



LiU Game Conference 2019

November 27, Torn1 in Linköping, www.liugc.se

	Game Track Moderator: Carolina Olsson	Science Track Moderator: Linnea Harrison	Exhibition	
12:00 - 13:00	Ticket registration Food and drinks are available in the restaurant (it is ok to arrive late or leave early, but not recommended)			
13:00	Welcome Talk			
13:10	Patrick Rose Games Analysts "How To Choose The Right Business Model For Your Game" 13:10-13:50		Company Exhibition	Indie Game Exhibition
13:20				
13:30				
13:40	Stage switch		Company Exhibition	Indie Game Exhibition
13:50				
14:00	Åsa Roos Bioware "Tell Me A Story, Make Me A Game: How To Use UX To Enchant Your Players" 14:00-14:50	Linus Gisslén, SEED Björn Henriksson, DICE "Machine Learning in Game Development & Procedural vegetation in AAA games" 13:30-14:20	Company Exhibition	Indie Game Exhibition
14:10				
14:20				
14:30	Stage switch		Company Exhibition	Indie Game Exhibition
14:40				
14:50	David Ventura Ichigoichie "The Rules Behind a Successful Music Game" 15:00-15:50	Anna Eklöf Linköping University "Turning Theoretical Ecology Into A Game" 14:30-15:20	Company Exhibition	Indie Game Exhibition
15:00				
15:10				
15:20	Stage switch		Company Exhibition	Indie Game Exhibition
15:30				
15:40	Jim Brown Epic Games "The Importance of Everything: A Crash Course in Design Analytics" 16:00-17:00	Apostolia Tsirikoglou Linköping University "Fake It! Synthetic data for understanding reality" 15:30-16:20	Company Exhibition	Indie Game Exhibition
15:50				
16:00				
16:10	Stage switch		Company Exhibition	Indie Game Exhibition
16:20				
16:30	Andrew Maximov Promethean AI "Artificial Intelligence That Builds Virtual Worlds" 16:30-17:20		Company Exhibition	Indie Game Exhibition
16:40				
16:50				
17:00	Stage switch		Company Exhibition	Indie Game Exhibition
17:10				
17:20	LiU Game Awards Finalist presentation and award ceremony 17:10-17:50	Stage switch	Company Exhibition	Indie Game Exhibition
17:30				
17:40				
17:50	Stage switch		Company Exhibition	Indie Game Exhibition
18:00				
18:10	Nordic Game Discovery Challenge Selected game projects are showcased live in a pitch competition with a jury 18:00-19:00	Industry Track Established companies share how they work with game technology to leverage business 17:30-19:00	Company Exhibition	Indie Game Exhibition
18:20				
18:30				
18:40				
18:50				
19:00 - 21:00	 AfterGame™ with HiQ Mingle with the speakers and like-minded people. The bar is open and we serve nice food. Enjoy! 			

You can come or go when it suits you, although we recommend that you stay over the entire event. There are food and drinks to buy throughout the day and evening. Talks will be in English. Most lecturers and exhibitors stay for the AfterGame™, so you can mingle and widen your network in the gaming industry. More info at www.liugc.se.