9.45AM–10.15AM  REGISTRATION
The Cube

10.15AM–10.30AM  A VERY brIGDA WELCOME TO OUR 4TH ANNUAL GO423 SYMPOSIUM
P-512

10.30AM–11.30AM  KEYNOTE PANEL: WHAT IF..?
P-512
Chair — Christy Dena (SAE QANTM & Universe Creation 101)
Panel — Morgan Jaffit (Defiant Development), John Passfield (Red Sprite & Right Pedal Studios),
Megan Summers (Screwtape studios), Nicole Stark (Disparity Games).
This opening keynote panel invites some of our local game development luminaries to talk about their personal
dreams for the future of game development and how they are going about putting them into action.

11.30–11.45AM  MORNING TEA

11.45AM–12.45PM  PANEL: WHAT IF WE LOOK AFTER OURSELVES?
P-512
Chair — Nicole Stark
Panel — Jennifer Hazel, Lois Spangler, Francis Fitzgerald, Stephanie Kyrin
What if we looked after ourselves and our players? Studies show that gamers and game devs suffer a higher
prevalence of mental health issues than the general population. Are the games helping or making things worse?
Our panel will discuss better ways to support both players and developers.

12.45PM–1.45PM  LUNCH

1.45PM–2.30PM  PANEL: WHAT IF WE PUBLISH?
P-512
Chair — Meg Summers (Screwtape Studios)
Panel — Kim Allom (Defiant Dev), Sanatana Mishra (Witch Beam), Cameron Owen (Attract Mode)
That word? What does it mean to different people within the studio? The panel discuss publishing games from
three unique perspectives and roles (Programmer, Designer and Producer for Mobile, PC and Console games).

2.30PM–3.15PM  PANEL: WHAT IF THE SPACE CHANGES?
P-512
Chair — Zac Fitz-Walter (QUT)
Panel — Matt F. Ditton (Many Monkeys), Christy Dena (SAE QANTM & Universe Creation 101),
Kieran Lord (Cratesmith)
The MS Being Human 2020 report announces a new age of ubiquitous computing where we will see a shifting
boundary between digital technologies and humans, different forms of engagement and new forms of creativity.
What might this all mean for the game making space?

3.15PM–3.45PM  AFTERNOON TEA

3.45PM–4.30PM  STUDIO TALK: WHAT IF THE CHICKEN CROSSED THE ROAD?
P-512
Host — John Passfield (Red Sprite & Right Pedal Studios)
Studio Talk — Matt Hall & Andy Sum (Hipster Whale, Melbourne)
Matt Hall and Andy Sum met at GCAP 2013 and formed Hipster Whale, releasing Crossy Road in 2014.
The game has been downloaded over 80 million times, received the 2015 Apple Developer Award, and has
been #1 on the app store across many countries. The team are now able to support other Aussie devs and are
seed funding Brisbane’s own Prettygreat. Join us for a chat about game design, dreams and stories.

4.30PM–5.15PM  STUDIO TALK: WHAT IF WE COULD DREAM?
P-512
Host — Morgan Jaffit (Defiant Dev)
Studio talk — Luke Muscat, Phil Larsen, Hugh Walters (Prettygreat)
The team from Prettygreat have some very famed titles under their belts and yet they moved into a new
office and even made their own furniture in order to form the new studio. It’s time for stories about dreams
and designing.

5.15PM–6.15PM  GO423 Social
The Cube
9.30AM–10.00AM  REGISTRATION
The Cube

10.00AM–4.00PM  HOME GROWN GAMES EXHIBITION
P-506
Drop in and 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 the open mic session kicking off at 12.30pm.

10.00AM–12.00PM  WORKSHOP 1: MaKey MaKey YOUR OWN GAME CONTROLLER (FOR AGES 8–12)
P-502
In this workshop you will design and prototype your own MaKey MaKey-activated game controller to run a video game. A MaKey MaKey is a powerful device/invention kit for the 21st century that can turn everyday objects into touchpads!

10.00AM–12.00PM  WORKSHOP 2: DESIGN WORKSHOP
P-505
Presented by John Passfield (Red Sprite Studios & Right Pedal) and Dan Vogt (Right Pedal)
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. This workshop is an opportunity for small indie teams, solo developers, emerging game makers and students to learn about small and beautiful game design.

P-504
WORKSHOP 3: GIRLSMAKEGAMES WITH AWESOMEGAMEDEVS (FOR AGES 16+)
Presented by Nicole Stark (Disparity Games), Christy Dena (SAE QANTM and Universe Creation 101) and Meg Summers (Screwtape Studios)
Games can be made for entertainment, training, cooperative play, and social change. What are you interested in creating? Whether you play all the time or not, if you’re interested in how to design games then sign up!

10.00AM–12.00PM  MASTERCLASS: VIDEO GAMES AS THEATRE: THE REVENGANCE
P-512
Presented by Friedrich Kirschner (Berlin)
Friedrich is extraordinary - he works between games and theatre, he asks questions like: Shall we play Lemmings in the park using people? This workshop invites you to come and explore game making on and off the screen with one of Europe's most extraordinary theatre-games practitioners.

12.00PM–12.30PM  LUNCH

12.30PM–1.30PM  GO423 EXHIBITION OPEN MIC
P-506
Come to the exhibition and hear the game makers give lightning chats about their games.

1.45PM–3.45PM  WORKSHOP 4: MaKey MaKey YOUR OWN GAME CONTROLLER (FOR AGES 8–12)
P-502
Design and prototype your own MaKey MaKey-activated game controller to run a video game. A MaKey MaKey is a powerful device/invention kit for the 21st century that can turn everyday objects into touchpads!

P-504
WORKSHOP 5: GAMEMAKER WORKSHOP (FOR AGES 15+)
Presented by James Bowling (Attract Mode Games)
Making video games is easier than ever! Learn everything you need to know to get a basic game up and running. Using the free tool GameMaker, you’ll have hands on experience creating your own video game that you can play on your computer at home. We’ll cover the basics of building the level, graphics and audio, along with how to take your project and share it with your friends and family.

P-505
WORKSHOP 6: UNITY GAME MAKING (FOR AGES 12–15)
Presented by Nicole Stark (Disparity Games)
Work with experienced game developers to create your own mini-game with the tools game developers use. Make some fun!

P-512
MASTER CLASS: CRASH COURSE IN VR DEV FOR UNITY
Presented by Kieran Lord (Cratesmith)
This is a one off very special master class opportunity for hands on VR game making tips with our own VR guru, Kieran Lord of Cratesmith. To attend this session you should have prior Unity experience (e.g. made a student demo) and be able to BYO laptop. Numbers are limited.

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