

Game Developers Conference 2017 Session Recommendations for Press

For full session descriptions, and for details on the entire GDC schedule, visit www.gdconf.com
Times and locations are subject to change. Please check the website and look for updates on site

Classic Game Postmortems

Seaman

Yutaka Saito (Independent)

Wednesday | 2:00pm - 3:00pm | Room 135, North Hall

Oregon Trail

Don Rawitsch (Rawitsch Consulting)

Wednesday | 5:00pm - 6:00pm | Room 2005, West Hall

Sid Meier's Civilization

Sid Meier (Firaxis Games) & **Bruce Shelley** (Independent)

Thursday | 10:00am - 11:00am | Room 135, North Hall

Deus Ex

Warren Spector (OtherSide Entertainment)

Thursday | 4:00pm - 5:00pm | Room 135, North Hall

GDC Favorites

GDC Microtalks 2017: Playing with Our Hearts

Richard Lemarchand (USC Games), **Stone Librande** (Riot Games), **Stephanie Bayer** (Independent), **Austin Walker** (Waypoint (VICE)), **Meg Jayanth** (Independent), **Brie Code** (Tru Luv Media), **Catt Small** (Brooklyn Gamery / Etsy), **Giselle Rosman** (The Global Game Jam), **Darby McDevitt** (Ubisoft Montreal), **Christine Love** (Love Conquers All Games)

Thursday | 5:30pm - 6:30pm | Room 135, North Hall

Experimental Gameplay Workshop

Robin Hunicke (Funomena), **Daniel Benmergui** (Independent)

Friday | 1:30pm - 3:30pm | Room 135, North Hall

Big Names and Big Games

'Final Fantasy': A Challenger Once Again

Hajime Tabata (Square Enix)

Wednesday | 9:30am - 10:30am | Room 135, North Hall

'Job Simulator' Postmortem: VR Design, Tech, and Business Lessons Learned

Alex Schwartz (Owlchemy Labs) & **Devin Reimer** (Owlchemy Labs)

Wednesday | 9:30am - 10:30am | Room 3016, West Hall

Change and Constant: Breaking Conventions with 'The Legend of Zelda: Breath of the Wild'

Hidemaro Fujibayashi (Nintendo), **Satoru Takizawa** (Nintendo), **Takuhiro Dohta** (Nintendo)

Wednesday | 11:00am - 12:30pm | Room 134, North Hall

Huddle up!: Making the [SPOILER] of 'INSIDE'

Mikkel Bøgeskov Svendsen (VFX Artist, Playdead), **Andreas Normand Grøntved** (Animator, Playdead), **Søren Trautner Madsen** (Gameplay Programmer, Playdead) & **Lasse Jon Fuglsang Pedersen** (Senior Programmer, Playdead)

Wednesday | 3:30pm - 4:30pm | Room 3016, West Hall

2 Immersive 4 VR: Reinventing 'Rock Band'

Matt Boch (Harmonix Music Systems)

Wednesday | 3:30pm - 4:30pm | Room 2005, West Hall

A City of a Thousand Choices: Prague City Hub in 'Deus Ex Mankind Divided'

Sylvain Douce (Eidos-Montréal)

Wednesday | 3:30pm - 4:30pm | Room 134, North Hall

Realtime Rendering for Feature Film: Rogue One a Case Study

John Knoll (Industrial Light & Magic), **Naty Hoffman** (Lucasfilm ADG) & **Roger Cordes** (ILMxLAB)

Wednesday | 5:00pm - 6:00pm | Room 135, North Hall

The Art of 'Overwatch': Evolving a Legacy

William Petras (Blizzard Entertainment) & **Arnold Tsang** (Blizzard Entertainment)

Thursday | 10:00am - 11:00am | Room 2020, West Hall

Do You Copy: Dialog System and Tools in 'Firewatch'

William Armstrong (Unity Technologies) & **Patrick Ewing** (Campo Santo)

Thursday | 10:00am - 11:00am | Room 3001, West Hall

Solving Titan Sized Problems: Evolving Titan Combat in 'Titanfall 2'

Carlos Pineda (Respawn Entertainment)

Thursday | 11:30am - 12:30pm | Room 3016, West Hall

'League of Legends' Client Update: Art Directing a Consistent and Scalable Interactive Brand Identity

Laura DeYoung (Riot Games)

Thursday | 11:30am - 12:30pm | Room 130, North Hall

Prompto's Facebook: How a Buddy-AI Auto-Snapshots Your Adventure in FFXV

Prasert Prasertvithyakarn (Square Enix Co., Ltd.)

Thursday | 3:00pm - 3:30pm | Room 135, North Hall

Art Direction of 'Street Fighter V': The Role of Art in Fighting Games

Toshiyuki Kamei (Capcom)

Thursday | 4:00pm - 5:00pm | Room 2002, West Hall

Reliving the Horror: Taking 'Resident Evil 7' Forward by Looking Back

Koshi Nakanishi (Capcom) & Peter Fabiano (Capcom)

Thursday | 4:00pm - 5:00pm | Room 134, North Hall

[Building Worlds Using Math\(s\)](#)

Sean Murray (Hello Games)

Thursday | 5:30pm - 6:30pm | Room 134, North Hall

[Creation of Planet-Scale Shared Augmented Realities: 'Pokémon GO' and 'Ingress'](#)

Edward Wu (Niantic)

Friday | 11:30am - 12:00pm | Room 134, North Hall

[Live Game Streaming: It's Not Just About eSports](#)

Stephen Ellis (Facebook)

Friday | 11:30am - 12:00pm | Room 2002, West Hall

[Modify Everything! Data-Driven Dynamic Gameplay Effects on 'For Honor'](#)

Aurelie Le Chevalier (Ubisoft)

Friday | 3:00pm - 4:00pm | Room 2016, West Hall

Advocacy Track

['Evolve': An Adventure in Accessibility Retro-Fitting](#)

Tara Voelker (Gaikai)

Wednesday | 9:30am - 10:30am | Room 3020, West Hall

[Indigenous Games Lightning Talks](#)

Julia Keren Detar (Untame), **Renee Nejo** (3 Turn Productions), **Elizabeth LaPensée** (Michigan State University), **Daniel Starkey** (Writer, Freelance) & **Allen Turner** (Council Of Fools LLC)

Wednesday | 2:00pm - 3:00pm | Room 134, North Hall

[Double Tap](#)

Ste Curran (Corridor of Uncertainty)

Thursday | 10:00am - 11:00am | Room 2002, West Hall

[Game Accessibility: Practical Visual Fixes from EA's 'Madden NFL' Franchise](#)

Karen Stevens (EA Sports)

Thursday | 2:00pm - 2:30pm | Room 3020, West Hall

[Beyond Ageism: Exploring VR Games for an Older Audience](#)

Bob De Schutter (Miami University)

Thursday | 3:00pm - 3:30pm | Room 3020, West Hall

[#1ReasonToBe](#)

Rami Ismail (Vlambeer), **Madiba Olivier** (Kiro'o Games), **Martina Santoro** (OKAM Studio), **Brigitta Rena** (Mojiken), **Thais Weiller** (JoyMasher), **Rasheed Abueideh** (Art), **Marta Ziolkowska** (GSpot Studios)

Thursday | 4:00pm - 5:00pm | Room 2010, West Hall

[Advocacy Microtalks 2017: Challenging the Industry in 20 Slides](#)

Alastair Hebson (Steely Glint Games), **Dina Abou Karam** (Independent), **Emmanuel Guardiola** (Cologne Game Lab TH-Koln), **Jennifer Scheurle** (Flat Earth Games), **Isabela Pedrosa** (Gameloft), **TL Taylor** (MIT / AnyKey), **Dana Ruggiero** (Bath Spa University), **Anita Sarkeesian** (Feminist Frequency), **Sabine Harrer** (Copenhagen Game Collective), **Imre Jele** (Bossa Studios), **Mitu Khandaker-Kokoris** (Spirit AI)

Friday | 10:00am - 11:00am | Room 3020, West Hall

[Still Logged In: What AR and VR Can Learn from MMOs](#)

Raph Koster (Altered Tuning)

Friday | 1:30pm - 2:30pm | Room 3001, West Hall

Audio Track

[Assisting VR Gameplay Through the Use of Iconographic Music](#)

Kenneth Young (AudBod)

Wednesday | 9:30am - 10:30am | Room 3002, West Hall

['Tacoma': An Experimental VO Production Postmortem](#)

Michael Csurics (The Brightskull Entertainment Group)

Wednesday | 2:00pm - 3:00pm | Room 3016, West Hall

[Originality Factor in 'Fallout' Music](#)

Inon Zur (Inon Zur Inc)

Thursday | 10:00am - 11:00am | Room 3006, West Hall

[The Sound of Horror 'Resident Evil 7: Biohazard'](#)

Kenji Kojima (Capcom Co., Ltd.), **Akiyuki Morimoto** (Capcom) & **Ken Usami** (Capcom Co., Ltd.)

Thursday | 5:30pm - 6:30pm | Room 3006, West Hall

[Sounds Deep: Spatial Audio from the Ground up](#)

Ian Kelly (Google) & **Adam Glazier** (Google)

Friday | 11:30am - 12:00pm | Room 3006, West Hall

['Headlander': Discovering Modern Methods in Sound via 70's Sci-Fi](#)

David Earl (David Earl Productions) & **Camden Stoddard** (Double Fine)

Friday | 1:30pm - 2:30pm | Room 3002, West Hall

[Epic AND Interactive Music in 'FINAL FANTASY XV'](#)

Sho Iwamoto (SQUARE ENIX)

Friday | 3:00pm - 4:00pm | Room 3006, West Hall

[Business, Marketing & Management Track](#)

[Awesome Video Game Data 2017](#)

Geoffrey Zatkin (EEDAR)

Wednesday | 9:30am - 10:30am | Room 2006, West Hall

[Managing Professional Communities, Peers and Entrepreneurs](#)

Kelly Wallick (Indie MEGABOOTH)

Thursday | 2:00pm - 2:30pm | Room 2006, West Hall

[Trolls: The Cost of Doing Nothing](#)

Chris Priebe (Two Hat/Community Sift)

Thursday | 3:00pm - 3:30pm | Room 2016, West Hall

[All Systems No: Learning from the Doomed Launch of 'Brigador'](#)

Hugh Monahan (Stellar Jockeys)

Friday | 10:00am - 11:00am | Room 2002, West Hall

[Live Game Streaming: It's Not Just About eSports](#)

Stephen Ellis (Facebook)

Friday | 11:30am - 12:00pm | Room 2002, West Hall

Design Track

'Mini Metro': When Less is More

Jamie Churchman (Independent)

Wednesday | 11:00am - 11:30am | Room 2005, West Hall

My Players Are Monkeys: Building Games for Animal Research

Benjamin Kalb (Blanket Fort Games)

Wednesday | 1:20pm - 1:45pm | Overlook 2014, West Hall

'Hyper Light Drifter': Secrets of Kickstarter, Design, & Pizza

Teddy Dief (Heart Machine) & **Alx Preston** (Heart Machine)

Wednesday | 3:30pm - 4:30pm | Room 135, North Hall

Realistic Performances in Games

Ryan M. James (Naughty Dog, Inc.)

Wednesday | 5:00pm - 6:00pm | Room 132, North Hall

Absolutely No Pressure: Continuing a Successful Game Series with 'Civilization VI'

Ed Beach (Firaxis Games)

Thursday | 11:30am - 12:30pm | Room 135, North Hall

'Unravel': Using Empathy as a Game Mechanic

Martin Sahlin (Coldwood)

Thursday | 2:00pm - 2:30pm | Room 2010, West Hall

Lessons from Escape Rooms: Designing for the Real World and VR

Laura E. Hall (60 Minutes to Escape)

Thursday | 4:00pm - 5:00pm | Room 3016, West Hall

The Flash Games Postmortem

John Cooney (Kongregate)

Friday | 10:00am - 11:00am | Room 2020, West Hall

Production & Team Management Track

BioWare Embedded QA: Your Support Class

Barbara Klimek (BioWare)

Wednesday | 11:00am - 11:30am | Room 2001, West Hall

Success in Mobile VR Development

Rade Stojsavljevic (Oculus)

Thursday | 11:30am - 12:30pm | Room 2010, West Hall

Design is Not Your Enemy: Producing the 'Gears of War 4' Campaign

Zoë Curnoe (Microsoft)

Thursday | 5:30pm - 6:30pm | Room 130, North Hall

Localization Shenanigans in the Chinese Speaking Worlds

Jung-Sheng Lin (IGDShare)

Friday | 10:00am - 11:00am | Room 2010, West Hall

Programming Track

[Higher Res Without Sacrificing Quality, plus Other Lessons from 'PlayStation VR Worlds'](#)

Simon Hall (Sony London Studio) & **Joe Milner-Moore** (Sony London Studio)

Wednesday | 2:00pm - 3:00pm | Room 2016, West Hall

[Character Pipeline and Customization System for 'Far Cry Primal'](#)

Julien Lallevé (Ubisoft Montreal) & **Kieran O'Sullivan** (Ubisoft Toronto)

Thursday | 10:00am - 11:00am | Room 2016, West Hall

[Player Traversal Mechanics in the Vast World of 'Horizon: Zero Dawn'](#)

Paul Van Grinsven (Guerrilla)

Thursday | 11:30am - 12:30pm | Room 2001, West Hall

[4K Checkerboard in 'Battlefield 1' and 'Mass Effect Andromeda'](#)

Graham Wihlidal (Frostbite Labs, Electronic Arts)

Friday | 10:00am - 11:00am | Room 2001, West Hall

[Cozmo: Animation Pipeline for a Physical Robot](#)

Molly Jameson (Anki) & **Daria Jerjomina** (Anki)

Friday | 3:00pm - 4:00pm | Room 2006, West Hall

Visual Arts Track

[Art Directing VFX for Stylized Games](#)

Jeremy Mitchell (Double Fine Productions), **Bryanna Lindsey** (Volition), **Shen-Ming Spurgeon** (Motiga, Inc.) & **Bill Kladis** (Epic Games)

Wednesday | 2:00pm - 3:00pm | Room 2002, West Hall

['Bound': Emotions Through Ballet and Modern Art](#)

Michal Staniszewski (Plastic)

Wednesday | 3:30pm - 4:30pm | Room 2020, West Hall

[Creating Compelling Characters: Insights from a Panel of Character Concept Artists](#)

Justin Thavirat (Blizzard Entertainment), **Richard Lyons** (Naughty Dog), **Laurel Austin** (Blizzard Entertainment) & **Claire Hummel** (Campo Santo)

Wednesday | 5:00pm - 6:00pm | Room 2020, West Hall

[Building the Stage for an Immersive Theater VR Experience](#)

Jaime Gonzalez (Tequila Works)

Thursday | 2:00pm - 2:30pm | Room 134, North Hall

[A New Dimension to 'Below': Personal Discovery and Adaptation](#)

Dan Cox (Capybara Games)

Thursday | 3:00pm - 3:30pm | Room 2001, West Hall

[AFK: How a Lead Artist Reignited Her Sense of Creativity](#)

Wendy Vetter (Blizzard Entertainment)

Thursday | 3:00pm - 3:30pm | Room 3001, West Hall

eSports Day

eSports Day: Building eSports: Twitch, 'Rocket League', and 'H1Z1: King of the Kill'

Nick Allen (Twitch) & **Chris Wynn** (Daybreak)

Tuesday | 10:00am - 11:00am | Room 3006, West Hall

eSports Day: Arcade to eSports: How Your Competitive Game Influences Player Culture and Values

Tom Cannon (Evolution Championship Series)

Tuesday | 2:10pm - 2:40pm | Room 3006, West Hall

eSports Day: How Professional Competitive Gaming Will Impact Developers Over the Next 5 Years

Pieter Van den Heuvel (eSports, Newzoo)

Tuesday | 4:40pm - 5:10pm | Room 3006, West Hall

eSports Day: eSports Journalism: Challenges and Opportunities

Roy Graham (The Meta)

Tuesday | 5:30pm - 6:00pm | Room 3006, West Hall

Board Game Design Day

Board Game Design Day: 'Mechs vs. Minions': Why Would Riot Make a Board Game?

Chris Cantrell (Riot Games)

Tuesday | 1:20pm - 1:50pm | Room 2010, West Hall

Board Game Design Day: 'Secret Hitler': Designing Conflict & High-Tension Moments

Mike Boxleiter (Goat, Wolf & Cabbage LLC)

Tuesday | 2:10pm - 2:40pm | Room 2010, West Hall

Board Game Design Day: The State & Future of Board Game Design

Rob Daviau (Independent), **Geoffrey Engelstein** (Mind Bullet Games), **Paul Dean** (Shut Up & Sit Down) & **Eric Lang** (Independent)

Tuesday | 5:30pm - 6:30pm | Room 2010, West Hall

Sponsored Sessions by Top Hardware and Software Providers

[Crafting Promotions That Work, and How I Created One That Didn't \(Presented by Amazon\)](#)

Mike Hines (Amazon)

Monday | 10:00am - 11:00am | Room 3014, West Hall

[The Holodeck Year 2: Growing the VR Ecosystem in 2017 \(Presented by HTC Vive\)](#)

Rikard Steiber (HTC Vive) & **Joel Breton** (HTC Vive)

Tuesday | 10:00am - 11:00am | Room 2011, West Hall

[The Future of VR and Mobile Graphics \(Presented by Imagination Technologies\)](#)

Tobias Hector (Imagination Technologies), **Cass Everitt** (Oculus), **Craig Donner** (Google), **Scott Flynn** (Unity), **Christopher Peri** (Samsung) & **Ryan Vance** (Epic Games)

Tuesday | 2:40pm - 3:40pm | Room 2011, West Hall

[Unveiling New Game Developer Opportunities with Xbox and Windows \(Presented by Microsoft\)](#)

Chris Charla (ID@Xbox)

Wednesday | 9:30am - 10:30am | Room 2009, West Hall

[Dedicated Game Server Scaling and Big Data Analytics with Google Cloud \(Presented by Google\)](#)

Mark Mandel (Google) & **Daniel Grachanin** (Google)

Wednesday | 9:30am - 10:30am | Room 3022, West Hall

[Connect Your Game to the World with Facebook \(Presented by Facebook\)](#)

Leo Olebe (Facebook, Inc.)

Wednesday | 9:30am - 10:30am | Room 2014, West Hall

[State of Unreal: Epic Games' Opening Session \(Presented by Epic Games\)](#)

Tim Sweeney (Epic Games)

Wednesday | 9:30am - 10:30am | Room 3001, West Hall

[What to Pack: Exploring VR and AR with Daydream & Tango \(Presented by Google\)](#)

Alex Lee (Google)

Wednesday | 11:00am - 12:00pm | Room 3009, West Hall

[VR 201: Lessons from the Frontlines \(Presented by Oculus\)](#)

Chris Pruett (Oculus)

Wednesday | 11:00am - 12:00pm | Room 3014, West Hall

[Hitting 90: Optimizing for VR, and a look at Robo Recall \(Presented by Intel\)](#)

Jeff Rous (Intel) & **Nick Whiting** (Epic)

Wednesday | 11:00am - 12:00pm | Room 3007, West Hall

[Competitive Gaming with PlayStation® \(Presented by Sony Interactive Entertainment America\)](#)

Zev Solomon, **Jon Webb**, **Matt Tomczek** & **Gavin Howell** (Sony Interactive Entertainment America)

Wednesday | 11:00am - 12:00pm | Room 2014, West Hall

[Engage Your Players Organically with Twitch \(Presented by Twitch\)](#)

Travis Brown (Twitch) & **JT Gleason** (Twitch)

Thursday | 10:00am - 11:00am | Room 2011, West Hall

[Building Emotional VR Character Experiences Really Fast \(Presented by Autodesk\)](#)

Tom Sanocki (Limitless Ltd.)

Thursday | 11:30am - 12:30pm | Room 2024, West Hall

[How to Stream Your Game to Millions with GeForce NOW \(Presented by NVIDIA\)](#)

Phil Eisler (NVIDIA)

Friday | 11:30am - 12:00pm | Room 2000, West Hall