9.45am–10.15am  REGISTRATION
The Cube

10.15am–10.30am  WELCOME
P-512
Welcome and introduction to #GO423 Symposium by truna and Lubi Thomas

10.30am–11.30am  ROUTES: CHOICES MADE AND PATHS TAKEN
Host — Tony Reed
Panel — John Passfield, Morgan Jaffit, George Fidler
Join this very honourable group of industry professionals in a retrospective and reflective moment. Veterans of the local games industry, they’ve seen it all—from the early days of game making in the garage or bedroom, through the era of big studios, and back to our contemporary indie scene.

11.30am–11.45am  MORNING TEA

11.45am–12.45pm  ROOTS: THE EVOLUTION OF A GAMES INDUSTRY
Chair — Christy Dena
Panel — Gordon Moyes, Tony Reed, Jeff Brand
Take a trip down memory lane with seasoned campaigners who have worked at the coalface of game making in Australia. What choices made during this time led to the evolution of the games industry as we know it today?

12.45pm–1.45pm  LUNCH

1.45pm–2.30pm  FUTURE ROUTES IN GAME TECHNOLOGY: VR AND PROCEDURALITY — WHERE DOES IT GO?
Chair — Ramine Darabiha
Panel — Kieran Lord, Sean Edwards, Alex Norton
The beauty of a well-designed game is that glorious moment when technology and design work hand-in-hand to produce an experience of elegance. This panel invites some daring game makers to talk about the technology that has made their choice of path the one that many will follow in the future.

2.30pm–3.15pm  FUTURE ROUTES IN GAME STORIES
Chair — Alex Butterfield
Panel — Joshua Boggs, Dan Graf, Christy Dena
These extraordinary game story makers discuss games that tell stories; games that engage the players’ imagination through the combination of narrative and play.

3.15pm–3.45pm  AFTERNOON TEA

3.45pm–4.30pm  DIVERGENT PATHS: FUTURE ROUTES IN GAME SPACES
Chair — Mik Dobele
Panel — Friedrich Kirschner, Matt Ditton
An in-conversation session giving you the opportunity to hear national and international game-esque practice where the route taken is off the grid.

4.30pm–5.15pm  JAM ROUTES
Chair — truna and Lubi Thomas
Panel — Morgan Jaffit, Christy Dena, Matt Ditton, Gordon Moyes, Zac Fitz-Walter
We all love a game jam … jams are our festivals, our pleasure and sometimes our pain. This panel offers a reflective moment on a jam route undertaken recently by some of our industry’s luminaries and ponders what else we can do with Jam.

5.15pm–6.00pm  CUBE JAM AWARDS
The Cube
Join us in a social moment at the end of our first day, some awards, some networking and some delightful company.

6.00pm  CLOSE — SEE YOU TOMORROW!
9.30AM–10.00AM  REGISTRATION
The Cube
Register to attend one of today's workshops.

10.00AM–4.00PM  HOME GROWN GAMES EXHIBITION
P-506
OPEN ALL DAY!
Drop in and grab yourself an iPad or jump onto a PC to play some of our home grown gaming creations. Each station is pre-loaded with some of the hottest games available, new releases and sneak peeks. Be inspired and discover the stories behind the games at our open mic session kicking off at 12.30pm.

10.00AM–3.00PM  WORKSHOP WITH ZACHARY LIEBERMAN: LEAVING THE SCREEN
P-512
Book at registration
Limited tix available
Led by Zachary Lieberman, this workshop will investigate new systems for interaction that move away from the computer screen and into physical space. It will serve as a gentle but thorough introduction to computational approaches, and how software and hardware can be mixed in expressive ways.

10.00AM–12.00PM  WORKSHOP 1: MAKEY MAKEY (FOR AGES 8-12)
P-502
Book at registration
Limited tix available
Interested in designing your own personalised game controller to run a video game? In this workshop you will design and prototype your own MaKey MaKey-activated game controller. A MaKey MaKey is a powerful device and invention kit for the 21st century that can turn everyday objects into touchpads!

10.00AM–12.00PM  WORKSHOP 2: SMALL AND BEAUTIFUL (FOR AGES 17+)
P-505
Book at registration
In a world where a simple core mechanic can turn into a very successful indie game, we all seek that perfect balance between scale and engagement. The workshop is an opportunity for small indie teams, solo developers and emerging gamemakers and students to learn about small and beautiful games.

12.00PM–12.30PM  LUNCH

12.30PM–1.30PM  OPEN MIC
P-506/506A
Be inspired and discover the stories behind the games in the Home Grown Games exhibition. Come and play the games and chat with the makers.

1.45PM–3.45PM  WORKSHOP 1: MARKETING YOUR GAME
P-502
Book at registration
Presented by Chris Wright (Surprise Attack)
Best suited to small teams or solo developers who have an active project in any stage of development, this practical workshop will take attendees through the positioning process as it applies to their game. This helps with identifying the defining aspects of the game compared to other similar titles, understanding why their players will want to play and keep playing the game, as well as what its brand and personality should be, and developing an elevator pitch.

1.45PM–3.45PM  WORKSHOP 2: VIDEO GAMES AS THEATRE
P-505
Book at registration
Presented by Friedrich Kirschner
In this workshop, we’ll be investigating the performative aspects of video-game systems and experience low-technology approaches to procedural storytelling. Participants will create short theatrical video-game-likes to create new insights about interfaces, human/human/machine interaction and participatory storytelling.

3.45PM–4.45PM  FUNDING ROUTES — HOW TO GET A DOLLAR TO MAKE YOUR GAME
P-512
Book at registration
Limited tix available
Chairs — Tom Murphy
Panel — Lisy Kane (Pozible), Cieron Cody (Screen QLD), Kylie Hickling (Dept of Science, IT, Innovation and the Arts), John Passfield (Right Pedal Studios)
As some routes close, new possibilities and opportunities spring up. What are the pros and cons of the funding routes on offer, from the more traditional grant routes to crowd sourcing?

4.45PM–5.00PM  WRAP-UP/FAREWELL
The Cube