

	Section "Flash", Hall "Volga"	Section "Social", Hall "Amur"	Section "Mobile", Hall "Dvina"	Section "General Industry", Hall "Angara"
10:00 - 10:50	"How can a flasher create an international company?" <i>Artemiy Malkov</i> "Get rid of a mouse and a keyboard! Flash-games development for multi-touch and kinect" <i>Valentin Simonov</i>	"Main features and differences of 15 social networks" <i>Elena Masolova</i>	Mobile Browser Gaming – New opportunities for casual gaming development" <i>Martine Spaans</i>	"Own portal – first steps" <i>Yaroslav Kupreyev</i> "Modelling of traffic of a gaming portal" <i>Sergey Eliseyev</i>
10:50 - 11:00	Break			
11:00 – 11:50	"Level Editor" <i>Makar Osokin</i> "Million-worth levels" <i>Pavel Didenko</i>	"Social games and apps beyond social networks" <i>Alexey Fomin</i>	"Social games: new life at mobile platforms" <i>Maria Dmitrieva</i>	"Payment Processing vs Affiliate Marketing! Which one really matters?" <i>Gergana Todorova</i>
11:50 – 12:00	Break			
12:00 – 12:50	Round table: "Topical issues of indie flash games development and selling" <i>Moderator: Alexander Fedoseyev</i>	"Traffic management as an integral part of developer's success" <i>Alexander Zotov</i>	Discussion: "Technical aspects of development for HTML5" <i>Moderator: Vitaliy Khit</i>	"New monetization method" <i>Roman Kupchikov</i>
12:50 – 13:00	Break			
13:00 – 13:50	"Browser games – a time of changes" <i>Anton Volkov</i>	"Top Social Gaming Trends in 2011" <i>Rex NG</i>	Round table: "Present and future of mobile gaming" <i>Moderator: Pavel Krivoruchko</i>	"Integrated promo campaigns: cooperation experience of developers and advertisers" <i>Alena Abramova</i> "Effective promotion methods of Internet projects" <i>Alexander Milkin</i>
13:50 – 15:30	Lunch			
15:30 – 16:20	"Accelerate 2D Games on GPU with Molehill" <i>Tom Krcha</i>	"You are your own publisher" <i>Georgy Rozhkov</i>	"«The way of the samurai», as illustrated by The Treasures of Montezuma" <i>Alexander Yegoshin</i>	Round table: "Game business: top manager's view" <i>Moderator: Petr Kharitonov</i>
16:20– 16:30	Break			
16:30 – 17:20	"From Flash to Mobile. Porting flash games to mobile platforms: iOS and Android" <i>Buber Ilya</i>	"Classy! year" <i>Edgar Strods</i>	"Mobile elephants: games monetization at Unity" <i>Stephan Keiss</i>	Blitz-sessions section
17:20 – 17:30	Break			
17:30 – 18:20	Game-lynch	"Social games publishing with Mail.ru" <i>Alexandr Fadin</i>	"Can virtual buttons be better than hardware ones: iOS experience" <i>Alexey Kopylov</i>	"Success at Facebook is a delicate thing" <i>Arman Darini</i>
18:20 – 18:40	The award ceremony		"We learned about the potential of social games on the mobile market and tried it" <i>Evgeny Sungurov</i>	"The art of start-up: social games" <i>Alexey Mutovkin</i>