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# Develop: Brighton

Insight: Inspiration: Networking

## Wednesday 10 July

	Room 1	Room 2	Room 3	Room 4	Room 5	Room 6
9:45-10:45	 <p><b>Supporting Indies and Creativity in Game Development</b> Shuhei Yoshida &amp; Greg Rice Sony Interactive Entertainment Host: Ella Romanos Fundamentally Games</p>					
10:45-11:00	Coffee Break Sponsored by 			Free Roundtable Sessions	Free Sessions	
11:00-11:45	 <p><b>How To Make Easy to Learn Games</b> Chris Bateman International Hobo</p>	 <p><b>The Weird Science of Creature Design</b> Molly Heady-Carroll Freelance</p>	 <p><b>The Art of Leading Leaders</b> Charity Joy Criterion (EA)</p>	 <p><b>Practical Machine Learning for Game Developers, Publishers and Studios</b> Christian-Peter Heimbach Actioncy Tech</p>	 <p><b>Develop: FTUE (First Time User Experience)</b> Host: Jazeena McCallum Surgent Studios</p>	 <p><b>Embracing Esports for Small to Medium-Sized Studios</b> Nils Heine Giants Software</p>
11:45-12:00	Break					
12:00-12:45	 <p><b>A Generalist AI Agent for 3D Virtual Environments</b> Pier Maria Mendoliccio Daniel Slater DeepMind</p>	 <p><b>Content Creators Meet Indies with Games to Launch</b> Host: Hannah Flynn Failbetter Games</p>	 <p><b>Unlocking The Power of Paintings in 'Please, Touch The Artwork 2'</b> Thomas Waterzooi Independent</p>	 <p><b>BAFTA Games: How We Can All Level the Playing Field</b> Host: Luke Hebblethwaite BAFTA</p>	 <p><b>Accessible Communication and Managing a Neuro-diverse Studio</b> Host: Adam Niall Clewes-Boyne BetaJester</p>	 <p><b>Navigating Debt Financing and Tax Credit Strategies in the Games Industry</b> Piers H Hunt HH5 Nick Johnson The Affect Group</p>
12:45-14:00	 <p><b>Malta - a European Stage for Your Global Ambitions</b> Host: Luke Evans Unity <b>FREE</b></p>	Lunch				 <p><b>Cyber Security Trends in Gaming</b> Alex Vinokurov Cloudflare</p>
14:00-14:45	 <p><b>A Very British Horror Story: The Making of Still Wakes The Deep</b> Host: Alex Spencer Edge</p>	 <p><b>Everything I Learned Making Art for Illustrative Styles</b> Aubrey McCarthy Tech Artist</p>	 <p><b>Assassin's Creed Nexus VR: Delivering a Performant Living World in Mobile VR</b> Lisa Ridley Ubisoft Reflections</p>	 <p><b>How to Grow a Game Studio through Challenging Times</b> Jonny Hopper Glowmade</p>	 <p><b>LGBTQIA+ Roundtable</b> Hosts: Ladell Smith Auroch Digital Brynmor Richards Super Rare Games</p>	 <p><b>Creating Authentic Sound for Farming Simulator</b> André Sousa Giants Software</p>
14:45-15:00	Break					
15:00-15:45	 <p><b>The Unreal and Epic Games Ecosystem</b> Ben Board Epic Games</p>	 <p><b>Building Cohesive Worlds with Traditional and Emerging Art Pipelines</b> Ryan Greene Chris Kabeya Daniel Meeuws Rebellion</p>	 <p><b>Designing Surprise: Treading the Fine Line Between Delighting and Infuriating Players</b> Morwenna Griffin Unity</p>	 <p><b>Cracking Early Access - From Design to Development - Lessons From the Front Line</b> Russ Clarke Payload Studios</p>	 <p><b>Narrative Design - Mistakes Were Made</b> Host: Nina Roussakoff Lovewish</p>	 <p><b>The Evolution of Using Physics Within Games</b> Steve Ewart Havok</p>
15:45-16:00	Coffee Break Sponsored by 					
16:00-16:45	 <p><b>Method &amp; Madness: The Rocksteady Approach to Material Layering</b> Pablo Hoyos Isusquiza Rocksteady</p>	 <p><b>Directional Light Shadows Compute Time-Slicing Optimization</b> Peter Sikachev Virtuous</p>	 <p><b>Key Insights and Takeaways from My Kickstarter Journey</b> Elena Höge Yaldi Games</p>	 <p><b>Romance Storytelling in Games</b> Baudelaire Welch Larian Studios</p>	 <p><b>No More Boom and Bust: How to Empower Inclusive, Sustainable Businesses</b> Host: Dom Shaw Ukie</p>	 <p><b>The Essential Role of Ops and HR Support for Studio Success</b> Rebecca Sampson Moxie Ops Emma Smith Hestia Talent Partners</p>
16:45-17:00	Break					
17:00-17:45	 <p><b>Raising Money: A Perspective from Both Sides</b> Nick Button Brown The Games Angels</p>	 <p><b>The Craft of Handmade AI</b> Joe Bain Hairy Heart</p>	 <p><b>Still Wakes the Deep: Tentacles and Water</b> Louis Larsson-De Wet The Chinese Room</p>	 <p><b>Dissecting the Marketing Magic Behind Balatro's Successful Launch</b> Liz Cheng-Moore Playstack</p>	 <p><b>Changing Company Culture from the Inside</b> Host: Moo Yu Team Artichoke <i>A POC in Pay social will follow. All are welcome.</i></p>	 <p><b>Shaping Your Future: Ukie is Here to Help</b> Nick Poole UKIE</p>
19:00	 <p><b>Develop:Star Awards</b> 10 July 2024 • Brighton Dome</p> <p>Headline Sponsor  UNREAL ENGINE</p> <p>Please note this is a paid for event, your Develop pass will not give you access</p>					

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