

February 8 Lecture Hall

09:30 - 11:00 Welcome Coffee

11:00 - 11:05 Welcome to WN Belgrade!

Julia Lebedeva (Kraskovskaia)
COO & Partner, WN Media Group

11:05 - 12:00 Serbian Indies Are Growing Stronger — Here's Why!

Kristina Janković Obućina, Andrea Aleksić, Igor Simić,
Nikola Šoškić, Vladimir Živković

12:00 - 12:30 The Creative Process

Fawzi Mesmar
Game Designer / Author

12:30 - 13:00 To Be Announced Soon

Uroš Banješević
Founder / CCO, Mad Head Games

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

14:30 - 15:00 Genre Matters — Where the Money Is in Mobile Gaming

Martin Macmillan
CEO, Pollen VC

15:00 - 15:30 HOW TO NURTURE CREATIVITY in Fast and Dynamic Production Environment

Ljubica Rancic
UI/UX Lead (LiveOps), PLAYSTUDIOS Europe

15:30 - 16:00 To Be Announced Soon

Shum Singh, Mirko Topalski

16:00 - 16:30 To Be Announced Soon

16:30 - 17:00 To Be Announced Soon

Nikola Stojanovic
Associate UI Art Director, Ubisoft

17:00 - 17:30 How Empowerment Culture Drives 30% YoY Revenue Growth

Roman Malakhov
CEO, Panzerdog (MY.GAMES)

17:30 - 18:00 How to HR in 2023

Oxana Timanovskaya
L&D Director (Learning and Development), Playkot

February 9 Lecture Hall

10:00 - 11:00 Welcome Coffee

11:00 - 11:30 To Be Announced Soon

Dušan Čežek, Sanja Čežek

11:30 - 12:00 Show Me The Money: How To Raise Venture Capital

Spike Laurie
Partner, Hiro Capital

12:00 - 13:00 Panel Discussion for Game Developers: Topic to Be Announced Soon

Aleksandar Markovic
Game Lead / Game Designer, Supercell

13:00 - 14:00 Lunch Break

14:00 - 14:30 World-building

Igor Simić
CEO and Creative Director, Demagog Studio

14:30 - 15:00 Enhancing the Design Team: Step-by-step Guide

Eugen Sudak
COO, MKX

15:00 - 15:30 Improving Key Game Metrics at Different Stages of Lifecycle

Aleksei Kazmin, Mikhail Ishenin

15:30 - 16:00 Known Shippable: Different Approaches To Finishing Games

Nikola Šobajić
Programmer, Supergiant Games

16:00 - 16:30 Custom Steam Sale as a Marketing Tool

Serg Kharchenko
Evangelist, CM Games

16:30 - 17:00 Tips for Sprint Review Process

Natalya Popova
Head of Development, Friday's Games

17:00 - 17:30 Platform Relations for Mutual Benefit

Elizaveta Savenkova
Head of Business Development, Zimad