG lab Montreal



18h45 - The voiceover system built for Reigns,
Rich Vreeland aka Disasterpeace



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Thursday, 17 December

9h30 - Opening



9h45 - Finding balance : building your live ecosystem,
Sam Thiunn, Ubisoft



11h - Intellectual property council :
Protect intellectual property in the Indie
environment, *Gabriel Estieves*

11h - Karl Lamoureux, *Ubisoft*



12h - Lunch

13h - School projects showcase



14h - Questions & Answers,
Martin Stig Anderson



15h - Accessibility for
visually impaired players,
Léna Camy, Gamabilis

15h - Mo'cap at Mexico
University,
Ivan Stephane Lopez Gillet



16h15 - Presentation of few
Oujevipo games,
Pierre Corbinais

16h15 - The secrets of the crystal ball
for a good game development,
Anne Devouassoux, Kylotonn



17h30 - Loïc Ramboanasolo,
Natural Motion



18h45 - Experimental art tools,
Nathalie Lawhead



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Friday, 18 December

9h30 - Opening



9h45 - The vehicles modeling,
Marius Pogar, Reikon Games



11h - Crisis management,
Clarisse Blondy, Paradox Interactive

12h - Lunch

13h - School projects showcase



14h - Masterclass, creating
an environment, *Simon-Albert
Boudreault, Warner Bros*



15h - The Last Campfire,
Paul Weir, Earcom Ltd



16h15 - Emerging and systemic storytelling,
Rémy Boicherot

17h30 - Final words



General



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