


































9-11 July 2024

Develop: Brighton

Insight: Inspiration: Networking

Tuesday 9 July

	Room 1	Room 2	Room 3	Room 4	Room 5
9:45-10:45	 <p>The State of Games: Platforms, Funding and the Future Kristian Segerstrale Super Evil Megacorp Host: Neil Long mobilegamer.biz</p>				
10:45-11:00	Coffee Break Sponsored by 				Free Roundtable Sessions
11:00-11:45	 <p>Embracing Mental Health and Accessibility for Psychonauts 2 James Spafford Kevin Johnson Double Fine Productions</p>	 <p>Mobile:Day Cross Platform in Action - Taking a Game from Mobile to Console Tom Westall Super Evil Megacorp</p>	 <p>You're Expensive for Just Dealing with Pronouns and Wokeness Leon Hijazi-Killin Sumo Group</p>	 <p>Unreal Engine Development Update Arjan Brussee Epic Games</p>	 <p>Develop: FTUE (First Time User Experience) Host: Jazeena McCallum Surgent Studios</p>
11:45-12:00	Break				
12:00-12:45	 <p>The Games Industry 2024 Survival Guide James Batchelor GI.biz</p>	 <p>Growing Your Game: Learnings from Experimentation Tom Storr The Experimentation Group</p>	 <p>Testing Branching Narrative at Scale: Lessons from Mask of the Rose Séamus Ó Buadhacháin Failbetter Games</p>	 <p>Playing With The House Of Mouse Grant Allen Dlala Studios</p>	 <p>Surprises on my Journey from Hobbyist to Launching my First Indie Game Host: Sam Scaife Canteen</p>
12:45-14:00	Lunch				
14:00-14:45	 <p>The Realities of Starting a Game Studio Abubakar Salim & Dana Thompson Surgent Studios</p>	 <p>How to Get Banned from the App Stores: An Intersectional Approach to Mobile Development Sophie Artemigi Independent</p>	 <p>Tips and Insights on Narrative Design from Leading Writers Host: Dr. Jackie Mulligan Game Republic</p>	 <p>Own Your Niche: Find Your Fans with Audience Insight Lou Jones YRS TRULY</p>	 <p>Community Crisis What's Your Issue? Community Manager Roundtable Host: Alexandra Davis Neonhive</p>
14:45-15:00	Break				
15:00-15:45	 <p>The Longest Game – EVE Online's Blueprint for Resilient Communities & Enduring Games Hilmar Veigar Pétursson CCP Games</p>	 <p>From "alt-ctrl" to Touch Screens: Designing for that Strange Lump in your Pocket V Buckenham Downpour</p>	 <p>Anatomy of a Trailer: The Secrets to Successful Video Marketing Frank Tamburin ReadyAimFire</p>	 <p>The Truth About The 4 Day Work Week Joe Brammer BULKHEAD</p>	 <p>Putting Children First: Tackling Child Protection in Gaming Host: Lewie Procter NSPCC</p>
15:45-16:00	Coffee Break Sponsored by 				
16:00-16:45	 <p>Designing with Community Safety in Mind Tami Bhaumik Roblox</p>	 <p>The Queen's Gambit: How we Developed Our First Mobile Game, for Netflix Jamie Brayshaw Ripstone Games</p>	 <p>TikTok for Discoverability: Content Do's and Don'ts Natasha Evette Firefly Studios</p>	 <p>Under Pressure: A Football Manager Narrative Design Journey Philip Rolfe Sports Interactive</p>	 <p>How to Get More Girls: Gender and Gaming, Beyond the "Menemies" Mindset Host: Lori Meakin The Others & Me</p>
16:45-17:00	Break				
17:00-17:45	 <p>Revolutionising Game Worlds: Development in Emergent AI Dr. Vicky Bloom Astrid Entertainment</p>	 <p>Neopets at 25: Game IP Evolution and Building Multi-dimensional Experiences Edric Tse Neopets</p>	 <p>Translating Between Business and Creativity as a Producer John Lau ustwo games</p>	 <p>Beyond the Chatbot: Leveraging AI for More Captivating Experiences Shahd Sherief Saltwater Games</p>	 <p>Men as Allies: Open Your Eyes & Become an Agent of Change Host: Marie-Claire Isaaman Women in Games</p>
18:00	Icebreaker in the Metropole Bar				

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Wednesday 10 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
9:45-10:45	 <p>Supporting Indies and Creativity in Game Development Shuhei Yoshida & Greg Rice Sony Interactive Entertainment Host: Ella Romanos Fundamentally Games</p>					
10:45-11:00	Coffee Break Sponsored by 			Free Roundtable Sessions	Free Sessions	
11:00-11:45	 <p>How To Make Easy to Learn Games Chris Bateman International Hobo</p>	 <p>The Weird Science of Creature Design Molly Heady-Carroll Freelance</p>	 <p>The Art of Leading Leaders Charity Joy Criterion (EA)</p>	 <p>Practical Machine Learning for Game Developers, Publishers and Studios Christian-Peter Heimbach Actioncy Tech</p>	 <p>Develop: FTUE (First Time User Experience) Host: Jazeena McCallum Surgent Studios</p>	 <p>Embracing Esports for Small to Medium-Sized Studios Nils Heine Giants Software</p>
11:45-12:00	Break					
12:00-12:45	 <p>A Generalist AI Agent for 3D Virtual Environments Pier Maria Mendoliccio Daniel Slater DeepMind</p>	 <p>Content Creators Meet Indies with Games to Launch Host: Hannah Flynn Failbetter Games</p>	 <p>Unlocking The Power of Paintings in 'Please, Touch The Artwork 2' Thomas Waterzooi Independent</p>	 <p>BAFTA Games: How We Can All Level the Playing Field Host: Luke Hebblethwaite BAFTA</p>	 <p>Accessible Communication and Managing a Neuro-diverse Studio Host: Adam Niall Clewes-Boyne BetaJester</p>	 <p>Navigating Debt Financing and Tax Credit Strategies in the Games Industry Piers H Hunt HH5 Nick Johnson The Affect Group</p>
12:45-14:00	 <p>Malta – a European Stage for Your Global Ambitions Host: Luke Evans Unity FREE</p>	Lunch				 <p>Cyber Security Trends in Gaming Alex Vinokurov Cloudflare</p>
14:00-14:45	 <p>A Very British Horror Story: The Making of Still Wakes The Deep Host: Alex Spencer Edge</p>	 <p>Everything I Learned Making Art for Illustrative Styles Aubrey McCarthy Tech Artist</p>	 <p>Assassin's Creed Nexus VR: Delivering a Performant Living World in Mobile VR Lisa Ridley Ubisoft Reflections</p>	 <p>How to Grow a Game Studio through Challenging Times Jonny Hopper Glowmade</p>	 <p>LGBTQIA+ Roundtable Hosts: Ladell Smith Auroch Digital Brynmor Richards Super Rare Games</p>	 <p>Creating Authentic Sound for Farming Simulator André Sousa Giants Software</p>
14:45-15:00	Break					
15:00-15:45	 <p>The Unreal and Epic Games Ecosystem Ben Board Epic Games</p>	 <p>Building Cohesive Worlds with Traditional and Emerging Art Pipelines Ryan Greene Chris Kabeya Daniel Meeuws Rebellion</p>	 <p>Designing Surprise: Treading the Fine Line Between Delighting and Infuriating Players Morwenna Griffin Unity</p>	 <p>Cracking Early Access – From Design to Development – Lessons From the Front Line Russ Clarke Payload Studios</p>	 <p>Narrative Design - Mistakes Were Made Host: Nina Roussakoff Lovewish</p>	 <p>The Evolution of Using Physics Within Games Steve Ewart Havok</p>
15:45-16:00	Coffee Break Sponsored by 					
16:00-16:45	 <p>Method & Madness: The Rocksteady Approach to Material Layering Pablo Hoyos Isusquiza Rocksteady</p>	 <p>Directional Light Shadows Compute Time-Slicing Optimization Peter Sikachev Virtuous</p>	 <p>Key Insights and Takeaways from My Kickstarter Journey Elena Höge Yaldi Games</p>	 <p>Romance Storytelling in Games Baudelaire Welch Larian Studios</p>	 <p>No More Boom and Bust: How to Empower Inclusive, Sustainable Businesses Host: Dom Shaw Ukie</p>	 <p>The Essential Role of Ops and HR Support for Studio Success Rebecca Sampson Moxie Ops Emma Smith Hestia Talent Partners</p>
16:45-17:00	Break					
17:00-17:45	 <p>Raising Money: A Perspective from Both Sides Nick Button Brown The Games Angels</p>	 <p>The Craft of Handmade AI Joe Bain Hairy Heart</p>	 <p>Still Wakes the Deep: Tentacles and Water Louis Larsson-De Wet The Chinese Room</p>	 <p>Dissecting the Marketing Magic Behind Balatro's Successful Launch Liz Cheng-Moore Playstack</p>	 <p>Changing Company Culture from the Inside Host: Moo Yu Team Artichoke <i>A POC in Pay social will follow. All are welcome.</i></p>	 <p>Shaping Your Future: Ukie is Here to Help Nick Poole UKIE</p>
19:00	 <p>Develop:Star Awards 10 July 2024 • Brighton Dome</p> <p style="text-align: right;">Headline Sponsor  UNREAL ENGINE</p>					

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


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Thursday 11 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
10:00 - 11:00	 <p>Crafting Multiplayer Story-centric Experiences: What Makes INTERIOR/NIGHT Tick Caroline Marchal INTERIOR/NIGHT</p>			 <p>Audio:Day 10:00 - Audio Track Welcome & Introduction 10:15 - Avatar: Frontiers of Sound Propagation Kasparas Eidukonis Simon Stevnhoved Massive Entertainment</p>		
11:00 - 11:15	<p>Coffee Break Sponsored by </p>				<p>Free Roundtable Sessions</p>	<p>Free Indie Bootcamp</p>
11:15 - 12:00	 <p>What Games Marketing Actually Work in 2024? Host: Taya Beleanina Etch Play</p>	 <p>A Deep Dive into Technical Art Nina Klos Sumo Digital</p>	 <p>Onboarding the Next Generation of Games Talent Nigel Twumasi mayamada</p>	 <p>Elevating Diegetic Music - Tuning into Dead Island 2's Identity Ryan Williams Matthew Lightbound Dambuster Studios</p>	 <p>You Are Not an Imposter: Dealing with Imposter Syndrome Hosts: Chris Hunter d3t Jasper Barnes Team17</p>	 <p>Why You (Don't) Need A Publisher For Your Indie Game Melissa (MJ) Lewis, Firestoke</p> <p>Telling a Challenging Personal Story in The Quiet Things Alyx Jones, Silver Script Games Kirsty Gillmore, Freelance</p>
12:00 - 12:15	<p>Break</p>					
12:15 - 13:00	 <p>Getting Started Developing for Apple Vision Pro using Unity Antonia Forster Unity</p>	 <p>Live Figure Drawing (Costumed Short Poses) Instructor: Sara Reeve Draw Brighton</p>	 <p>How to make money in XR - 10 tips for success David Solari Soul Assembly</p>	 <p>Alan Wake II: Staying in the Light on the Journey to Building an Audio Team Richard Lapington Anika Neubert Remedy Entertainment</p>	 <p>It's Cool to be Kind - Mental Health and Wellbeing Support at Work Host: Hayley Blundy FutureLab</p>	 <p>Designing Games for Influencers (and Why that Might Not be the Best Idea) Niall Taylor Scallywag Arcade</p> <p>Growing Pains - How to Scale Without Breaking the Thing You Love Gav Shepherd, Rev Rooms</p>
13:00 - 14:00			 <p>Story x Story: Live from the Coast @ Develop:Brighton Nigel Twumasi & Tazzi mayamada FREE</p>	<p>Lunch</p>	 <p>Building Bridges between the Games Industry and Academia Host: Tom Cole University of Greenwich</p>	
14:00 - 14:45	 <p>Game On: Navigating Crisis with Creative Video Game Marketing Strategies Patricia Toledo Playsense</p>	 <p>Maximising Impact with AI: Ethical Strategies for Developing a Top-Rated Game on a Modest Budget Andrew Webb Jason Chown vTime</p>	 <p>Creating a World from a Word Indigo Levy Oxalis Games</p>	 <p>From Ka to Boom - General Learnings From Creating an Explosion Sound Library Mattia Cellotto Mattia Cellotto Audio Library</p>	 <p>VFX Roundtable Host: Erin Somervall Jagex Nicolas Piro ZA/UM (Disco Elysium)</p>	 <p>A Hype-Free Examination of Generative AI in Videogames Tommy Thompson, AI and Games</p> <p>Maximizing AI's Potential Without Diminishing Human Value Martin Poirier, Behaviour Interactive</p>
14:45 - 15:00	<p>Break</p>					
15:00 - 15:45	 <p>Mobile Game Artist: 2024 Edition Semyon Voinov ZeptoLab</p>	 <p>The Challenges of Successfully Launching & Sustaining Multiplayer Games Rod Stafford Micaela Hays Unity</p>	 <p>Empathy Through XR Host: Andrea Boo Boo Way Studio</p>	 <p>Battlefield 2042 - Growing the Audio Experience Through an Evolving Game Danijel Djuric Rasmus Brun Thorup EA DICE</p>	 <p>Supporting Workers Through Redundancies Host: Christina Logan Cry Baby</p>	 <p>Kickstarting your Indie Game Studio as a Graduate! Marco Ng, Otterweave Games Studio</p> <p>Indie Marketer's Lament: Stop Winging It! Anni Valkama, Playtonic Games</p>
15:45 - 16:00	<p>Coffee Break Sponsored by </p>					
16:00 - 16:45	 <p>The Art of Cinematic Storytelling in Video Games Eloise Singer Singer Studios</p>	 <p>Dropping the Mask: Neuro-Inclusion for Wellbeing, Productivity and Staff Retention Terry Goodwin Cindy Archer Lab42 Games</p>	 <p>LLM Agents for QA - Potential & Limitations Dominik Jeurissen Queen Mary University of London</p>	 <p>Music of the Orbs: Real-time Synthesis in COCOON Jakob Schmid Geometric Interactive</p>		
16:45 - 17:00	<p>Break</p>					
17:00 - 17:45	<p>Indie Showcase Winners Announced Final Session: Develop:Endgame. Everyone Welcome! (Room 1) Hosts: Hannah Flynn Failbetter Games Jonathan Smith TT Games</p>			 <p>Task Force SFX: Exploring the Sound of Suicide Squad: Kill The Justice League Andrew Riley, Agatha Molska & Leo Magrin Rocksteady Studios</p>		
17:45 - 18:30				<p>Open Mic 2024 Host: Adele Cutting Soundcuts</p>	<p>Drinks sponsored by </p>	
18:30	<p>End of Conference Drinks in the Metropole Bar</p>					

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