Develop:North

14 November 2024, Liverpool

Insight:Inspiration:Networking

	Space 1	Space 2	Space 7	Space 8
9:45-10:30	Come Together: Building a Positive and People-first Future for Game Development in the North West — Alan McDermott, Jo Daly, Nigel Kershaw, Wushu Studios — Host: Leanne Bayley, Atomhawk (Space 2)			
10:30-10:45	Break			
10:45-11:30	Panel: Running a Studio in Turbulent Times — Host: Dr Jackie Mulligan — Game Republic	Viewfinding: From Mechanic to Game — Matt Stark — Viewfinder	Level Up Your Artistic Eye — Alex Beddows — That's No Moon	When and How Best to Lean into External Partners — Claire Bromley — Criterion Games
11:30-11:45	Coffee Break			
11:45-12:30	Trash Goblin - Turning Someone Else's Trash into Treasure… With Kickstarter — Andrew Smith — Spilt Milk	You Should Make a Tool for That — Bradley Robinson-Austin — Atomhawk	Building Efficient Custom Tools in Unity to Improve Team Collaboration — Amy Elliott — Sumo Digital	Don't Forget the Story: The Power of Video Game Narratives — Nigel Twumasi — Mayamada
12:30-12:45	Break			
12:45-13:30	Dialogue Evolution of Helldivers 2 — Damian O'Sullivan — PlayStation Studios	Godot: A Professional Perspective — Claire Blackshaw — Flammable Penguins Games	Build Better Games Faster, Cheaper and Easier With Scrum — Daniel Susser — Embodied Agility	Hit the Ground Running with an Effective Green Light Package — Mike Gamble — Jo Cooke — Bastion G2M
13:30-14:15	Lunch			
14:15-15:00	Coder++: Practical Hints, Tips and Advice on How to Level-Up Your Programming — Steve Humphries — Compute-Unit	Let's Make More Punk Games! — Robin Perera — Indie Developer	EULA and Moolah: Unreal Royalties Explained — Ben Board — Epic Games	DIY: Building the Best Influencer Relations Campaign for Any Game, Yourself — Jake Kulkowski — Guillotine
15:00-15:15	Break			
15:15-16:00	Panel: Thrive in '35 — Host: Caroline White — Creative Industries Specialist	Funding your Studio in Turbulent Times — Steve Twinkler — Lvl Up Partners	Tips and Tricks From a Music Supervisor to Navigate Music Licensing in Games — Irma de Wind — De Wind Music	Staying Current as an Artist: Nanite and Lumen in The Unreal Engine — Filipe Strazzeri — d3t
16:00-16:15	Coffee Break			
16:15-17:00	Game Development using Unreal Engine — Mark Craig — Lucid Games	It's Not How it Looks, it's How it Feels — Murray Somerwolff — Patattie Games	Still Wakes the Deep: The Audio Design Behind the Oil Rig — Francesco Del Pia — Harry Nixon — The Chinese Room	Leadership is a Skill, NOT a Position — Andy Coley — Game Studio Training
17:00-17:15	Break			
17:15-18:00	Survive Shipping Your Game: What Levers to Pull — Arthur Parsons — 10:10 Games	Tech Learnings from Five Years of Apex Legends — Fred Gill — Antidote Gamers	Alan Wake 2: Audio Systems in a Game of Two Halves — Joshua Bell — Gulli Gunnarsson — Remedy	How to Create for Creators: Risks and Opportunities in the UGC Market — Amir Didarzadeh — Glowmade
18:00	Networking Event			