

# My schedule

Monday, August 21, 2023

10:00 AM  
11:00 AM

## The Psychology of Play: The Power of Understanding Your Players

The key to creating engaging, intuitive and meaningful gaming experiences lies simply in understanding your...

⌚ Congresssaal

📺 Live



**Anna Brandberg**

The Outsiders (Funcom Stockholm)

Business

Game Design

Diversity, Accessibility & Inclusion

-All-

Research & Education

11:30 AM  
12:30 PM

## Advanced Debugging in Unreal Engine

Are you tired of relying on the same old PrintString for bug hunting? Boring! It's time to level up your Unreal...

⌚ Stage 2 - Offenbachsaal

📺 Live



**Ari Arnbjörnsson**

Epic Games

Tech & Tools

-All-

1:30 PM  
2:30 PM

## No Pain, No Game! - Examining the Trials and Victories of Game Releases

In this panel discussion focused on the challenges faced by the gaming industry during video game...

⌚ Stage 5 - Offenbachsaal

📺 Live



**Regev Yativ**  
Incredibuild



**Terrance Cohen**  
Insomniac Games



**Ari Arnbjörnsson**  
Epic Games



**Brian Cox**  
NetEase Games Shanghai

Production & Team Management

Tech & Tools

-All-



3:00 PM  
4:00 PM

## The Building Blocks of Gameplay

If you deconstruct a game down to its smallest part, where does it take you? How can you use that...

⌚ Stage 1 - Europasaal

📺 Live



**Marie Mejerwall**  
Mejerwall Consulting

Game Design

-All-

5:00 PM  
6:00 PM

## Veteran Pro-Tip: 30 Tips and Tricks in 30 Minutes

In this lightning-fast talk, I will show 30 tips and tricks in 30 minutes I've picked up over the years and used...

📍 Stage 2 - Offenbachsaal

📺 Live



**Otto Kivling**  
Redhill Games

Tech & Tools

-All-

6:00 PM  
10:00 PM

## Xsolla Game Night

Register here: <https://www.eventbrite.com/e/xsolla-game-night-tickets-679244016137>Join DoF, MasterCar...

📍 Kristallsaal

📺 On-Site Event

~Side Events~

-All-



**Tuesday, August 22, 2023**

10:00 AM  
11:00 AM

## Procedurally generate your game level with Unreal

A breakdown of the latest features of the Procedural Content Generation tool in Unreal. TPCG tool will be...

📍 Stage 2 - Offenbachsaal

📺 Live



**Joseph Azzam**  
Them Ask / Arabic Games

Tech & Tools

-All-

11:30 AM  
1:00 PM

## Make your own Bossfight

Come and join industry vet and former bossfight designer Marie Mejerwall and learn how to make your...

📍 Workshop Room

📺 Live



**Marie Mejerwall**  
Mejerwall Consulting

Game Design

-All-

3:00 PM  
4:00 PM

## Your Prototype Sucks - Here's Why

In this talk, we'll explore common reasons why game prototypes are often either ill-adjusted to the...

📍 Stage 1 - Europasaal

📺 Live



**Isaque Sanches**  
Ubisoft Redlynx

Game Design

Production & Team Management

-All-

4:00 PM  
5:00 PM

## The Multiplayer Mindset - What you need to know coming from Singleplayer

To dive into Multiplayer development certain development assumptions associated with Singleplaye...

📍 Stage 8

📺 Live



**Timothee Engel**  
TheoTime Multiplayer Dev Consulting

Production & Team Management

Tech & Tools

-All-

**8:00 PM**  
**11:59 PM**

## **devcom Developer Night**

Location: Bootshaus ClubTaking place on Tuesday,  
devcom Developer Night brings the #ddc2023...

📍 Bootshaus Cologne

氙 On-Site Event

~Side Events~

-All-

