

December 6 Streams

10:00 - 10:30 A Framework for Valuing a Mobile Gaming Studio

Martin Macmillan
CEO, Pollen VC

10:40 - 11:10 Murphy's Law & Multiplayer Games

Vincent Archambault
Chief Strategy Officer, Edgegap

11:20 - 11:50 How to Get Your Idea Funded: A Step by Step Guide

Victoria Beliaeva
Head of Business Development & PR, AppQuantum

12:00 - 12:30 When Things Go Wrong: 3 Questions Our Ad Team Uses to Evolve a Disappointing Outcome into a Long-term Asset

Matt Sharpe
Creative Director, Advertising, Zynga

12:40 - 13:10 Building Cross-Play 101

Raymond Arifianto
VP of Technology, AccelByte

13:20 - 13:50 Game of Funds: The Real Process of Securing Funding and Landing a Publisher or Investor

Justin Berenbaum
VP Strategic Planning / GM, Xsolla / Xsolla Funding Club

14:00 - 14:10 GRAND CONTEST - Results

14:10 - 18:00 Meetings and Networking!