

The logo for GDC 2020, featuring the letters 'GDC' in a bold, white, sans-serif font. The number '20' is positioned inside the 'O'. The logo is centered within a large, downward-pointing pink triangle that has a teal-to-pink gradient. The background is a light teal color with a faint grid pattern.

GDC 20

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GDC 20



**Elan Ruskin**  
Insomniac Games



'Marvel's Spider-Man':  
A Technical Postmortem



2  
♠

**Karen Stevens**  
EA Sports

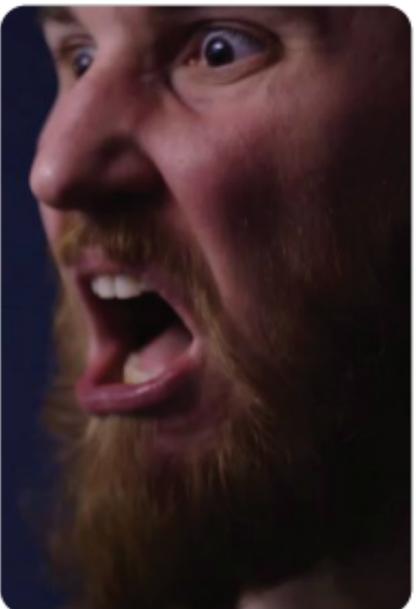


I Can't Hear You:  
Considering Deaf Gamers

♠  
2



Solving an Invisible Problem:  
Designing for Color-Blindness  
in Games



**Douglas Pennant**  
Creative Assembly



4  
♠

Luai Mayen  
Junub Games



#1ReasonToBe

♥  
4

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♠

Jonas Gillberg  
Electronic Arts



AI for Testing: The Development  
of Bots that Play 'Battlefield V'

♠  
5

6♠

Lydia Andrew  
Ubisoft Quebec

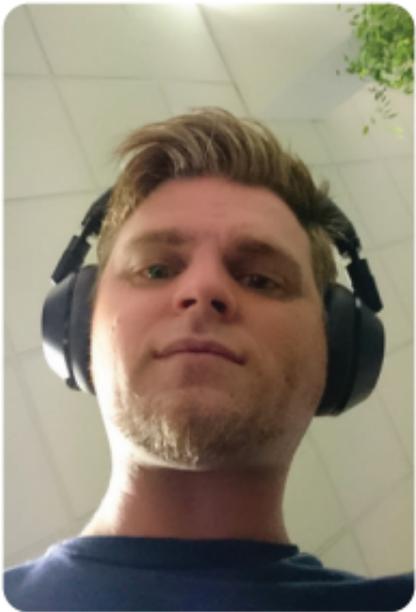


Audio Bootcamp XVIII:  
How a Systemic Approach to  
Game Audio Increased Creativity  
and Productivity for 'Assassin's  
Creed Odyssey'

♠9

7  
♠

Ben Sunshine-Hill  
Havok



Turing Tantrums: AI Devs Rant!!

♠  
7

Relative Perfection: Finding  
the Balance Between Flawed  
and Flawless



**Penka Kouneva**  
Independent

8 ♠

8 ♠

The Influence of Pre-Hispanic  
Culture on 'Shadow of the  
Tomb Raider'



**Rob Bridgett**  
Eidos Montreal

6♥

6♠

10  
♠

**Tara J. Brannigan**  
Behaviour Interactive



The Care and Feeding of Your  
Player Experience Team(s)

♠  
10



**Kristofor Mellroth**  
Xbox Game Studios Publishing



The Gangs Bite Back: Music and  
Sound of 'Crackdown 3'





Game Developers Conference



**Ashley Corrigan**  
Conference Manager



**K**  
♠

**Ziba Scott**  
Popcannibal



1,500 Slot Machines Walk into  
a Bar: Adventures in Quantity  
Over Quality

♥  
**K**



**Deborah Oyeyinka**  
Unity Technologies

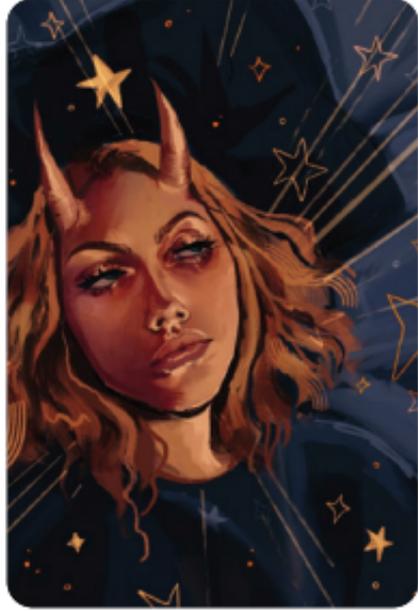


From the Trenches:  
Moving the Diversity Needle  
in Community Management





**Leighton Gray**  
Game Grumps



**Dream Daddies and Fearful Fathers:  
How Indies Can Cope with Being  
Terminally Online**





**Alex** Schwartz  
absurd:joy



1,500 Slot Machines Walk into  
a Bar: Adventures in Quantity  
Over Quality



4  
♥

Corinne  
Polyarc  
**Scrivens**



Engaging VR Storytelling:  
A 'Moss' Postmortem

♥  
4

Raising Atreus for Battle in  
'God of War'



**Hayato Yoshidome**  
Sony Santa Monica Studio



Lessons from 'Duolingo': How to  
Make Learning Hard Things Easy



**Karin Tsai**  
Duolingo



7♥

**Nicolas Doucet**  
Sony Interactive Entertainment



Making of 'ASTRO BOT  
Rescue Mission': Reinventing  
Platformers for VR

♥7



**Bonnie Ruberg, Ph.D.**  
University of California, Irvine



What to Do When “Toxic Gamer Culture” Enters the Classroom



6♥



**Ray Mazza**  
Gram Games

Design Philosophies and Lessons  
from Developing 'Merge Dragons!'

♥6

10  
♥

John Salwitz  
Electronic Arts



Classic Game Postmortem:  
'Paperboy'

♥  
10

VR Events: Do's and Don'ts for  
Making Great First Impressions



**Melissa** Swanepoel  
FarBridge



Game Developers Conference



**Molly Portillo**  
Conference Manager





**Jenny Jiao Hsia**  
Hexecutable



Personal Experiences as Games





**Cherry Thompson**  
Independent



You Can Take an Arrow to the Knee  
and Still Be an Adventurer



2  
♦

Patrick Curry  
FarBridge



VR Events: Do's and Don'ts for  
Making Great First Impressions

♦  
2



**Jason Wiser**  
Yaya Play Games, Tufts and  
Harvard University



How to Teach 5 Semesters of  
Game Design in 1 Class



4♦

**Dave** Grossman  
Earplay



The Invisible Escape Room:  
Adapting Jack Ryan for Alexa

♦4

5  
♦

**Kathryn Rawson**  
Secret Location



Men are From Earth, Women are  
From Earth: Understanding Key  
Leadership Principles

♦  
5

9♦

**David Putrino**  
Icahn School of Medicine  
at Mount Sinai



Pain Medication Reimagined:  
VR for Chronic Pain

♦9



**Brad Herman**  
SPACES



Is Location Based Entertainment  
Right for Your VR Title? (Hint: YES!)



8♦

Sabrina Carmona  
King



A Great Saga Needs Different  
Heroes: Unlocking  
Diversity's Potential

8♦

6♦

**Chris Zukowski**  
Return To Adventure  
Mountain, LLC



Build Your Own Fan Club:  
How to Use Your Email List

♦6

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♦

**Jonas Bötzel**  
Unknown Worlds Entertainment



'Subnautica' Postmortem

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10



**Noora Abu Eitah**  
Secret Location



Men are From Earth, Women are  
From Earth: Understanding Key  
Leadership Principles





Game Developers Conference



**Michelle Montoya**  
Operations Manager





**Lana Bachynski**  
Riot Games



Animation Bootcamp:  
Animation Microtalks





**Linda Carlson**  
Visionary Realms, ModSquad



From the Trenches:  
Moving the Diversity Needle  
in Community Management



2♣

**Jo King-Yost**  
Bungie



Bungie's Force Multipliers:  
Production Engineers

♣2



**François Paradis**  
Ubisoft Québec



Procedural Generation of  
Cinematic Dialogues in  
'Assassin's Creed Odyssey'



4  
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**Laura Teeples**  
343 Industries



Tools Tutorial Day: The System  
of Tools: Reducing Frustration  
in a Daily Workflow

♣  
4

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Squirrel Eiserloh  
SMU Guildhall



Math for Game Developers:  
Curves Revisited

♣5

9♣

**Marie Jasmin**  
Bethesda Game Studios



Building the Interface of  
'The Elder Scrolls: Blades'  
in Landscape and Portrait

♣9

7  
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**Yibo Liu**  
Turn 10 Studios (Microsoft)

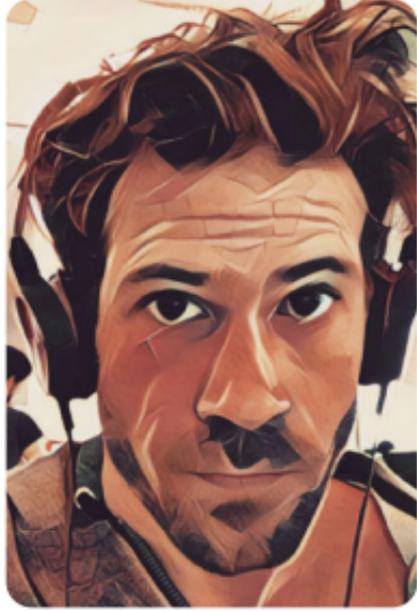


Physically-Based Calibration:  
Accurate Material Production  
in 'Forza Horizon 4'

♣  
7



**Tim Shepherd**  
Wooga



Marketing Stories: Multiplayer Soft  
Launch and Playable Ads





**Lucas Slominski**  
Zenimax Online Studios



Illustrating Tamriel: Creating Key  
Art for 'The Elder Scrolls Online'



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Miriam Bellard  
Rockstar North



Environment Design as Spatial  
Cinematography:  
Theory and Practice

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10

Art Direction Bootcamp:  
Building a Creative Future  
with Artificial Intelligence



**Andrew Maximov**  
Promethean AI



Game Developers Conference



**Elizabeth Frias**  
Operations Specialist





**Dori Arazzi**  
Sony Santa Monica Studio



Creating a Deeper Emotional  
Connection: The Cinematography  
of 'God of War'



**J  
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R**

**Kim Belair**  
Sweet Baby, Inc.



**Now You See Me:  
Representation as Innovation**

**R  
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K  
O  
J**

**J  
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R**

**Kurt Melcher**  
Intersport



Esports Day: University Esports Governance  
/ Leadership: Varsity Programs and the  
Future of Collegiate Esports on Campus

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GDC 2020

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