

LIU INNOVATION presents

LiU Game Conference 2016

12.00 Doors open - Mingel & Exhibition

13.00-13.10 Grand Opening

Tomas Ahlström, Innovation Adviser at LiU Innovation

Game Track

Moderator: Per Strömbäck
Spokesperson Swedish Games Industry

**Building A Company In The
Unexplored Realms Of Virtual Reality** **13.20**

Jenny Nordenborg, Neat Corp
Faviana Vangelius, SVRVIVE

**Initial Case Studies in VR Games and What
Can be learned from Mobile Gaming** **14.10**

Tommy Palm, Resolution Games

**How to Produce and Share
Immersive 360 Experiences: From
Hollywood Studios to Your iPhone** **15.00**

Jen Dolson, 360 Media at Facebook

Digging in the Brick Bin **15.50**

Jordan Itkowitz, LEGO Games & Apps

Stories in Shape and Feel **16.40**

Em Schatz, Naughty Dog

17.30-18.10 What Makes Minecraft The Best Game In The World?

Jens Bergensten, Lead Creative Designer at Mojang

18-10-18.30 LiU Game Awards 2016 Prize Ceremony

18.30-21.00 Mingel & Exhibition

22.00 Nightclub at Kollektivet

Science Track

Moderator: Karin Ackerholm
Innovation Adviser at LiU Innovation

**Procedural Methods
for Real Time Rendering**

Stefan Gustavson, LiU

Designing a Game Program

Adam Mayes, Campus Gotland

**Immersive Fusion to Entertain and to Boost
Interest in Science and Technology**

Erik Sundén, Norrköping Visualization
Center C

Inclusive Game Development

Jenny Brusck, University of Skövde

**From Quantum Physics to
Casual Mobile Gaming**

Erik & Aseel Berglund, LiU