

February 8 Roundtables Hall

- 14:30 - 16:00

Nonviolent Communication in the Work Environment. Make sure to register in advance
Eugen Sudak
COO, MKX
- 14:30 - 16:00

Play 2Earn is Dead — Scammable GameDev around the Corner. Make sure to register in advance
Andrey Ivashentsev
CEO, Metaplan
- 16:00 - 17:30

Retaining Ownership as the Team Grows Larger. Make sure to register in advance
Aleksandar Markovic, Richard Bangs

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

Game Design Revelations from Over 18 Years in the Industry
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

M&A in the Games Industry: A Recap of 2022 and How that has impacted the Balkans. Outlook for 2023 and Beyond
Shum Singh, Mirko Topalski
- 16:00 - 16:30

Most Efficient Strategies for Audio Production (VR + Mobile)
Ressa Schwarzwald
CEO / Founder, Gameowdio
- 16:30 - 17:00

Leadership in the Creative Industry
Nikola Stojanovic
Art Director \ UI Artist
- 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

Handling the 4x Growth as an Indie Studio: Everything You Need to Know (Minus the NDA-covered Part)
Dušan Čížek, Sanja Čížek
- 11:30 - 12:00

Show Me The Money: How To Raise Venture Capital
Spike Laurie
Partner, Hiro Capital
- 12:00 - 13:00

The Impact of New AI Technologies in Game Development
Srdjan Zdravković, Vojislav Milutinović, Stephen Lee, Dušan Čížek, Sanja Čížek
- 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. Make sure to register in advance
Aleksei Kazmin, Mikhail Ishenin, Dmitriy Byshonkov
- 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

Platform Relations for Mutual Benefit
Elizaveta Savenkova
Head of Business Development, ZIMAD

February 9 Roundtables Hall

- 14:30 - 16:00

Why Game Jams as Outreach? Make sure to register in advance
Charly Harbord
Director of Operations, Global Game Jam
- 14:30 - 16:00

Is the Funding Boom Over? How to Position Your Studio for Funding in 2023. Make sure to register in advance
Spike Laurie
Partner, Hiro Capital
- 16:00 - 17:30

What Are the Needs of Gaming Companies Regarding Artists & Additional Training. Make sure to register in advance
Marija Rakić-Lovrić
Education Manager, Crater Training Center