**MGDC + VRDC @ MGDC 2019 Sessions**

View, browse and sort the ever-growing list of MGDC sessions by time, pass type, track, and format. With MGDC Session Scheduler, you can build your schedule in advance and access it during the show via export or with the MGDC Mobile App. Sessions do fill up, so please arrive early to sessions that you would like to attend. Adding a session to your schedule does not guarantee you a seat.

In order to best utilize Session Scheduler, please use the login credentials you've set up on this page as your login credentials on our MGDC Mobile App. You can download the app on iTunes or Google Play.

MONDAY

**Monday**, 10:00am - 11:00am

[**ADVANCED GRAPHICS TECH: "D3D12 AND VULKAN DONE RIGHT" & "WAVE PROGRAMMING IN D3D12 AND VULKAN"**](http://schedule.gdconf.com/session/advanced-graphics-tech-d3d12-and-vulkan-done-right-wave-programming-in-d3d12-and-vulkan)

Location:  Room 2006, West Hall

Speaker: John Smith

Format: Tutorial

Track: Programming

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

**Monday**| 10:00am - 11:00am

[**ANIMATION BOOTCAMP: ANIMATION MICROTALKS**](http://schedule.gdconf.com/session/animation-bootcamp-animation-microtalks)

Location:  Room 132, North Hall

Speaker: Stacie Hammermall

Lana Bachynski (Blizzard Entertainment), Shahbaaz Shah (Telltale Games), Tim Borrelli (First Strike Games), Gwen Frey (The Molasses Flood), Matt Conn (MidBoss), Gabriela Aveiro (Dames Making Games), Matthew Russell (Amazon), Michael Jungbluth (Volition), Mariel Cartwright (Lab Zero Games), Matt Majers (Pixar)

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 10:00am - 11:00am

[**ART DIRECTION BOOTCAMP: PANTALONES! THINGS I WISHED SOMEONE TOLD ME PRIOR TO BECOMING AN ART DIRECTOR**](http://schedule.gdconf.com/session/art-direction-bootcamp-pantalones-things-i-wished-someone-told-me-prior-to-becoming-an-art-director)

Location:  Room 130, North Hall

Speaker: Bob Murphy

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, 10:00am - 11:00am

[**CRAFTING PROMOTIONS THAT WORK, AND HOW I CREATED ONE THAT DIDN'T (PRESENTED BY AMAZON)**](http://schedule.gdconf.com/session/crafting-promotions-that-work-and-how-i-created-one-that-didnt-presented-by-amazon)

Location:  Room 3014, West Hall

Speaker: John Kirk

Format: Sponsored Dev Day

Track: Monetization, Business & Marketing

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, MGDC Main Conference + VRDC

Monday, | 10:00am - 11:00am

[**GOOGLE DEVELOPER DAY KEYNOTE (PRESENTED BY GOOGLE)**](http://schedule.gdconf.com/session/google-developer-day-keynote-presented-by-google)

Location:  Room 2020, West Hall

Speaker: Sydney Hall (Google)

Format: Sponsored Dev Day

Track: Business & Marketing, Design

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, Expo Pass, MGDC Main Conference + VRDC

Monday, | 10:00am - 11:00am

[**'LINE WOBBLER' & 'BEASTS OF BALANCE': TWO ROUTES TO CUSTOM HARDWARE GOODNESS**](http://schedule.gdconf.com/session/line-wobbler-beasts-of-balance-two-routes-to-custom-hardware-goodness)

Location:  Room 2009, West Hall

Speaker: Kiim Monotain

Track: Independent Games Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, Indie Games Summit

Monday, | 10:00am - 11:00am

[**PLAYING THE MIDDLE: BALANCING TRUST, CREATIVITY, AND BUSINESS IN THE SCIENCE OF EXPERIENCE**](http://schedule.gdconf.com/session/playing-the-middle-balancing-trust-creativity-and-business-in-the-science-of-experience)

Location:  Room 3009, West Hall

Speaker:

Format: Session

Track: UX Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 11:20am - 12:20pm

[**CREATING MIXED REALITY TRAILERS AND LIVESTREAMS**](http://schedule.gdconf.com/session/creating-mixed-reality-trailers-and-livestreams)

Location:  Room 135, North Hall

Speakers:

Format: Session

Track: Game VR/AR

Pass Type: MGDC All Access + VRDC, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Main Conference + VRDC

Monday, | 11:20am - 12:20pm

[**FROM RATIONAL TO EMOTIONAL: DESIGNS THAT INCREASE PLAYER RETENTION**](http://schedule.gdconf.com/session/from-rational-to-emotional-designs-that-increase-player-retention)

Location:  Room 3009, West Hall

Summit Speaker:

Format: Session

Track: UX Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 11:20am - 12:20pm

[**MATH FOR GAME PROGRAMMERS: SOLVING NINTENDO'S CODINGAME CHALLENGE**](http://schedule.gdconf.com/session/math-for-game-programmers-solving-nintendos-codingame-challenge)

Location:  Room 3002, West Hall

Speaker:

Format: Tutorial

Track: Programming

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 1:20pm - 2:20pm

[**ADVANCED GRAPHICS TECH: "ASYNC COMPUTE: DEEP DIVE" & "RASTER ORDERED VIEWS AND CONSERVATIVE RASTERIZATION"**](http://schedule.gdconf.com/session/advanced-graphics-tech-async-compute-deep-dive-raster-ordered-views-and-conservative-rasterization)

Location:  Room 2006, West Hall

Monday, | 1:20pm - 1:50pm

[**ANIMATION BOOTCAMP: CUPHEAD PROCESS AND PHILOSOPHY**](http://schedule.gdconf.com/session/animation-bootcamp-cuphead-process-and-philosophy)

Location:  Room 132, North Hall

Speaker:

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, February 27 | 1:20pm - 1:50pm

[**REINVENTING A MOBILE DEVELOPER: FROM EARLY HITS TO ENDURING SUCCESS**](http://schedule.gdconf.com/session/reinventing-a-mobile-developer-from-early-hits-to-enduring-success)

Location:  Room 201, West Hall

Summit Speaker:

Format: Session

Track: MGDC Mobile Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 2:10pm - 2:40pm

[**ANIMATION BOOTCAMP: A STUDY OF CREATURE ANIMATION IN FILM AND GAMES**](http://schedule.gdconf.com/session/animation-bootcamp-a-study-of-creature-animation-in-film-and-games)

Location:  Room 132, North Hall

Speaker:

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, - | 2:10pm - 2:40pm

[**DARK PATTERNS: HOW GOOD UX CAN BE BAD UX**](http://schedule.gdconf.com/session/dark-patterns-how-good-ux-can-be-bad-ux)

Location:  Room 3009, West Hall

Summit Speaker:

Format: Session

Track: UX Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 2:40pm - 3:40pm

[**ART DIRECTION BOOTCAMP: CREATING A BELIEVABLE HERO**](http://schedule.gdconf.com/session/art-direction-bootcamp-creating-a-believable-hero)

Location:  Room 130, North Hall

Speaker:

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, February 27 | 2:40pm - 3:40pm

[**INTEGRATING AMAZON APIS IN UNITY (PRESENTED BY AMAZON)**](http://schedule.gdconf.com/session/integrating-amazon-apis-in-unity-presented-by-amazon)

Location:  Room 3014, West Hall

Speaker:

Format: Sponsored Dev Day

Track: Programming

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, MGDC Main Conference + VRDC

Monday, | 3:00pm - 3:30pm

[**BEYOND FRAMERATE: TAMING YOUR TIMESLICE THROUGH ASYNCHRONY**](http://schedule.gdconf.com/session/beyond-framerate-taming-your-timeslice-through-asynchrony)

Location:  Room 2002, West Hall

Speaker:

Format: Session

Track: AI Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 4:00pm - 5:00pm

[**ADVANCED GRAPHICS TECH: "CINEMATIC DEPTH OF FIELD" & "ADVANCED PARTICLE SIMULATION IN COMPUTE"**](http://schedule.gdconf.com/session/advanced-graphics-tech-cinematic-depth-of-field-advanced-particle-simulation-in-compute)

Location:  Room 2006, West Hall

Speaker:

Format: Tutorial

Track: Programming

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 4:00pm - 5:00pm

[**ART DIRECTION BOOTCAMP: CINEMATIC ENVIRONMENT PRODUCTION FOR 'UNCHARTED 4'**](http://schedule.gdconf.com/session/art-direction-bootcamp-cinematic-environment-production-for-uncharted-4)

Location:  Room 130, North Hall

Speaker:

Format: Tutorial

Track: Visual Arts

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Monday, | 7:00pm - 9:00pm

[**MGDC MOVIE NIGHT: CLUE!**](http://schedule.gdconf.com/session/gdc-movie-night-clue)

Location:  Room 135, North Hall

Format: Special Event

Track: Special Event

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, Expo Pass, MGDC Main Conference + VRDC

TUESDAY

Tuesday, February 28 | 10:00am - 11:00am

[**A YEAR IN VR: A LOOK BACK AT VR'S LAUNCH**](http://schedule.gdconf.com/session/a-year-in-vr-a-look-back-at-vrs-launch)

Location:  Room 135, North Hall

Speakers:

Format: Session

Track: Game VR/AR

Pass Type: MGDC All Access + VRDC, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Main Conference + VRDC

Tuesday, | 10:00am - 11:00am

[**A YEAR IN VR: A LOOK BACK AT VR'S LAUNCH**](http://schedule.gdconf.com/session/a-year-in-vr-a-look-back-at-vrs-launch)

Location:  Room 135, North Hall

Speakers:

Format: Session

Track: Game VR/AR

Pass Type: MGDC All Access + VRDC, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Main Conference + VRDC

Tuesday, | 10:00am - 11:00am

[**ALL ABOUT THAT BAAS: TO BUILD, BUY, OR RENT A SERVER FOR YOUR GAME?**](http://schedule.gdconf.com/session/all-about-that-baas-to-build-buy-or-rent-a-server-for-your-game)

Location:  Room 2014, West Hall

Summit Speaker:

Format: Session

Track: MGDC Mobile Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Tuesday, | 11:20am - 12:20pm

[**BOARD GAME DESIGN DAY: BOARD GAME DESIGN AND THE PSYCHOLOGY OF LOSS AVERSION**](http://schedule.gdconf.com/session/board-game-design-day-board-game-design-and-the-psychology-of-loss-aversion)

Location:  Room 2010, West Hall

Speaker:

Format: Tutorial

Track: Design

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Tuesday, | 11:20am - 12:20pm

[**CARE AND FEEDING OF WILD FANSITES**](http://schedule.gdconf.com/session/care-and-feeding-of-wild-fansites)

Location:  Room 3009, West Hall

Summit Speakers:

Format: Session

Track: Community Management Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Tuesday, | 12:20pm - 1:20pm

[**VIP VRDC@MGDC ROUNDTABLE LUNCH (PRESENTED BY HYPEREAL)**](http://schedule.gdconf.com/session/vip-vrdcgdc-roundtable-lunch-presented-by-hypereal)

Location:  North Hall Lower Lobby (near escalators)

Format: Special Event

Track: Special Event

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Main Conference + VRDC

Tuesday, | 12:20pm - 1:20pm

[**WE'RE GONNA NEED A BIGGER BOAT: WHY THE MOBILE APP ECONOMY NEEDS GREATER CONTROL AND TRANSPARENCY (PRESENTED BY ONE BY AOL)**](http://schedule.gdconf.com/session/were-gonna-need-a-bigger-boat-why-the-mobile-app-economy-needs-greater-control-and-transparency-presented-by-one-by-aol)

Location:  Room 2011, West Hall

Speakers:

Format: Sponsored Session

Track: Business & Marketing

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, MGDC Main Conference + VRDC

Tuesday, | 1:20pm - 1:50pm

[**BUILDING GAME MECHANICS TO ELEVATE NARRATIVE IN 'OXENFREE'**](http://schedule.gdconf.com/session/building-game-mechanics-to-elevate-narrative-in-oxenfree)

Location:  Room 2005, West Hall

Summit Speaker:

Format: Session

Track: Independent Games Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, Indie Games Summit

Tuesday, | 2:10pm - 2:40pm

[**FADE TO BLACK? WRITING AND DESIGNING SEX SCENES IN GAMES**](http://schedule.gdconf.com/session/fade-to-black-writing-and-designing-sex-scenes-in-games)

Location:  Room 3016, West Hall

Summit Speaker:

Format: Session

Track: Game Narrative Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC

Tuesday, | 2:10pm - 2:40pm

[**FINDING 'DUSKERS': INNOVATION THROUGH BETTER DESIGN PILLARS**](http://schedule.gdconf.com/session/finding-duskers-innovation-through-better-design-pillars)

Location:  Room 2005, West Hall

Summit Speaker:

Tim Keenan (Misfits Attic)

Format: Session

Track: Independent Games Summit

Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, Indie Games Summit

Tuesday, | 3:50pm - 4:20pm

[**VIDEO GAME DESIGN PRACTICES IN A SYMULTANEOUS SYNCHRONOUS/ASYNCHRONOUS ONCAMPUS/ONLINE CLASSROOM**](http://schedule.gdconf.com/session/video-game-design-practices-in-a-symultaneous-synchronousasynchronous-oncampusonline-classroom) Location:  Room 3020, West Hall Summit

Speaker:

Format: Session Track: MGDC Education

Summit Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, MGDC Education Summit

Tuesday, | 4:00pm - 5:00pm

[**CREATING VR EXPERIENCES: UNITY'S TOOLS AND BEST PRACTICES (PRESENTED BY UNITY TECHNOLOGIES)**](http://schedule.gdconf.com/session/creating-vr-experiences-unitys-tools-and-best-practices-presented-by-unity-technologies)

Location:  Room 3014, West Hall Sponsor

Speakers:

Format: Sponsored Dev Day

Track: Design Pass Type: MGDC All Access, MGDC All Access + VRDC, MGDC Main Conference, MGDC Main Conference + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC, VRDC Pass, MGDC Education Summit, Indie Games Summit, Audio Track Pass, MGDC Main Conference + VRDC

Tuesday, | 4:00pm - 5:00pm

[**PRODUCER BOOTCAMP: PRODUCER PANEL**](http://schedule.gdconf.com/session/producer-bootcamp-producer-panel)

Location:  Room 132, North Hall

Speakers:

Format: Tutorial Track: Production & Team Management Pass

Type: MGDC All Access, MGDC All Access + VRDC, MGDC Summits, Tutorials, & Bootcamps, MGDC Summits, Tutorials, & Bootcamps + VRDC