

December 7 Main Track

09:30 - 11:00 Welcome Coffee

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

Antonio Pasalic
Program Director, WN Media Group

11:05 - 12:00 Panel Discussion on Serbian Indie Scene 2.0: What a Difference a Year Makes

Vanja Knežević, Andrea Aleksić, Djordje Markovic, Nikola Šoškić, Vladimir Živković

12:00 - 12:30 Have a Heart: Why a Strong Story is Good Business for Indies

Johnnemann Nordhagen
Founder and Creative Director, Dim Bulb Games

12:30 - 13:00 How to Boost Mobile Game Revenue: Proven Web Shop Strategies

Anna Ponyatoykina
Country Manager, Eastern Europe (CIS), Xsolla

13:00 - 14:00 Refreshments Break

14:00 - 15:00 Raising VC Funding for PC and Mobile Games in 2024

Mikhail Isidorov, Mirko Topalski, Igor Živkovski

15:00 - 15:30 AI in Gaming and Its Impact on Localisation

John Kavanagh
Sales Director, TransPerfect Gaming Solutions

15:30 - 16:00 A Developer's Guide to Growth

Mladen Martinčević
Technical Director, PLAYSTUDIOS EUROPE

16:00 - 16:30 How (Not) to Hurt Yourself with Interactive Narrative

Dragan Jerosimović
Game Developer

16:30 - 17:00 Discussing Immersive Sims, Life, and the Art of Change with Raphael Colantonio

Oleg Nesterenko, Raphael Colantonio

December 7 AI Workshop by AWS

11:30 - 13:00 Generative AI in Games: Theory and Use Cases. Make sure to register in advance

Mikhail Ishenin
Solutions Architect, Amazon Web Services (AWS)

December 8 Main Track

10:30 - 11:30 Welcome Coffee

11:30 - 12:00 Viola's Quest: Art Reloaded

Mina Simić, Danica Čudić

12:00 - 13:00 The Balkan Labor Market: Present Day

Marina Lopatina, Sanja Zugic, Vanja Jakovljević, Andrew Slepnev

13:00 - 14:00 Refreshments Break

14:00 - 14:30 Scorn. The Postmortem

Miroslav Micevic
Director Of Operations, Ebb Software

14:30 - 15:00 Main Legal Issues in Applying and Regulating AI Systems

Marija Vlajković
Partner, Moravčević, Vojnović and Partners in cooperation with Schoenherr

15:00 - 15:30 Ground Zero: How to Define Starting Conditions for an Outsourced Game Cinematic?

Pavle Music
Concept Artist, Bunker VFX

15:30 - 16:00 The Power of the Three: Crafting the Best Realtime Visual Effects

Alexander Vinogradov
Lead VFX Artist, Sperasoft, a Keywords Studio

16:00 - 16:30 Coins and Smiles: The Art of Increasing Revenue without Gaming Frustration

Sasha Zlotnitskaia
Game Designer, Playkot

16:30 - 17:00 WN DEV CONTEST AWARDS CEREMONY

December 8 Roundtable Discussions

12:00 - 13:00 Maximising Player Lifetime Value for Your Mobile Game. Make sure to register in advance

Natalia Ugarova
Account Executive, CleverTap

13:00 - 14:00 Refreshments Break

14:00 - 15:00 Special Projects for Games: Maintaining and Increasing User Engagement. Make sure to register in advance

Tanya Lavorenko
Business Development Manager, Zorka Agency

15:00 - 16:00 Will AI Take Our Jobs? Make sure to register in advance

Eugen Sudak
COO, MKX