

February 8 Roundtables Hall		February 8 Lecture Hall		February 9 Lecture Hall		February 9 Roundtables Hall	
		09:30 - 11:00	Welcome Coffee	10:00 - 11:00	Welcome Coffee		
14:30 - 16:00	Nonviolent Communication in the Work Environment. <u>Make sure to register in advance</u> Eugen Sudak COO, MKX	11:00 - 11:05	Welcome to WN Belgrade! Julia Lebedeva (Kraskovskaia) COO & Partner, WN Media Group	11:00 - 11:30	Handling the 4x Growth as an Indie Studio: Everything You Need to Know (Minus the NDA-covered Part) Dušan Čežek, Sanja Čežek	14:30 - 16:00	Why Game Jams as Outreach? <u>Make sure to register in advance</u> Charly Harbord Director of Operations, Global Game Jam
14:30 - 16:00	Play 2Earn is Dead — Scammable GameDev around the Corner. <u>Make sure to register in advance</u> Andrey Ivashentsev CEO, Metaplan	11:05 - 12:00	Serbian Indies Are Growing Stronger — Here's Why! Kristina Janković Obućina, Andrea Aleksić, Igor Simić, Nikola Šoškić, Vladimir Živković	11:30 - 12:00	Show Me The Money: How To Raise Venture Capital Spike Laurie Partner, Hiro Capital	14:30 - 16:00	Is the Funding Boom Over? How to Position Your Studio for Funding in 2023. <u>Make sure to register in advance</u> Spike Laurie Partner, Hiro Capital
16:00 - 17:30	Retaining Ownership as the Team Grows Larger. <u>Make sure to register in advance</u> Aleksandar Markovic, Richard Bangs	12:00 - 12:30	The Creative Process Fawzi Mesmar Game Designer / Author	12:00 - 13:00	The Impact of New AI Technologies in Game Development Srdjan Zdravković, Vojislav Milutinović, Stephen Lee, Dušan Čežek, Sanja Čežek	16:00 - 17:30	What Are the Needs of Gaming Companies Regarding Artists & Additional Training. <u>Make sure to register in advance</u> Marija Rakić-Lovrić Education Manager, Crater Training Center
		12:30 - 13:00	Game Design Revelations from Over 18 Years in the Industry Uroš Banješević Founder / CCO, Mad Head Games				
		13:00 - 14:00	Lunch Break	13:00 - 14:00	Lunch Break		
		14:00 - 14:30	Global Insights: Trends, Insights and Anecdotes John Goodale VP of Growth, i3D.net, A Ubisoft Company	14:00 - 14:30	World-building Igor Simić CEO and Creative Director, Demagog Studio		
		14:30 - 15:00	Genre Matters — Where the Money Is in Mobile Gaming Martin Macmillan CEO, Pollen VC	14:30 - 15:00	Enhancing the Design Team: Step-by-step Guide Eugen Sudak COO, MKX		

15:00 - 15:30	<b>How to Nurture Creativity in Fast and Dynamic Production Environment</b> Ljubica Rancic UI/UX Lead (LiveOps), PLAYSTUDIOS Europe	15:00 - 15:30	<b>Improving Key Game Metrics at Different Stages of Lifecycle. <u>Make sure to register in advance</u></b> Aleksei Kazmin, Mikhail Ishenin, Dmitriy Byshonkov
15:30 - 16:00	<b>M&amp;A in the Games Industry: A Recap of 2022 and How that has impacted the Balkans. Outlook for 2023 and Beyond</b> Shum Singh, Mirko Topalski	15:30 - 16:00	<b>Known Shippable: Different Approaches To Finishing Games</b> Nikola Šobajić Programmer, Supergiant Games
16:00 - 16:30	<b>Most Efficient Strategies for Audio Production (VR + Mobile)</b> Ressa Schwarzwald CEO / Founder, Gameowdio	16:00 - 16:30	<b>Custom Steam Sale as a Marketing Tool</b> Serg Kharchenko Evangelist, CM Games
16:30 - 17:00	<b>Leadership in the Creative Industry</b> Nikola Stojanovic Art Director \ UI Artist	16:30 - 17:00	<b>Platform Relations for Mutual Benefit</b> Elizaveta Savenkova Head of Business Development, ZiMAD
17:00 - 17:30	<b>How Empowerment Culture Drives 30% YoY Revenue Growth</b> Roman Malakhov CEO, Panzerdog (MY.GAMES)		
17:30 - 18:00	<b>How to HR in 2023</b> Oxana Timanovskaya L&D Director (Learning and Development), Playkot		