

Pixelpop Festival 2015 Schedule						
Saturday						
	Game Room	Seminar 1, Rm 252	Seminar 2, Rm 263	Exhibit Rooms	LAN Room	Auditorium
7:00 AM	SETUP					
8:00 AM						
9:00 AM	SETUP & Registration Open					
10:00 AM	Open Play	Talks start at 11 a.m. Get your game on till then!		Demos All Day!	Intro to Hearthstone	
10:30 AM						
11:00 AM	Pokemon 6th Gen Tournament		Mobile Games with TaleBlazer: Digital Engagement and Augmented Reality at the Saint Louis Zoo		The Basics of MOBAs	
11:30 AM		Writing Scene by Scene			Intro to Counter-Strike	Practical Intellectual Property Law for Game Development
12:00 PM		Thinking on Paper	A Game Journalist? What's That? And Why? And How Can I?			
12:30 PM	Open Play	Going To Church: A Pillar Postmortem				
1:00 PM	Sm4sh Tournament	Promoting the Indie market through Twitch Broadcasting	An Introduction to Game Aesthetics		The Basics of MOBAs	Voice Acting Q&A with Danielle McRae
1:30 PM		Where's My Goblin: A Game Postmortem				
2:00 PM			Peter Heinrich - Understanding Your Power-Users (And		Intro to Hearthstone	SLGDC: Made in St. Louis
2:30 PM	Open Play	Why You Can Only Draw Stick Figures				
3:00 PM	Tetris on PS3		Content Creation Blogging, Youtube, Podcasting and Streaming	The Basics of MOBAs	Building a Game Studio	
3:30 PM						
4:00 PM	Open Play	Designing Convincing AI For Your Story-Driven Game		Intro to Counter-Strike	Making Music for Games Panel	
4:30 PM						
5:00 PM						
Sunday						
	Game Room	Seminar 1, Rm 252	Seminar 2, Rm 263	Exhibit Room	LAN Room	Auditorium
7:00 AM	SETUP					
8:00 AM						
9:00 AM	SETUP & Registration Open					
10:00 AM	Open Play			Demos All Day!	Intro to Hearthstone	
10:30 AM		A Bug and its Blast Radius	Post-Grad Game Dev: How I Learned to Love Making Games and Stop Hating My Resume			
11:00 AM		Life After Kickstarter Panel	The St. Louis Game Jam Experience 2015		The Basics of MOBAs	Why Sound Design is Important For Your Game
11:30 AM			Intro to Counter-Strike		Talking Video Games with Danielle McRae	
12:00 PM	Mario Kart 8	The Power of HTML5 Game Development				
12:30 PM			What is the SLGDC?			
1:00 PM	Open Play	Music Composition in Video Games: An Introduction			The Basics of MOBAs	N4AL: Be Your Own Hero
1:30 PM						
2:00 PM	Halo 2		The Business of Starting a Business		Intro to Hearthstone	Women in Games Panel
2:30 PM						
3:00 PM	Open Play	Content Creation: Blogging, Podcasting, Streaming		The Basics of MOBAs	Students Making Games Panel	
3:30 PM						
4:00 PM			Are You Qualified?	Intro to Counter-Strike	Aurelyian Presentation	
4:30 PM						
5:00 PM						