

Inland Norway University of Applied Sciences

Exhibition Week May 23rd - 27th, 2022

	Monday		Tuesday		Wednesday		Thursday	Friday								
	5/23/2022		5/24/2022		5/25/2022		5/26/2022	5/27/2022								
	Exhibition - Day 1		Exhibition - Day 2		Exhibition - Day 3			Career Day - Industry Presentations		Booth & Game Testing Participants						
Time	Presenter	Details	Presenter	Details	Presenter	Details		Presenter	Details	Comp. Name	Details					
<b>Student Exhibition - GALLERY - 2nd Floor of the Game School</b>																
9:00 AM	Marit Christine Berg Standvik Head of Department	Welcome Student Exhibits	Fredrik Fottland CEO	EXPANSE Advice & Industry Workflow <b>Include 10 break</b>	Einar Johansen Langfjord	Riot Games - Alumni Path Into Industry <b>Include 10 break</b>	<b>ASCENSION DAY</b>	Stephen Anderson CEO	SMAARTIST Path into Industry & Advice on Preparation Path into Industry	Kristine Kvam	FYND Reality					
9:30 AM	Stephen Anderson CEO/Contract Artist	SMAARTIST Contract Artist for Disney & Marvel Studios Industry Workflow <b>Include 10 break</b>								Rasmus Valand Fredriksen	FunCOM 3D/Concept Artist Workflow & Advice	Einar J L Birkeland Siril Schanche-Pedersen Michael Røbekk, Emil Juliebø Chumphon Singhakawi Arian Satyami Vik	Rocket Couch - 1st Year Student Project Demo	Kristine Kvam	FYND Reality Opportunities within FYND & Industry Advice	Perfectly Paranormal
10:00 AM			Marius Thorvaldsen CEO	Breach VR AR/VR/XR Technology & Multiplayer	Leo Walter	FunCom Asso. Lead Designer Workflow & Advice <b>Include 10 break</b>		Isak Wahl Bachelor Student	NGA Winner Gamer's Choice 2yrs in a row Snow Leaf Studios							30 min Break
10:30 AM														Frank Mosvold CEO	Kool Produksions AS <b>Include 10 break</b>	
11:00 AM	Trond Fasteraune	HGC - Programming Tips for Junior programmers Creator of Polartron	Maja Nygjelten	Raidho Games Benefits of making a game alongside your community	Stephen Anderson CEO/Contract Artist	Contract Artist for Disney & Marvel Studios Feedback and Advice		Isak Wahl	Snow Leaf Studios Workshop <b>Include 10 break</b>	Julie Karoline Glosli	Game Testing Wolf Clinic					
11:30 AM										Sashi Komandur, PhD	Gameschool Research and Development <b>Include 10 break</b>	Ole Midthun Lead Unity Developer	FYND XR Technology, how this industry is changing both the markets & industry <b>Include 10 break</b>	Irina Rusten	HGC - Concept Art and Art Bibles <b>Include 10 break</b>	Kris Hastings Morveis
12:00 PM	LUNCH							LUNCH								
1:00 PM	Sashi Komandur, PhD	Gameschool Research and Development <b>Include 10 break</b>	Elisabeth Heimdal Nes COO	Dirtybit Story of Dirtybit, Working at Dirtybit, Student expectations vs. reality Tips and Tricks, Get recruiter's attention	Eylul Ozekis Marketing Manager	Sarepta Studio Increasing Value for your Audience & Community action		Kris Hastings Morveis	Establishing your own brand and producing independent content	Siril Schanche Rocket Couch	Game Testing Student Projects					
1:30 PM										Ole Andreas Haley Nicolas Roblin	FunCom Advice and Feedback	Mathias Tangen Leganger	Future Training Solutions			
2:00 PM	Student Recognition	Inland Norway University	Kris Hastings Morveis	Establishing your own brand and producing independent content	Isak Wahl Snow Leaf Studios	Game Testing Student Projects										
2:30 PM					Student Gallery open till 6:00 pm			Kris Hastings Morveis	Establishing your own brand and producing independent content							
3:00 PM																
3:15 PM																

<b>After Party</b>
<b>7 pm - Close</b>
<b>Evening at Gregers</b>