

ROOM 2024 : West Hall		Wednesday	Thursday	Friday
Monday	Tuesday			
8:00				
8:15				
8:30				
8:45				
9:00		Storytelling in BIOSHOCK	The Art and Science of Light	
9:15				
9:30				
9:45		135 : North Hall	3020 : West Hall	
10:00	The Potential of Indie Games			
10:15	Tale of Two Kyles			
10:30				Entrepreneurship
10:45	WORLD OF GOO			
11:00	Coffee Break			
11:15	Evolving AQUARIA			2007 : West Hall
11:30	Ninja Ways: An N+ Postmortem			
11:45				
12:00	Students to Professionals	Multiplayer Game Design: Blizzard	Beyond Printf	
12:15				
12:30	The Game Attorney: Indie Edition	135 : North Hall	131 : North Hall	
12:45				
1:00	Lunch Break			
1:15				
1:30				
1:45				
2:00	Unique Knobs for Indie Games			
2:15	Indie Reality Check			
2:30	Spreading your Message as an Indie Dev	Q&A Sid Meier		FABLE 2
2:45	Torpex's SCHIZOID			
3:00	Innovating in the Casual Market	135 : North Hall		135 : North Hall
3:15	The web Game Renaissance			
3:30				
3:45				
4:00	Coffee Break	Structure Vs. Style	Chills and Thrills Undefined Behavior in C++	IGDA Academic/ Student Group Gathering
4:15	Contracting Vs. Indie: The Showdown	2014 : West Hall	2005 : West Hall	IGDA Booth: W.
4:30	Postmortem: PIXELJUNK			
4:45	The State of Indie Games			
5:00				
5:15				
5:30				
5:45				
6:00	MS Casual Games Great Room 2 : W Hotel		GCG.com XYZ BAR : W Hotel	
7:00				
8:00			Suite Night Ballroom Level	Video Games Live
9:00	IGDA PARTY Westin Hotel			
10:00				
11:00				
12:00				