

December 7 Main Track

December 7 AI Workshop by AWS

December 8 Main Track

December 8 Roundtable Discussions

09:30 - 11:00	<b>Welcome Coffee</b>
11:00 - 11:05	<b>Welcome to WN Belgrade!</b> Antonio Pasalic Program Director, WN Media Group
11:05 - 12:00	<b>Panel Discussion on Serbian Indie Scene 2.0: What a Difference a Year Makes</b> Vanja Knežević, Andrea Aleksić, Djordje Markovic, Nikola Šoškić, Vladimir Živković
12:00 - 12:30	<b>Have a Heart: Why a Strong Story is Good Business for Indies</b> Johnnemann Nordhagen Founder and Creative Director, Dim Bulb Games
12:30 - 13:00	<b>How to Boost Mobile Game Revenue: Proven Web Shop Strategies</b> Anna Ponyatoykina Country Manager, Eastern Europe (CIS), Xsolla
13:00 - 14:00	<b>Refreshments Break</b>
14:00 - 15:00	<b>Raising VC Funding for PC and Mobile Games in 2024</b> Mikhail Isidorov, Mirko Topalski, Igor Živkovski
15:00 - 15:30	<b>AI in Gaming and Its Impact on Localisation</b> John Kavanagh Sales Director, TransPerfect Gaming Solutions
15:30 - 16:00	<b>A Developer’s Guide to Growth</b> Mladen Martinčević Technical Director, PLAYSTUDIOS EUROPE
16:00 - 16:30	<b>How (Not) to Hurt Yourself with Interactive Narrative</b> Dragan Jerosimović Game Developer
16:30 - 17:00	<b>Discussing Immersive Sims, Life, and the Art of Change with Raphael Colantonio</b> Oleg Nesterenko, Raphael Colantonio

11:30 - 13:00	<b>Generative AI in Games: Theory and Use Cases. Make sure to register in advance</b> Mikhail Ishenin Solutions Architect, Amazon Web Services (AWS)
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10:30 - 11:30	<b>Welcome Coffee</b>
11:30 - 12:00	<b>Viola's Quest: Art Reloaded</b> Mina Simić, Danica Čudić
12:00 - 13:00	<b>The Balkan Labor Market: Present Day</b> Marina Lopatina, Sanja Zugic, Vanja Jakovljević, Andrew Slepnev
13:00 - 14:00	<b>Refreshments Break</b>
14:00 - 14:30	<b>Scorn. The Postmortem</b> Miroslav Micevic Director Of Operations, Ebb Software
14:30 - 15:00	<b>Main Legal Issues in Applying and Regulating AI Systems</b> Marija Vlajković Partner, Moravčević, Vojnović and Partners in cooperation with Schoenherr
15:00 - 15:30	<b>Ground Zero: How to Define Starting Conditions for an Outsourced Game Cinematic?</b> Pavle Music Concept Artist, Bunker VFX
15:30 - 16:00	<b>The Power of the Three: Crafting the Best Realtime Visual Effects</b> Alexander Vinogradov Lead VFX Artist, Sperasoft, a Keywords Studio
16:00 - 16:30	<b>Coins and Smiles: The Art of Increasing Revenue without Gaming Frustration</b> Sasha Zlotnitskaia Game Designer, Playkot
16:30 - 17:00	<b>WN DEV CONTEST AWARDS CEREMONY</b>

12:00 - 13:00	<b>Maximising Player Lifetime Value for Your Mobile Game. Make sure to register in advance</b> Natalia Ugarova Account Executive, CleverTap
13:00 - 14:00	<b>Refreshments Break</b>
14:00 - 15:00	<b>Special Projects for Games: Maintaining and Increasing User Engagement. Make sure to register in advance</b> Tanya Lavorenko Business Development Manager, Zorka Agency
15:00 - 16:00	<b>Will AI Take Our Jobs? Make sure to register in advance</b> Eugen Sudak Ethical Management Ambassador