

IGEA Educates Summit

interactive games & entertainment association

Day 1: Industry Day

10:00AM - 11:15AM

Keynote: Ways To Internally Develop Talent.

With Kate Adams (Mighty Kingdom), Jess Gillam (ILM), Fiona Herron (Commonwealth Bank), Alwyn Hunt (The Rookies), and Kirsty Parkin (South Australian Government).

11:25AM - 12:05AM

Finding Common Ground: The Shared Responsibilities for Ensuring Currency of Skills

In conversation with James Marshal (CDW), Kayla Panozzo (Wargaming Sydney), Fae Daunt (SAE Melbourne), and Ryan McMahon (PlaySide).

12:10PM - 12:40PM

Engineering at Ubisoft

What Ubisoft looks for in engineering hires, and main challenges with finding skilled employees, with Matt Delbosc (Ubisoft).

12:50PM - 1:30PM

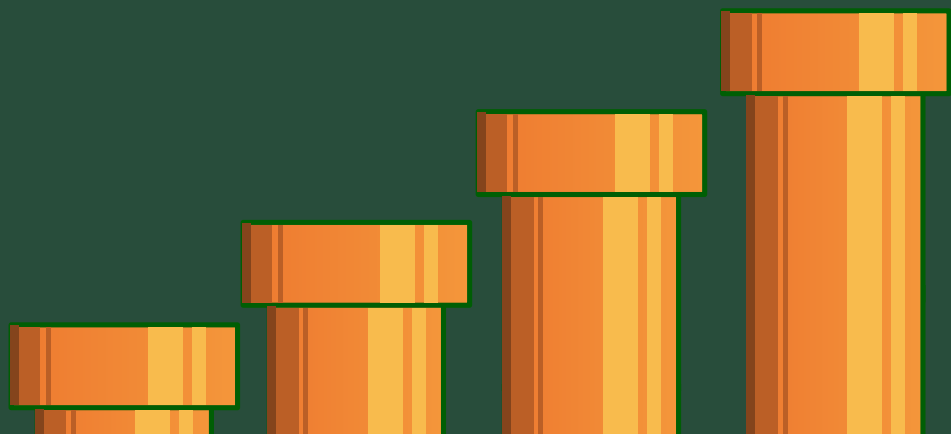
Production in AAA

Industry led conversation on AAA Production from Morgan Little (Immutable).

1:30PM - 2:30PM

Lunch Break

Networking available throughout lunch.



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Day 1: Industry Day

2:30PM - 3:05PM

Learning Mindsets and Finding a Job with EA Firemonkeys

Industry led conversation on EA Firemonkeys team Mauro Fiore, Kate Inabinet, Alana Cuce, Adric Polkinghorne, and Cara Tune.

3:10PM - 4:00PM

Workshop: Key Challenges and Opportunities for Studios and Educators in 2022

Group discussions and examination of industry challenges and opportunities, including revisiting 2021 identified challenges.

4:10PM - 4:50PM

Presentation of Workshop Results

Facilitators to present their groups discussion results to the conference.

5:00PM - 6:00PM

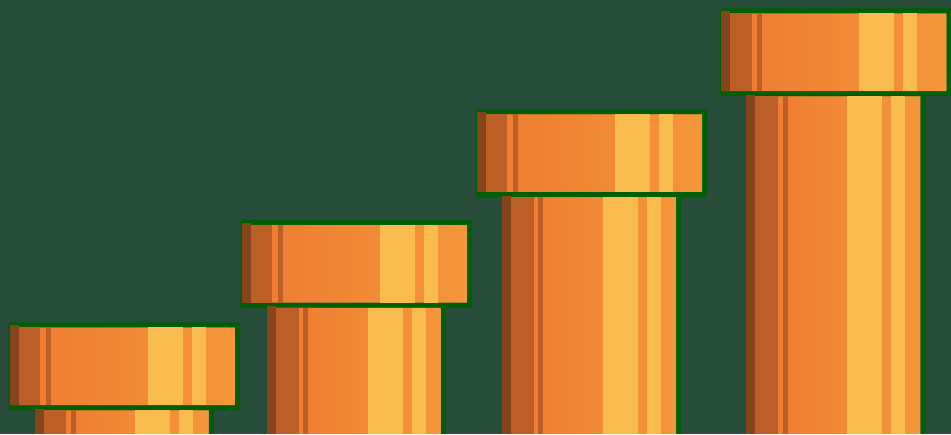
Ways to Identify and Hire New Talent

Conversation with Sarah Jordan (Gameloft), David Balfour (AFTRS), Caddy Neville (Gameloft), Lana Kersanava (Wargaming Sydney), and Rhys Sandery (Monkeystack)

6:00PM - 6:50PM

Networking over Dinner

Networking available throughout dinner.



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Day 2: Emerging Talent

10:00AM - 10:40AM

My Student Journey: HE and VET Students Share Stories of Getting Into the Industry

In conversation with Kartik Tiwari (Hipster Whale), Samara-Jade Sendek (Self-Employed), Ruby Devlin (Samurai Punk), Vinnie D'Cruz (PlaySide), and Sarah Elliott (Mighty Kingdom).

10:50AM - 11:25AM

A Beginner's Guide to Networking

In conversation with Chrispy Poermandya (PlaySide) and Sarah Pavlich (Mighty Kingdom).

11:35AM - 12:30PM

A Day in the Life: Indie vs AAA

In conversation with Kelsey Gamble (Immutable), Cyrian Guillaume (Samurai Punk), Angus Doolan (Self-Employed), and Leigh Harris (Wargaming Sydney).

12:40PM - 1:15PM

How Not to Tank Your Career in 280 Characters or Less

A revisit of her 2021 GCAP talk, Zhia Zariko (SAE Melbourne) takes attendees through communication 101, especially in online environments.

1:15PM - 2:00PM

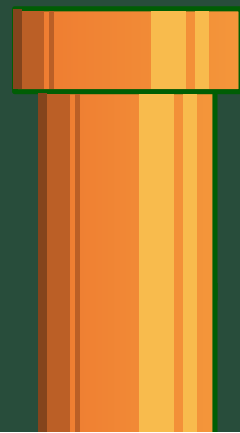
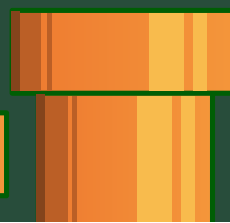
Lunch Break

Networking available throughout lunch.

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Day 2: Emerging Talent

2:00PM - 2:50PM

Mock Interview

Mock Interview with Luke Danielson-Stewart (PlaySide), Sarah Jordan (Gameloft), and Alexander O'Dea (Alta VR).

3:00PM - 3:55PM

Portfolio Review

Portfolio reviews with Hana Jones (PlaySide), Ryan McMahon (PlaySide), Ben Carruthers (PlaySide), James Carlton (Wargaming Sydney), Michelle McPartland (Sledgehammer Games), and Darcy Sandall (Sledgehammer Games).

3:55PM - 4:50PM

Workshop: Collaboratively Exploring Industry's Expectations

Facilitators to present their groups discussion results to the conference.

5:00PM - 6:05PM

Going Beyond the Classroom – Educators' Varied Roles in Supporting Industry

Conversation with Nat Texler (SAE Institute), Will Goddard (PlaySide), Ian Thomson (University of Technology Sydney), and Krista Jordan (AFTRS).

6:05PM - 6:55PM

Networking over Dinner

Networking available throughout dinner.

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