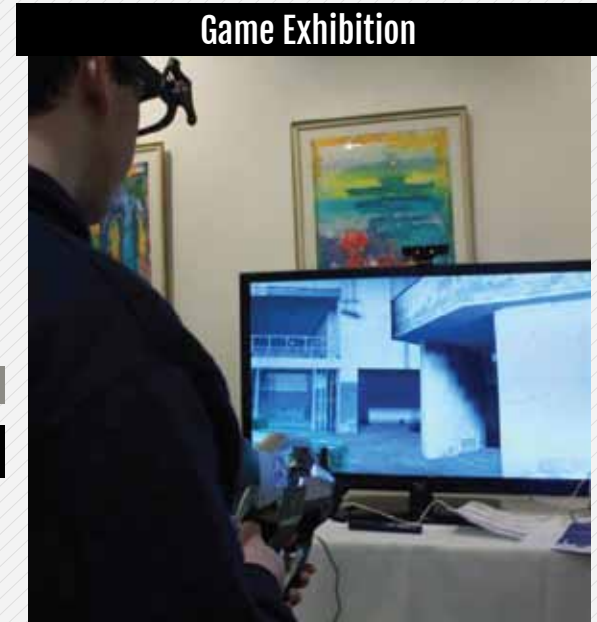


9:00 Spawn Point: Registration & Refreshments

Opening Track – Zelda's Castle

- E 10:00** **GameIS 2015 – Conference Overview** // Nir Miretzky
(Chairman Of The Board, GameIS)
- E 10:30** **Welcome Notes**
// Dr. Yossi Vardi
2015 In Global Gaming
// Guy Ulmer
- E 11:00** **Dawn of The Behavioral Engineer**
// Keith Boesky (Boesky & Co)
- E 11:30** **Seaside Chat - Global Business Growth for Mobile Games Companies** // Diana Moldavsky (ex-CRO, ZeptoLab)



Game Exhibition

12:00 Reinforcements have Arrived: Lunch Break

Zelda's Castle

Link's Armory

Keynote Track

- E 13:00** **A Poolside Chat with Stephane Kurgan - Is It a Numbers Game?** // Stephan Kurgan (King)

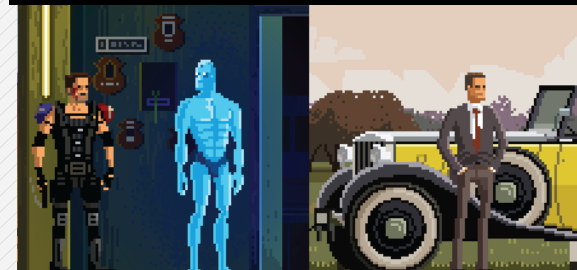
Game Design & Production Track

- E 14:00** **Panel: Online Games vs Mobile Games - Execution Wise**
// Kai Bollik (GameDuel) & Craig Allen (Creative Alchemy)
- E 14:30** **How to Make People Love Your Game (in 90 secs or less!)** // Dori Adar (DoriAdar Consultancy)
- E 15:00** **Extreme Engagement: Designing for More than 10 Gameplay Sessions a Day**
// Michael Rosen (Tacticsoft)

Indie Games Track

- H 14:00** **Fort Triumph, Quality Indie Gaming in Israel - Yes We Can!**
// Amit Shvarchenberg & Adam Zeira (Fort Triumph)
- H 14:30** **CivCraft - Crafting a Full Scale Indie Game**
// Arik Helman & Adrian Tache (Larkon Studios)
- E 15:00** **Return of The Sole Game Developer**
// Yaron Laifenberg (Funtactix)

Art Exhibition // Gustavo Viselner



15:30 Checkpoint Reached: Coffee Break

Gameplay & UI Track

- E 16:00** **Neurogaming - The Future of Game Making**
// Noy Barak (Neurosteer)
- E 16:30** **Asian vs Western Games - Gameplay and Game Design Elements that Make No Sense** // Ohad Barzilay (SideKick)

Game Data Track

- E 16:00** **Architecture, Scaling Up, and Fast Decisions!**
// Thomas Hartwig (King) (Masterclass)
- E 16:30** **Launching F2P Games, Facts & Tips**
// Guy Zaidenband (Play.im)
- H 17:00** **Challenges & Opportunities in the Mobile Kids Games Industry** // Eyal Bechavod (Pazu Games)

H = In Hebrew
E = In English

19:00 Game Over. Continue? 21:00

21:00

PARTY

