

LEVEL UP KL 2020 : Biz Day - Conference Schedule

	Day 1 - 14 October 2020 (Wednesday)		
Time	Production Track	Biz & Tech Track	Indie Track
9:15am	LEVEL UP KL 2020 Opening		
09:45am	Building Sustainable Businesses		
	Brett Bibby (Unity)		
10:45am	Session Break (15 minutes)		
11:00am	Journey Towards "Visual" 2020 By Lemon Sky	Funding A Future Vision	The Benefits Of Developing On Roblox, As An Indie Developer
	Kevin Lai (Lemon Sky Studios)	Justin Berenbaum (Xsolla)	Adam Capps (Roblox)
12:00noon	Session Break (15 minutes)		
12:15pm	Bake'n Switch And The Journey From IndieDev To Independent Publisher	G.Round - Maximizing Your Game Revenue	What's Next After Your 1 Million Hit?
	Stefan Baier (Streamline Media Group)	Pontus "Zlapped" Mähler (GameRound / Global Top Round)	James Chan (Brace Yourself Games)
1:15pm	Lunch Break		
2:30pm	Assassin's Creed: Building A Credible And Engaging World	Making Multiplatform Games Using Real-Time Technology	Fireside Chat : Indie Success : Luck vs Labour?
	Rika Lim (Ubisoft Singapore)	Quentin Staes-Polet (Epic Games) TBC TBC TBC	Jeremy Choo (Ammobox Studios) Shahrizar Roslan (Kaigan Games)
3:30pm	Session Break (15 minutes)		
3:45pm	Baldur's Gate 3: Out With The Old	Panel : Future Trends of XR	Journey of Agate - Building Free2Play Midcore Games In A Super Competitive Market
	David Walgrave (Larian Studios)	Havene Liew (XR Associates) Mark Wong (FXMedia) Elliot Lu (AMD) Justin Wong (TrueXR)	Arief Widhiyasa (Agate)
4:45pm	Session Break (15 minutes)		
5:00pm	Nintendo Switch Game Development : A Global Opportunity		
	Kamon Yoshimura (Nintendo Co., Ltd.)		
6:00pm	Session End		

	Day 2 - 15 October 2020 (Thursday)		
Time	Production Track	Beyond Entertainment Track	Indie Track
09:45am	Getting The Most Out of Steam, The Top Frequently Asked Questions		
	Alden Kroll (Valve) & Erik Peterson (Valve)		
10:45am	Session Break (15 minutes)		
11:00am	Art of "Sky: Children of The Light"	How Games Are Making The World A Better Place	Soapbox : Judge A Book By Its Cover
	Yuichiro Tanabe (thatgamecompany)	Dale Linegar (Games for Change Asia-Pacific) Dr. Azadeh Feizpour (TALi Health) Arana Shapiro (Games for Change) Dr. Kathleen Yin (Macquarie University) Bharath Palavalli (Fields of View)	Brigitta Rena (Mojiken Studio) Daim Dziauddin (Metronomik)
12:00noon	Session Break (15 minutes)		
12:15pm	Investment In Video Games	Fireside Chat : Journey Of MrVr : Games For Rehabilitation	Fireside Chat: Quest Of A Cat For SGD 5 Million In 3 Years
	Ilya Gutov (MY.GAMES Venture Capital)	Assoc. Prof. Dr. Fazah Akhtar Hanapiah (Daehan Rehabilitation Hospital Putrajaya) Fariz Hanapiah (EDT - Experiential Design Team)	Desmond Wong (The Gentlebros)
1:15pm	Lunch Break		
2:30pm	Creating Believable Characters	Mentoring In Games: How You Can Help The Industry	The Art of Decision Making: How Mighty Bear Choose Which Games To Work On
	Jarold Sng (Ten Ten Studio)	Anisa Sanusi (Limit Break Mentorship)	Clarissa Goh (Mighty Bear Games)
3:30pm	Session Break (15 minutes)		
3:45pm	No Straight Roads To Our Debut Game	In The Time Of Pandemia: Making The Game-Maker's Voice Heard In The Public Discourse On COVID-19	Wearing Two Hats At The Same Time
	Wan Hazmer (Metronomik)	Khail Santia (Moocho Brain)	Kris Antoni Hadiputra (Toge Productions)
4:45pm	Session Break (15 minutes)		
5:00pm	Closing Session		
6:00pm	Session End		