

Ukie Student Conference

25 October 2023
10:00 - 17:00

Talks

Catalyst Gallery and LIVE on [twitch.tv/ukietv](https://www.twitch.tv/ukietv)

10:00-10:45

Welcome

Chris Headleand, Staffordshire University
Sián Mayhall-Purvis, Ukie

Keynote: Your Unreal Future

James Butcher, Epic Games

Discover how the Epic Games ecosystem of tools can prepare you for your future in video games and beyond.

10:45-11:30

Planning a Punchy Pitch

Deborah Farley, Tranzfuser

Tranzfuser have guided hundreds of graduate teams through pitching their games for funding and support. This talk will highlight top tips for teams preparing to pitch a game idea that will grab the listener's attention and stand out from the crowd.

11:30-12:15

Starting a Community, From Scratch!

Ella Hagi, YRS TRULY

Creative marketing agency YRS TRULY will show you how to hone in on your messaging, find the best platforms for your game, and seek creator support from the right people.

12:15-13:00

How to Nail Your First Games Job Interview

Kim Parker Adcock, One Player Mission

Join One Player Mission, the experts in video games industry recruitment, to learn how to prepare for and impress in interviews.

14:00-14:45

Embracing Failure as the Prerequisite to Success

Rich Harper, Rare

Exploring the inevitable messy journey from ignorance to competence, this session offers a fresh perspective on your own abilities – one that is more forgiving, realistic, and better positioned for success.

14:45-15:45

Placements & Employability Panel

Join a selection of recruitment reps from our exhibitors for a panel discussion on getting your first job in video games, chaired by Davin Ward, Staffordshire University.

15:45-16:00

20 Years of Games at Staffordshire University

Chris Headleand, Staffordshire University

Discover how Staffordshire University will be celebrating this landmark anniversary.

Catalyst Building
Staffordshire University



Roundtables

Smaller sessions with 2-3 industry professionals, answering your questions on a particular discipline. Capacity is limited and allocated on a first-come first-served basis.

Creativity Zone (3rd floor)

10:30-11:30

Game Art

Arianna Staibano, Flix Interactive
David 'Ed' Edwards, Vicon
Rich Harper, Rare

11:30-12:30

Game Art Specialisms

3D, Environment, Lighting and more
Alex Mehroke, TT Games
Elliott McSherry, Ballistic Moon
Matt Cane, Flix Interactive

13:00-14:00

Game Design

Alessandra Garber, Flix Interactive
Ruggero Riccobene, TT Games

Teaching Suite (2nd floor)

13:15-14:15

The Business of Games

Running your own studio, marketing games and project management
Deborah Farley, Tranzfuser
Ella Hagi, YRS TRULY
Jason Cross, Flix Interactive

Exhibitor Area

Catalyst Hall

Career Connect	Playground Games
Exient	Rare
Flix Interactive	Realtime
Haia	Tranzfuser
Lucid Games	TT Games

Haia Challenge

Teaching Suite (2nd floor)

11:00-12:00

Unleashing Esports Excellence: The Haia Challenge & Beyond

Tom Burke, Haia

Tom will introduce an exciting competition, offering students the unique opportunity to lead event production on Haia Streams, managing the Esports Wales Invitational. This is your chance to learn from industry experts and be part of an event that's changing the game in esports.

Portfolio & CV reviews

Catalyst Hall

If you've pre-booked a portfolio or CV review, please make your way to the entrance end of Catalyst Hall at least 5 minutes before your appointment.

Networking

Catalyst Hall

16:00-17:00

Join us in the Catalyst Hall for drinks, tabletop games, and networking with our speakers and exhibitors.

