

	SALA 1	SALA 2	SALA 2A
10:00-11:00	<b>The conference is starting! Let's pick up your badge and dive in DEEP!</b>		
11:00-12:30	<b>World-centric vs Game-centric Game Design</b> Do you create game to fit the world? Or a world to fit the game? How often working on one of these ends up changing the other? In which direction? Host: Marcin Kuczyński Speakers: Rowan Hall, Spenser Starke, Grant Howitt, Ray Chou	<b>Evolution of Role-players</b> Are role-players different now than they used to be? Are there noticeable themes or directions of changes? Should games adapt to their changing audience or are they shaping the changes within audience? Host: Jon Peterson Speakers: Wojtek Rosiński, Marcin Segit, Dominic McDowall, Naomi Clarke	
	<b>COFFEE BREAK</b>		
12:30-13:00	<b>COFFEE BREAK</b>		
	<b>Who Cares About Game Rules?</b> Do we need game rules? What should be rules? What shouldn't be rules? Host: Aleksandra "Tygrys" Stan Speakers: Spencer Starke, Rowan Hall, Chris Taylor, Wojtek Rosiński	<b>What do we need rulebooks for?</b> Who reads them? What experience are we designing? Rulebooks as collectible items, as storytelling, as knowledge base, etc. Host: Ross Thompson Speakers: Marcin Kuczyński, Ray Chou, Dominic McDowall	<b>Jak publikować i nie zwariować - kuluary tworzenia i wydawania gier RPG</b> Czy dobrze jest być twórcą? Jak to jest utrzymywać swój własny projekt, a jak współpracować w dużym wydawnictwie? Jakie są różnice w tworzeniu i wydawaniu gier na Polskę, a tych na zagraniczne rynki? Prowadzący: Marcin Segit Uczestnicy: Adam Wieczorek, Jakub Zapała, Zbigniew "Zed" Zych, Wojciech Słobodzian, Katarzyna Kuczyńska
13:00-14:30	<b>LUNCH BREAK</b>		
14:30-16:00	<b>LUNCH BREAK</b>		
	<b>Designing for Genre</b> Are there differences when designing game for different genres? Are there universal games and do they need to be adjusted depending on genre? Do different genres require different design approaches or techniques? Is the game genre just a flavor to be sprinkled on top of a ready game? Host: Ross Thompson Speakers: Grant Howitt, Rowan Hall, Spenser Starke, Katarzyna Kuczyńska, Dominic McDowall	<b>Game Design in the Age of AI</b> How is the TTRPG landscape looking now in the times when AI is being pushed everywhere? Is there any place for it design space? Is it inevitable? Or maybe it is already fully here? What are the benefits and the dangers of AI in design? Host: Adam Wieczorek Speakers: Marcin Kuczyński, Elaine Lithgow, Chris Birch, Zbigniew "Zed" Zych	<b>Jak pisać i tłumaczyć, żeby redaktor nie osiwił i czytelnik nie zwariował</b> Czym jest "dobrze napisana gra"? Ile pracy idzie w napisanie tekstu? A w tłumaczenie? Jak duży wpływ ma redaktor lub wydawca na finalny efekt? Prowadzący: Marcin Segit Uczestnicy: Kuba Zapała, Wojtek Rosiński, Wojciech Słobodzian
16:00-17:30	<b>COFFEE BREAK</b>		
17:30-18:00	<b>COFFEE BREAK</b>		
	<b>Balancing Safety and Comfort in Game Design</b> What's the difference between safety and comfort and why should you consider them when designing your game? Can you deal with both at the same time? How do you take care of each and what are the tools available? Host: Aleksandra "Tygrys" Stan Speakers: Marcin Kuczyński, Chant Evans, Naomi Clarke	<b>Lifespan of a Game</b> How do you approach the length of the life of the game? How far the changes go whether it is short game for one sitting, for a few sessions or long campaigns? Are there preferences you see from the players? Host: Adam Wieczorek Speakers: Chris Birch, Ray Chou, Ross Thompson, Alex Levene	
18:00-19:30	<b>COFFEE BREAK</b>		
19:30- ...	<b>Freediving - DEEP industry mixer afterparty</b>		