


FREE

9:30

IC

PRO



KILLZONE: SHADOW FALL
OUT WITH THE OLD AND IN WITH THE OWL: BUILDING A BRIGHT NEW FUTURE

In "Out With The Old And In With The Owl: Building A Bright New Future", Arjan Bak and Misja Baas will talk about the new direction of Killzone Shadow Fall. Their presentation provides insight into the challenges of developing a new direction for a franchise while remaining true to its roots, using the implementation of new key features like the OWL and the construction of a believable futuristic utopian city as examples.

Arjan Bak • Guerrilla Games

Principal game-Designer and Environment Art Director, Killzone Shadow Fall

An industry veteran at age 29, Arjan Bak worked in design and art roles for Valve and Ubisoft before joining Guerrilla in 2007. Since then he has played a pivotal role in the graphical realization of the Killzone series, rising from Senior Artist on Killzone 2 to Lead Environment Artist on Killzone 3 and Environment Art Director on Killzone Shadow Fall. In addition, Arjan was one of the Principal Game Designers responsible for Killzone Shadow Fall's new direction during the first half of the production phase.

Misja Baas • Guerrilla Games

Art Director, Killzone Shadow Fall


An alumnus of the Willem de Kooning Academy of Arts in Rotterdam, Misja Baas first entered the games industry in 2001 as an Artist for Frontier Developments. After rising to the position of Senior Artist at Elxir Studios, he joined Guerrilla in 2005 to initially work on the environments, and later on the vehicles and weapons, of Killzone 2. In 2009 Misja became the Assistant Art Director on Killzone 3, assuming responsibility for all outsourcing and internal asset development. In 2011 he took on the role of Art Director for Killzone Shadow Fall.

2

10:30

IC

10:30



2

COOKING YOUR OWN GAME ENGINE
Game Oven's very own master chef shares his recipe for developing a multiplatform engine from scratch.

Bojan Endrovski • Game Oven • Co-Founder
Bojan Endrovski is a developer and co-founder at Game Oven. He's the cook who spent the last three years developing a small multiplatform engine that powers all their games. We'll cover multiplatform development, smart(-ish) resource management, flexible gameplay, simple physics, adaptable GUI, carefree animation, font rendering, easy localisation.


Aaron Oostdijk • Gamistry • Lead Programmer

Aaron started Gamistry with a few friends in 2008. Since then they've successfully released several games to the mobile app markets. The studio has been on top of the worldwide mobile charts with games such as *Munch Time* and *Gold Diggers*. During the talk he'll explore the various goals for gaming appeal on the App Store, and the different parties that you'll have to appeal to.

11:30

IC

11:30



2

THE ART OF SCREENSHAKE
Why some games are much more fun to play than other, similar ones.

Jan Willem Nijman • Vlambeer
Jan Willem Nijman is 50% of Vlambeer. He's currently the Chief Executive Game Designer & Director, but that title may change whenever he feels like it. He will ask you: why is it that one game plays great and another, similar game feels terrible? Using a few simple tricks, Jan Willem Nijman will turn a simple, ugly, no-fun prototype into something that plays, looks and FEELS good.


Olivier Thijssen • Ronimo • Co-Founder

Talking about Ronimo's recent successful Kickstarter campaign, Olivier Thijssen will explain how important an active community has been for their hit game *Awsomenauts*. Thanks to this dedicated group of players, the team at Ronimo managed to fund an expansion called *Awsomenauts: Starstorm*, the most successful Dutch Kickstarter campaign yet.

12:30

IC

12:30



4


GETTING NOTICED ON THE APP STORE
How to appeal to the right people at the right time when releasing games on Apple's platform.

Aaron Oostdijk • Gamistry • Lead Programmer
Aaron started Gamistry with a few friends in 2008. Since then they've successfully released several games to the mobile app markets. The studio has been on top of the worldwide mobile charts with games such as *Munch Time* and *Gold Diggers*. During the talk he'll explore the various goals for gaming appeal on the App Store, and the different parties that you'll have to appeal to.

11:30

IC

11:30



4


COMMUNITY-FUELED KICKSTARTER CAMPAIGN
The Impact of the Awsomenauts player community on the success of the Ronimo Kickstarter campaign.

Olivier Thijssen • Ronimo • Co-Founder
Talking about Ronimo's recent successful Kickstarter campaign, Olivier Thijssen will explain how important an active community has been for their hit game *Awsomenauts*. Thanks to this dedicated group of players, the team at Ronimo managed to fund an expansion called *Awsomenauts: Starstorm*, the most successful Dutch Kickstarter campaign yet.

12:45

PRO

12:45



3

CODE • DESIGN • STORY MAKE A GAME. INFRASTRUCTURE BEHIND IT MAKE IT LIVE AND KICKING


Jonathan Wisler • General Manager EMEA at SoftLayer

FOR THE FULL DESCRIPTION, PLEASE SEE THE INSERT.

11:30

PRO

11:30



3


CODING TO NASA'S STANDARDS: MAKING GAMES THE SPACE WAY
An exploration of how adhering to defined coding standards can be helpful for game developers.

Adriel Wallick • Satellite Programmer gone Indie Developer
Adriel Wallick is an independent game developer most recently based out of Boston. Originally a programmer on the next generation of weather satellites, she decided to explore gaming as a developer instead of just an avid gamer. After spending time in the AAA games, she gave it up to pursue independent game development.

12:00

PRO

12:00



3


BRINGING TERRARIA TO WINDOWS PHONE 8
Bringing a successful PC-game to Windows 8 devices.

Niels Uiterwijk (Codeglue) & Paul van Wingerden (Microsoft)
In this talk on the practical implications of development for Windows Phone 8, Codeglue and Microsoft will discuss their experience with working on Terraria. They will discuss the trials and tribulations of coding for this game, with practical examples - for instance working with C++, using a shared code base for multiple mobile platforms, and native development.

10:30

PRO

10:30



1


THE GUTS OF GAME DESIGN AND WORLD-BUILDING OF GAMES
Rami Ismail (Vlambeer) and Brendon Chung (Blendo Games) will have an in-depth chat about the guts of game design and world-building of their games.

Brendon Chung • Blendo Games
Brendon Chung is designer, artist and programmer. After years of working at Pandemic Studios, he founded Blendo Games. It has since become known for creating rich worlds and characters in works such as *Thirty Flights of Loving*, *Gravity Bone*, & *Atom Zombie Smasher*. Its current project is the cyberpunk title *Quadrilateral Cowboy*.

11:30

PRO

11:30



5


THERE'S A REASON NOBODY MADE A REAL COOPERATIVE RPG BEFORE
Divinity: Original Sin is probably the first cooperative RPG with epic and rich singleplayer experience delivered to each player. Swen's talk will be about challenges of making a deep and interactive world that will react to the actions of both players, never compromising the singleplayer experience and immersion. This includes context-sensitive quest system, cooperative dialogs with individual lines for each character, and, of course, a storyline that makes both players as important.

Swen Vinke • Larian Studios • Founder
Swen (41) is the founder and CEO of Larian Studios. He's been active in the games industry since 1997 and has produced multiple critically acclaimed and commercial hit titles, including the *Divinity* series and the MEDEA award-winning *Monkey Tales* series.

10:30

PRO

10:30



5


THE ROLE OF CONCEPT ART IN GAME DEVELOPMENT
Discussing the role of concept artists in game development, including methodology and production pipelines.

James Daly • Lead Concept Artist • CD Projekt RED
James has been working professionally for 20 years as illustrator, conceptual artist, and comic book artist. Games like *Deus Ex*, *Unreal Tournament 2007* and *Tabula Rasa*, are among his many credits spanning nearly 17 years as a conceptual artist in games. Currently, James is the Lead Concept Artist on *Cyberpunk 2077*.

11:30

PRO

11:30



1


NATIVE 2D TOOLS IN UNITY
Andy will demonstrate the new framework and how to setup your projects to use 2D features such as box2D physics, polygon collidier generation, sprite objects and spritesheet animation. He will also talk about how the new features fit into Unity's existing asset-creation workflows, additions to the Animation window, how to use the Animator and examples of 2D-related additions to the scripting API.

Andy Touch • Unity Technologies
Having specialised in Unity at university, and then going on to teach game design and development to higher education students, he is now part of the Evangelist team at Unity Technologies. He loves to explore the technical possibilities of Unity, take part in game jams & hack days and helping other Unity Developers to get the most out of the game engine.

12:30

IC

12:30



2


Extra 15 minutes session by Dutch Game Garden's Development Director JP van Seventer

START YOUR COMPANY TODAY!
In this short presentation JP van Seventer (development director Dutch Game Garden) will give you essential tips on what you can do today to get started with your own game studio and how Dutch Game Garden can help.

12:45

PRO

12:45



1

Note: Lunch will also be available at this stage


EXTRA CODE SESSION: A MAJOR TECHNOLOGY EVOLUTION FOR PC
Two of the main specialties at Nixxes are PC Game Development as well as Console Game Optimization. In this presentation we will cover how we approach PC Game Development at Nixxes and what we feel are critical components to success in this area. Most importantly we will focus on the new AMD Mantle API, and how we feel it is a major technology evolution for PC, by providing a new level of performance and a bridge between console style optimization and PC

Jurjen Katsman
Founder Nixxes Tomb Raider, Deus Ex (PC)
After starting out in the games industry at Eidos Interactive in London, and working with various Eidos developers on their titles, Jurjen Katsman moved back to The Netherlands to found Nixxes in 1999, which since then has helped produce a variety of titles on PC as well as consoles, including *Deus Ex: Human Revolution*, *Soul Reaver*, *Hiltman: Absolution*, and *Tomb Raider*. Katsman is still the driving force behind Nixxes providing technical leadership to all the companies projects.

14:00

IC

14:00



2


TBA

Derk de Geus
Paladin Studios Founder

14:00

IC

14:00



4


REUS: GIGANTIC SUCCESS
How a group of former students turned their first game into a runaway hit.

Maarten Wiedenhof • Abbey Games • Co-Founder
Maarten Wiedenhof is co-founder of Abbey Games. Last summer, this young studio scored a huge hit with hardcore god-game Reus. Since most of their developers were still students at the time, that may be considered quite a success. Maarten shares insights into issues like motivation, workflow and team composition.

14:00

PRO

14:00



5


OPTIMISATION TIPS & TRICKS FOR BUILDING MOBILE GAMES IN UNITY
Building games for mobile can be a pain, when large draw call counts and low frame rates are consistently occurring. Andy will talk about various tips & tricks you can use and implement into the development of your mobile games, to help them run smoothly on all different types of devices. He will demonstrate various Unity features that can help with optimisation and show common scripting practices that you should avoid!

Andy Touch • Unity Technologies
Andy is part of the Evangelist team at Unity Technologies.

14:00

PRO

14:00



3


EARNEST GAMES: WHY PERSONAL EXPERIENCE IS CHANGING GAME DESIGN
A growing conversation about personal games stands to challenge traditional conventional game design philosophies. But what exactly is this new paradigm, and how is it helping change how we think of design?

Mattie Brice • Alternate Ending • Game Designer & Critic
Mattie is a play and games critic, designer, and activist. She previously wrote at well known publications about diversity issues and new design. She is also known for designing experimental games.

14:00

PRO

14:00



1


CHARACTER DESIGN IN ZBRUSH
How to use ZBrush for fleshing out a character/creature design and turning it to a prototype mesh for your game. I'll be showing as much as possible, the tools and techniques that could help speedup your character model workflow.

Rudy Massar • Character Artist, Digital Sculptor
Rudy is a freelance CG-artist specialized in 3D-character modeling and digital sculpting for games, film/cinematic and collectible figures. Before his freelance career he worked eight years at the award winning game developer Guerrilla Games. Prior to that he was teaching 3D-modelling and animation at the Willem De Kooning Academy.

15:00

IC

15:00



2


DISSECTING DESIGN GOALS
Understanding your design goals on an abstract level so you can be truly original instead of relying on known game design patterns.

Richard Boeser • Sparpweed • Co-Founder
Richard Boeser (1979) is an industrial design graduate who turned his attention to outstanding game design. He co-founded Sparpweed in 2009 and released his first game this year: two player co-op puzzler *bb & abb* on PlayStation3. His talk, *Dissecting Design Goals*, challenges you to analyse your design goals in abstract ways to better work towards a specific player experience.

15:00

IC

15:00



4


TURNING INTERNATIONAL IP INTO SUCCESSFUL GAMES
The entire pipeline for working with the owners of famous intellectual property.

Jeroen de Cloe • Sticky Game Agency • CEO
Jeroen de Cloe is co-founder and CEO of Sticky Game Agency. This studio specialises in turning world-renowned intellectual property like *Man of Steel*, *Sherlock Holmes* and *Pacific Rim* into successful online games. With incredibly short lead times and the strict need for secrecy involved, the studio has been specifically adjusted to these dynamics and requirements.

15:00

PRO

15:00



3


PURELY PEER-TO-PEER: THE MULTIPLAYER IMPLEMENTATION OF AWSOMENAUTS
For the gameplay synchronisation of *Awsomenauts*, Ronimo uses a purely peer-to-peer architecture. This talk will discuss the big benefits and strong downsides of this unconventional method.

Joost van Dongen • Ronimo Games • Lead Programmer & Co-Founder
Ronimo is known for the online multiplayer craziness of the 2D MOBA game *Awsomenauts* (PS3/360/Steam) and the colourful side-scrolling strategy of *Swords & Soldiers* (Wii/PS3/Steam). In his spare time, Van Dongen made the abstract racer *Praven* and the live performance game *Cello Fortress*. He was also a member of the student team that made the original version of *De Blob* in 2006.

15:00

PRO

15:00



1


DIFFERENT CULTURES, DIFFERENT VIDEO GAMES
Cultures are rich sources for game ideas. In this talk Mahdi will explain how he designs new game mechanics inspired by the culture of his hometown.

Mahdi Bahrami
Mahdi is an independent game programmer and designer from Iran. He came to the Netherlands to study one year ago, made a handful of games and has won some awards. His game *Firsh* was IGF Student Finalist (13) and was named one of the top puzzle games of the year. He also got an honorable mention for Excellence in Design in IGF 2011.

15:00

PRO

15:00



5


BUNGIE'S APPROACH TO CONCEPT ART FOR AAA DEVELOPMENT
Jesse will talk about Bungie's approach to effective use of concept art. Its concept team is involved in all stages of the development process - from the earliest conception all the way until the final polish pass. A breakdown of the concept art done for Bungie's E3 2013 presentation, showcasing Destiny gameplay to the world for the first time, will illustrate what the concepting process at Bungie looks like.

Jesse van Dijk • Bungie Lead Concept Artist • Destiny
Jesse van Dijk (1977) specializes in world design for the entertainment industry. In 2003, Van Dijk graduated at the TU Delft with a Master's degree in Industrial Design Engineering. After his studies he worked for several smaller game development studios prior to joining Bungie, he worked at Guerrilla Games. One of the artworks he created for Killzone 3, entitled *Stahl Arms*, was selected as a winning entry in the 2011 Into the Pixel competition.

15:30

PRO

15:30



1


JUICE IT OR LOSE IT
Martin and Petri will demonstrate the neat little tricks you can apply to any game to make it more satisfying to play. To do this they will be cranking a boring old game up to eleven, live on stage. There will be particles, children cheering, and you get the source code too!

Petri Purho • Kloonigames
Martin Jonasson • Grapefrukt
Petri Purho is best known for making *Crayon Physics Deluxe*. Also he is least known for writing good bios. Martin Jonasson's most famous game is *nymdkapsel*.

16:00

IC

PRO



DESIGNING HALO FOR TOUCH

HALO is one of the biggest game franchises in the world. HALO-developer 343 Industries teamed up with Vanguard Games to produce the first ever touch-based release in the series. Mike Ellis (343) and Martin de Ronde (Vanguard) will share the stage and talk the audience through the design process.

Martin de Ronde

Vanguard Games

Creative Director

Martin de Ronde is Creative Director at Vanguard Games. He has an extensive past in the game industry, most notably for co-founding Killzone-makers Guerrilla Games. De Ronde is also the founder of charity game publisher OneBigGame.

Mike Ellis

343 Industries

Design Director

Mike Ellis is Design Director at 343 Industries, the developers of the HALO-franchise. Before joining 343, Ellis was Lead Designer and Design Director at Insomniac.

2