Day 1

Time	Speakers	
9.00-9.45am	Registration in foyer. Refreshments & talks on 2nd floor.	
9.45am	Opening - Jillian Griffiths & Satish	
10-11am	**Zi Peters**	**Designing Tales Of Kenzera: Zau** Lead Game Designer, Zi Peters, takes us through the approach used to design gameplay that aligned with the cultural influences of Bantu mythology and the personal emotional story at the heart of Tales of Kenzera: ZAU. It highlights the benefits of using tools such as theme and embracing untapped real world cultural sources to enrich your game.
11-12am	**Freddie Babord**	**Engineering The Wobble** How to (not?) engineer a co-op open world physics-based farming sim
12-1.30pm	LUNCH - 'Reimagined As' exhibition in Modal Gallery	
1.30-2.30pm	**Cumron Ashtiani**	**The Art of Direction** Ron Ashtiani presents lessons learned from his 25-year-long career crafting compelling art and art direction for games and movies. He gives a view into the role of the art director and shares methods to define and develop a unique visual style, understands market positioning, gathers strong references, and builds a vision to drive and manage a team. Ron explores high-level concepts behind art directing, important terminology, and the role of the art director in developing and communicating a style.
2.30-3pm	REFRESHMENTS BREAK	
3-4pm	**Harvey Newman**	**Motion to Emotion: Why Animators Make for Great Game Directors** Exploring the unique skills animators bring to game directing, enhancing storytelling, creativity, and player engagement in interactive experiences.
4-5pm	**Prof Stuart Sumida**	**The Most Important Anatomical Rules for Animation, Game, and VFX Artists -** Stuart Sumida will review important patterns that will help guide artists in the construction and movement of animals, humans, and creatures. He will do so in a qualitative manner and his goal will be to demonstrate that art and science are not mutually exclusive, but together can be incredibly powerful. He will use examples from motion pictures, video games, and theme park attractions on which he has acted as an anatomical and scientific consultant.

7-11pm	**Gameopolis @ The Grosvenor**	Networking Event

Day 2

Time	Speakers	
9.00-9.50am	Registration in foyer. Refreshments & talks on 2nd floor.	
9.50am	Opening - Satish	
10-11am	**Kenny Young**	**Creating Cohesive Music Experiences For Games** Kenny will discuss and illustrate how the music experiences he makes are tailored to fit their respective games and explore aspects of cultural representation in his work.
11-12am	**Meghna Jayanth**	**Thirsty Suitors: A Retrospective** Join Meghna Jayanth the narrative designer of Thirsty Suitors as she candidly reflects on the game and the politics of representation in the industry and landscape more broadly. She will look back -- over a year after release -- on why the team made certain narrative and design choices, and open up alternative possibilities and new horizons for designers, players, and thinkers interested in the reality of making commercial games for underserved audiences.
12-1.30pm	LUNCH & Indian classical dance performance in Modal Gallery	
1.30-2.30pm	**Research - Darshana, Satish, Meghna**	**Research Panel - Diversity in Games** Satish will lead a panel exploring the latest research on topics around diversity in games.
2.30-3pm	REFRESHMENTS BREAK	
3-4pm	**Helen Kaur**	**Behind the Screens: A Journey Through Game UI, Careers, and Creativity** Join Helen, UI Art Director at HundredStar Games, as she shares her journey from Singapore to AAA studios like Ubisoft and Rocksteady. This talk explores the evolution of game UI, the roles of UX and UI in modern development, and offers practical advice for breaking into the games industry.
4-5pm	**Shifally Rattan**	**Creating Characters, Creating a Career: My Journey in the Game Industry** In this talk, Shifally Rattan shares her path to becoming a character artist, from overcoming cultural expectations and career uncertainty to working on titles like Star Wars Jedi: Fallen Order and Call of Duty. She reflects on the challenges of getting started in the industry and offers actionable advice on building a strong portfolio, preparing for interviews, and standing out as a junior artist. Whether you're a student, early-career creative, or just curious about the world of game art, this session offers honest insights and guidance for finding your way in games.