



Schedule

9am	Intro with ISNS
10am	Jason Della Rocca: Discoverability by Design
11am	Adam McLellan: Procedural Generation
11:30am	Luis Cataldi: Unreal Engine
12pm	Break
1pm	Jehanne Rousseau: Weaving Stories
2pm	Oscar Clark: Live Ops for Indies
2pm	Justin McNeil: Designing for Accessibility
3pm	Jean Leggett: Ethics in Narrative Design
4pm	Jayson Hilchie: Canada's Video Game Industry
5pm	Darryl Wright: GameDev Start Kit
6pm	Juliet Waters: Kids and Coding
7pm	Ohad Broide: Business of Gaming
8pm	VIP Digital Social
9pm	VIP Masked Social