

Bethesda Presents: The IGEA Education Summit

9:30 AM	10:50 AM	<p>Opening Keynote: An Example of Industry and Educational Collaboration: Ubisoft's Game Creators' Odyssey Program</p> <p>A video game teaching how to make video games: The Game Creators' Odyssey is the gateway to an epic quest, where learners will acquire gainful knowledge on game creation. Ubisoft's Olivier Palmieri will talk about the principles behind the program, their collaboration with Concordia University and how this extended further into a VR course.</p>
11:00 AM	11:50 AM	<p>Mighty Kingdom on the Principles that Govern their Graduate Program</p> <p>MK is not just Australia's largest independent developer and 2019 Studio of the Year but also offers a paid 12-month graduate program to get graduates industry ready. Mighty Kingdom CEO and COO Phil Mayes and Anthony Lawrence will talk about what drives the program.</p>
12:00 PM	12:50 PM	<p>Apprenticeships - A Model for Australia?</p> <p>Learning on the job - can this work in Australia? A panel comprising of Ann-Maree Davies, Head of AIE Adelaide, the RTO for SA's Skilling SA apprenticeship program, Ross Symons, CEO of Big Ant, and Ashley Ringrose, Founder of SMG Studios, will discuss this question on this panel.</p>
1:00 PM	1:50 PM	<p>Lunch Networking</p>
2:00 PM	2:50 PM	<p>The Great Debate: Educators and Studios Discuss Major Challenges Facing the Sectors</p> <p>What are some of the major challenges for AAA, mid-size developers and indies faces when it comes to games education? And how do educators answer these concerns? Featuring Steve Wang (Wargaming), Lisy Kane (League of Geeks), Nico King (Chaos Theory), Dr Luke McMillan (SAE Institute), Sam Cartwright (AIE), and Douglas Wilson (RMIT)</p>
3:00 PM	3:50 PM	<p>The Great Debate: Educators and Studios Discuss Solutions</p> <p>The Great Debate pt two: the panel discussed the challenges now it's time to look into solutions</p>
4:00 PM	4:50 PM	<p>Alex Alvarez on the Principles Behind Gnomon</p> <p>Gnomon is widely recognised as one of the best schools for visual effects, games & animation. Simon Alty, Managing Director of Bethesda AU, NZ and JP will interview its founder Alex Alvarez on what drives this success.</p>
5:00 PM	5:20 PM	<p>Games for Change Asia-Pacific Announcement</p> <p>Join Games for Change Asia-Pacific for an exciting announcement about their future as part of Melbourne International Game Week.</p>
5:30 PM		<p>Closing Keynote: Ian Livingstone: The Power of Play</p> <p>Industry luminary Ian Livingstone will talk about the power of play and his vision for the future of games education.</p>