



INDIE INTERFACES

Please note, this schedule may be adapted as we go. This is v2.0

Thursday, September 28	1435 St-Alexandre. #140 (directions)	GamePlay Space / L'Espace Ludique, a dedicated co-working and event space for Montreal's games industry.
6:00pm	Doors open	Refreshments and mingling with local studio heads, symposium guests, and devs.
7:00 pm	Welcoming comments	Jason Della Rocca (Execution Labs)
		John Polson (Humble Bundle)
		Bart Simon, Felan Parker, Jen Whitson (Indie Interfaces)
	Keynote	Kelly Wallick, Indie MEGABOOTH. "Building the IMB and lessons learned in community building"
8:00pm	Play time	While we chat and mingle with local devs and studio heads, ten local teams will have games available for playtesting
9:30pm	Exodus to the streets	Explore the city, grab cocktails, wander out for excellent food...

Friday September 29	1515 Rue St-Catherine W. EV Building, 11th floor (directions)	Milieux Institute for Arts, Culture and Technology Concordia University, Montréal, Canada
9:30 am		For those staying at Chateau Versailles , after your breakfast at the hotel, a guide will meet you in the lobby at 9:30 am to walk you to Concordia. It's downhill!
10:00 am	Coffee & Intro Remarks	Jen Whitson (University of Waterloo)

10:30 am	Roundtable Indie Oceans: navigating funding and distribution	Panelists: Canadian Media Fund Jason Della Rocca (Execution Labs) John Polson (Humble Bundle) Nathan Vella (Indie Fund / Capybara Games) Host: Jen Whitson
11:45 pm	Lunch	Faubourg Building (FB 6th Floor) (directions)
12:45 pm	Collaboration & Candy Session	Host: Jen Whitson
2:00 pm		Move back to Milieux (EV Building)
2:00 pm	Panel and Discussion International Waters: Industry Perspectives	Panelists: Vinciane Zabban (Université Paris 13) & Hovig Ter Minassian (Université de Tours) Casey O'Donnell (Michigan State University) Olli Sotamaa (University of Tampere) Host: Jen Whitson
3:15 pm	Fueling Break	Coffee and pastries!
3:45 pm	Roundtable Keeping the Boats Afloat: Production and development	Panelists: Christopher Floyd (Seattle Indies Workshop) Liv Lunde (GamePlay Space) Oliver Clarke (Arch Creatives) JP van Seventer (Dutch Game Garden) Host: Bart Simon
5:00 pm	Ending wrap-up	
7:30 pm	Symposium Dinner	Gameplay Space. 1435 St-Alexandre. #140 (directions)

Saturday September 30	1515 Rue St-Catherine W. EV Building, 11 th floor (directions)	Milieux Institute for Arts, Culture and Technology Concordia University, Montréal, Canada
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9:30 am	Coffee!	
10:00 am	Introductory Remarks	Felan Parker (University of St. Michael's College, University of Toronto)
10:30 am	Panel and Discussion Shaky Platforms	Panelists: Fenwick McKelvey (Concordia University) & Daniel Joseph (Ryerson/York Universities) John Vanderhoef (California State University, Dominguez Hills) Mia Consalvo (Concordia University) Host: Bart Simon
11:45 pm	Lunch	On the Terrace
1:00 pm	Panel and Discussion Charting Indie Scenes	Panelists: Enric Llagostera (Concordia University) & Anita Cavaleiro (University of São Paulo) Christopher Young (University of Toronto) John Banks (Queensland University of Technology) Host: Felan Parker
2:15 pm	Fueling Break	Coffee and pastries!
2:45 pm	Roundtable Signal Boosting: Curation and Intermediation work	Panelists: Kelly Wallick (Indie MEGABOOTH, Indie Games Festival) Stephanie Barish (Indiecade) Sagan Yee and Jim Munroe (The Hand Eye Society) Thorsten S. Wiedemann (A MAZE) Host: Felan Parker
4:15 pm	Café and Closing Remarks	Host: Bart Simon
Late afternoon	(goodbye) beers with friends	Those of us who aren't catching flights/trains/buses homes are congregating at the local pub.