

**THURSDAY 29 APRIL 2010**

Start	NORDEN	STOCKHOLM	COPENHAGEN	OSLO	HELSINKI	REYKJAVIK	NUUK
09.00	<b>Coffee and Registration</b>						
10.00	<b>KEYNOTE: Saku Lehtinen, Remedy (FI)</b> "Alan Wake - Designing a psychological action thriller"						
11.00	<b>Coffee break</b>						
11.30	<b>Jeppe Carlsen, PlayDead</b> Games (DK) "LIMBO" puzzle design"	<b>Sponsored Session</b> Trinigy (DE) "An In-depth technical look at Vision Engine 8"	<b>Teut Weidemann (DE)</b> "Online Game Design: Slicing"	<b>Tom Putzki, Tom Putzki</b> Consultance (DE) "Do we really want to know how elves and dwarves have sex?"	<b>Alyssa Padia Walles,</b> Amplitude (US) Workshop, part 1: "Finding the right market"	<b>Magnus Alm &amp; Johan Peitz,</b> Muskedunder (SE) "No country for old games?"	<b>Mobile Games panel</b> "Launch of the EGDF White Paper for Mobile Games" <b>Led by Maarten Noyons, IMGA</b>
12.30	<b>Lunch</b>						
13.30	<b>KEYNOTE: Brett Seyler,</b> Unity (DK) "Where Unity is going and why"	<b>Stefan Strandberg,</b> DICE EA (SE) "Battlefield Audio: Designing a world"	<b>Social games panel</b> "Are social games the new black?" <b>Led by Jónas Antonsson (IS)</b>	<b>Nils Stokke, NRK (NO)</b> "Superior Superia?"	<b>Alyssa Padia Walles,</b> Amplitude (US) Workshop, part 2: "Finding the right market"	<b>Håkan Larsson,</b> Furoboda (SE) "Designing games for all"	<b>David Larsson,</b> Illuminate Labs (SE) "Lighting solutions of the future"
14.30	<b>Coffee break</b>						
14.45	<b>Adrien Cho, Bioware (US)</b> "Building a larger galaxy, Mass Effect 2 OS production process"	<b>Jesper Juul, NYU Game Center</b> "Don't fear the casual revolution"	<b>Sponsored session</b> Autodesk Day 2 TBA	<b>Gorm Lai, NG Jam (DK)</b> "How to make a PlayStation 1 game in 48 hours!"	<b>Tom Felices,</b> Nordic Game (JPN) "Biz Etiquette in Japan"	<b>Thomas J. Mattei, Jr., Esq.,</b> Weissmann Wolff Bergman Coleman (US) "Bonded video game financing"	<b>Mikael Hed, Rovio (FI)</b> "Angry Birds: The path to iPhone success"
15.45	<b>Coffee break</b>						
16.00	<b>Closing Conference panel</b> The best sum up of Nordic Game ever! <b>Led by Tobias Sjögren, DDM</b>						
17.00	<b>Led by Tobias Sjögren, DDM</b>						

Colour codes:

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