

## Pixelpop Festival 2016 Schedule

### Saturday, October 8th

	Boeing North (Vector)	T-Rex Room (Glitch)	Life Science Lab (Parallax)	Center Stage "Let's Play"	Makerspace	Boeing South (Expo Hall)	May Hall (Game Room & Tournaments)
7:30 AM	SETUP						
9:30 AM	REGISTRATION OPENS						
10:00 AM	PANEL: Voice Acting for Games					Game Demos. Play, Give Feedback, Have Fun!	Free Play
10:30 AM							
11:00 AM	PANEL: Analog Design	PANEL: Play in Public		Jumpy McRunface	SLSC programming		
11:30 AM			ROUNDTABLE: Students				
12:00 PM	A/V BREAK	Writing With Branching Storylines		Blasting Agent	Text-based games made simple with Twine		
12:30 PM	PANEL: Game Artists	Making it Big on Kickstarter	Making HTML5 Games				
1:00 PM		Making games and experiences in Virtual Reality	ROUNDTABLE: Unity users	Joggernauts			Free Play
1:30 PM	Making Video Games From Nothing	A/V BREAK			SLSC programming		
2:00 PM	Video Game Psychology and Engagement	Game Concepting Workshop	ROUNDTABLE: Crowdfunding	Xenofera			
2:30 PM							
3:00 PM	A/V BREAK	Indie Rock - The Indie Cousins you didn't know you had					
3:30 PM	A Game Journalist? What's That?	Sleepy Kraken: A Game Postmortem		Simple Planes	2D Animation Basics with Krita		
4:00 PM	An Improvised Career in Indie Games	Practical Intellectual Property Law for Game Development		Hive Jump			
4:30 PM	PANEL: Life Before Going Indie						
5:00 PM							

### Sunday, October 9th

	Boeing North (Vector)	T-Rex Room (Glitch)	Life Science Lab (Parallax)	Center Stage "Let's Play"	Makerspace	Boeing South (Expo Hall)	May Hall (Game Room & Tournaments)
10:30 AM	SETUP						
11:00 AM	REGISTRATION OPENS						
11:30 AM	PANEL: Promoting your Game	PANEL: Games: What's the Point?	ROUNDTABLE: Narrative Writers			Game Demos. Play, Give Feedback, Have Fun!	Free Play
12:00 PM							
12:30 PM	PANEL: Indie Producers	The Science of Human Expression via Live Action Content Creation	Getting Git				
1:00 PM		Games as Art, Art as Games	Atari 2600: The Hows and Whys				
1:30 PM	Self-Publishing an Indie Card Game Postmortem	1-hour Game Jam	ROUNDTABLE: Retro Game Collectors	SLSC programming	SLSC programming		
2:00 PM	A/V BREAK						
2:30 PM	PANEL: Women in Games	Creating Music for Video Games	Legal Basics of Starting a Game Development Studio				
3:00 PM							
3:30 PM	Do What You Want	PANEL: TwitchSTL					
4:00 PM							
4:30 PM	Following Your Creative Compass						
5:00 PM							