



GAME DAYS 2020 PROGRAMME

The festival will be streamed via Facebook.

[Watch our livestream](#)

THURSDAY 26.11.

10:00 (EN)

KOOPEE HILTUNEN / Neogames, EGDF
What's Next? EGDF/ Neogames roadmap for the future

11:20 (SK)

Visiting Slovak Game Studios
Artillery

11:30 (SK)

PETER JÁNOŠÍK / Bitmap Galaxy
Making of YesterMorrow

12:50 (SK)

Visiting Slovak Game Studios
Bitmap Galaxy

13:00 (SK)

RADIM JURDA / Amanita Design
How Creaks from Amanita Design were created

14:20 (SK)

Visiting Slovak Game Studios
Doublequote Studio

14:30 (EN)

BUSINESS & INVESTMENT PANEL
Giovanna Villani (505 Games), Anlu Liu (Kowloon Nights), Ilya Salamatov (Meta Publishing), Vít Hanuš (Zero Gravity Capital), Peter Nagy (Games Farm/Grindstone), Ivan Trančík (SuperScale)

16:30 (SK)

KATE EDWARDS / Geogrify
Building Better Worlds through Game Culturalization

THURSDAY 26.11. (#2)

10:30 (SK)

ROMAN VIZVÁRY/ Butterfly Effect
How to Start a Career in the Videogame Industry

10:00 (EN)

PAWEL MIECHOWSKI / 11 Bit Studios (Creative Europe: MEDIA workshop)
Frostpunk: Content-related issues you may encounter when creating an application for the Creative Europe Media program

11:30 (EN)

JAN KAVAN / CBE Software (Creative Europe: MEDIA workshop)
Someday You'll Return: A case study of the successful Creative Europe Media application

13:00 (EN)

ALEKSANDAR GAVRILOVIC / Gamechuck (Creative Europe: MEDIA workshop)
Trip the Ark Fantastic: Creative Europe's Media first Croatian success – finance and budgeting tips

14:30 (EN)

(Creative Europe: MEDIA workshop)
1 on 1 consultations

16:00 (SK)

Journalist Workshop (Matúš Štrba, Juraj Malíček)
How to make money by playing games and writing about them with the editors of Sector.sk

FRIDAY 27.11.

10:00 (EN)

CHRISTIAN FONNESBECH / Leverage/Deck 13
Don't just make games – build IPs that last!

11:20 (SK)

Visiting Slovak Game Studios
Fatbot Games

11:30 (SK)

PETER ADAMČÍK / 3Division
Soviet Republic – Indie Development (Without Marketing)

12:50 (SK)

Visiting Slovak Game Studios
3Division

13:00 (EN)

MARIÁN PORVAŽNÍK / Sparring
Intellectual Property (IP) protection in gaming

14:20 (SK)

Visiting Slovak Game Studios
Triple Hill

14:30 (EN)

KONSTANTINOS DIMOPOULOS
Designing the Believable, Memorable Game City

15:50 (SK)

Visiting Slovak Game Studios
Games Farm / Grindstone

16:00 (SK)

ARTwork Meetup Special
Peter Ondo (Pixel Federation), Michal Ivan (SIXMOREVODKA), Daniel Radocha (Hemisféra), Boris Redli (Superscale), Gabriel Nagypál (Games Farm)

20:00 (EN)

Czechoslovak Game Jam Week – Grand Prix Award
Selection of best game jam games and winner announcement

SATURDAY 28.11.

11:20 (SK)

Visiting Slovak Game Studios
Artillery

11:30 (SK)

SLAVOMÍR HAZUCHA / Artzenal, 10Tacle Slovakia
Remembering Elveon, the mythical unfinished Slovak AAA game

12:50 (SK)

Visiting Slovak Game Studios
Bitmap Galaxy

13:00 (SK)

ZDENĚK PRINC / Vortex.cz
Microsoft Flight Simulátor from the POV of a Pilot

14:20 (SK)

Visiting Slovak Game Studios
Doublequote Studio

14:30 (EN)

JOZEF VANČO / Arcade Watch podcast
Live podcast about esports

15:50 (SK)

Visiting Slovak Game Studios
Fatbot Games

16:00 (EN)

SLOVAK GAME OF THE YEAR 2019 AWARDS
Award ceremony for best Slovak games of 2019

The festival will be streamed via Facebook.

[RSVP here to get a notification when we start streaming.](#)

VENUE

ONLINE

FESTIVAL DATES

Start: 26/11/2020
End: 28/11/2020

CONTACT

Email: info@gdays.sk
Tel: 00 421 904 979 440