

WEDNESDAY 28 April 2010

Start	NORDEN	STOCKHOLM	COPENHAGEN	OSLO	HELSINKI	REYKJAVIK	NUUK
08.30	Coffee and Registration						
09.30	Erik Robertson, Nordic Game Program (SE) - "Introduction: Closing the Gaps"						
10.00	KEYNOTE: Kristian Segerstråle, Playfish (UK) "Five Lessons for Game Entrepreneurs"						Nordic Cultural Forum "Defining cross-media"
11.00	Coffee break						
11.30	Entrepreneurs panel "Opportunities for Entrepreneurs" Led by Fred Hasson, Games Capital Ltd. (UK)	Jason Tartaglia, Zipper (US) "Making MAG: 8 Bits of Advice"	Nvidia team (UK) "Considerations for 3D game design"	Jason Della Rocca, Perimeter Partners (CA) "The value of failure"	Nils Holger Henning, Bigpoint (DE) "How 100 users turned into 100 million"	Maarten Noyons, IMGA (FR) "Publishing Mobile Games in a Multi Platform Environment"	Nordic Cultural Forum "Lessons learned from creating Canadas national digital strategy"
12.30	Lunch						
13.30	Financiers panel "Opportunities for Financiers" Led by Fred Hasson, Games Capital Ltd. (UK)	Rune Dittmer, Press Play (DK) "Post Mortem: Max & the Magic Marker"	Sponsored Session P. Belhassen, Stonetrip (FR) "Optimize your development by going cross platform"	Kish Hirani, SCEE (UK) "PlayStation Cutting Edge Techniques"	Thomas Puha, Pelaaja (FI) "When game writers go off!"	Dr. Samer Abbas, Arab Advisors Group (JO) "Video games in the Arab World"	Nordic Cultural Forum "Cross-media: whose court is it, anyway?"
14.30	Coffee break						
14.45	KEYNOTE: Guillaume de Fondaumiere, Quantic Dream (FR) "Movies and games: Collision or convergence?"						
15.45	Coffee break						
16.00	Who Dares Wins Live pitching session!	Tero Virtala, RedLynx (FI) "Case: Redlynx Trials HD"	Sponsored session Simon Arnold, Dolby Europe "Taking surround sound to new heights"	Jónas Antonsson, Gogovic (IS) "Freemium games and the experience economy"	Sponsored Session Autodesk Day 1 TBA	George Bain, SCEE (UK) "PlayStation Store Business Opportunities"	Research panel "Deep Playability" Led by Mikael Jakobsson, Malmö Högskola (SE)
17.00	Cocktails						
17.15	Cocktails						
18.00	Nordic Game Awards & Delegate Dinner						
20:30	Transportation to Party						
21.00	Nordic Party						

Colour codes:

Social Networks	Freemium Games	Game Design	Mobile Gaming	Tools & Tech	Entrepreneurship
Biz Dev	Media Convergence	Sound & Vision	Future of Gaming	Indie Development	