



2023 SCHEDULE

9:00AM

Welcome and Opening Remarks
The IGEA team



9:15AM

The Big Debate: AI and the Future of Education

Joey Egger, Managing Director, Two Bulls/DEPT
Grant Osborne, CTO at Mighty Kingdom
Adam Stanley, Solutions Architect, AWS
Catherine Wang, ML/ AI Specialist - Analytics Customer Engineer, Google

10:00AM

Product Management: A Blindspot

Siddhartha (Sidds) Mukherjee, CEO & Founder, Binary Weavers



10:00AM

Getting Into the Industry: A Recruiter's Perspective

Kirsty Parkin, Founder & Director, Supaglu

10:40AM

Skills Gaps in Games Production

Darryl Wright, Enterprise Agile Coach, Organa
Brendan Marsh, Agile, Product & org Coach, Organa



10:40AM

Understanding Contracts

Cam Rogers, Principal, Cam Rogers Legal



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11:20AM

Working Towards an Industry-Aligned Curriculum

Jason Della Rocca, Game business consultant, investor, funding advisor,
and ecosystem strategist



1:00PM

An Overview of AI and How We Play With It

Matty Davis, Associate Producer, Two Bulls/DEPT

1:00PM

Portfolio Review

QA, Community Manager, Producer



2:00PM

Creating Solutions for Publishers & Studios of All Sizes

Deanne Ritchie, Director of Operations, mod.io

2:00PM

Creative Leadership: When to Say No, When to Let Go

Chad Habel, Games Producer Trainer, Game Plus
Kirsty Parkin, Founder & Director, Supaglu
Jennifer Norcliffe, Talent Specialist (Aquisition), Mighty Kingdom
Kim Forrest, Head of Studio, Tantalus South



3:00PM

Pipelines Issues And How to Deal With Them

Cynthia Gusman-Nolan, Project Manager GISP, ACS
Lisa van Beeck, Project Director Australian STEM Video Game Challenge
Scarlett McDermott, Head of Ecosystem Capability, Tech Council of Australia