



# Konsul 2024

31. Oct. – 1. Nov.

## **DAY 1** 31.10.2024

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### **PEER GYNT SALEN**

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09:00 *Doors open & Check-in*

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10:00 **Welcome to Konsoll, day1!**

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10:15 **A travel through Moominvalley**  
*Are Sundnes*

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11:00 **Lessons from an Animator**  
*Hollie Newsham*

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12:00 *Lunch (60 min)*

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13:00 **Funding Fireside Chat**  
*Dan Thronström, Gina Jackson, and Des Gayle*

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14:00 **Allegorical Distance: The Real Challenge of Creating Cultures in Games**  
*Kate Edwards*

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15:00 *Break (30 min)*

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15:30 **Gather Your Party: The Collaborative Creation of BG3's Companions**  
*Adrienne Law & John Corcoran*

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16:30 *Konsoll Day 1 Finishes*

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20:00 **Party**  
*The official Konsoll party will take place at:  
Kulturhuset i Bergen, Vaskerelven 8.*

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**DAY 1** 31.10.2024

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**BEKKEN (WORKSHOPS)**

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13:00 **Modern Game Development for Retro Platforms**  
*Ricki Sickenger & Henning Ludvigsen*

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15:30 **Grants and Applications with NFI**  
*NFI Magnus Tellefsen*

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16:30 *Konsoll Day 1 Finishes*

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## DAY 2 01.11.2024

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### PEER GYNT SALEN

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09:00 *Doors open*

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10:00 **Insights and Advice for Aspiring 3D Character Artists**  
*Shiffaly Rattan*

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11:00 **Creating the Playable Story of Alan Wake 2**  
*Molly Maloney*

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12:00 *Lunch (60 min)*

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13:00 **Designing Tales of Kenzera: Zau**  
*Zi Peters*

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14:00 **Automating Creativity is a Fool's Errand**  
*Tommy Thompson*

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15:00 *Short Break (30 min)*

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15:30 **Starting From Zero: Directing Animation in R&D**  
*Lana Bachynski*

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16:30 *Konsoll Day 2 Finishes*

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**DAY 2** 01.11.2024

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**BEKKEN (WORKSHOPS)**

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10:00 **Learning activities and experiences within HE games programs and brainstorming on ideas for possible new research projects**  
*NORD University, Robin Isfold Munkvold*

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12:00 *Lunch (60 min)*

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13:00 **Demystifying The Craft**  
*Eric Stirpe, Molly Maloney, Adrienne Law, John Corcoran*

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16:30 *Konsoll Day 2 Finishes*

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## **DAY 1** *Thursday, 31.10.2024*

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### **Talks**

#### **A travel through Moominvalley**

Are Sundnes

**10:15 - 11:00**

Are Sundnes, CEO of Hyper Games, takes us through the process of developing the 2024 indie hit Snufkin: Melody of Moominvalley and shares key learnings and takeaways from that journey.



*Peer Gynt*

Talk

#### **Lessons from an Animator**

Hollie Newsham

**11:00 - 12:00**

Loosely related to Animation but more so lessons from working in the Games Industry as a whole, relevant to anyone aspiring to join this super exciting industry!

A brief introduction to animation in games, offering perspective on the job application process and [hopefully] providing advice that will help navigate those first few years in industry!



*Peer Gynt*

Talk



## **Funding Fireside Chat**

Dan Thronström, Gina Jackson,  
and Des Gayle

*Peer Gynt*

Talk

**13:00 - 14:00**

Join Dan Thronström, Gina Jackson, and Des Gayle as they chat about funding challenges over the past 12 months and potential opportunities for the next 12. Hosted by Dr. Satish Shewhorak.

## **Allegorical Distance: The Real Challenge of Creating Cultures in Games**

Kate Edwards

**14:00 - 15:00**

We've all experienced incredible game worlds that display a rich in-game culture, or perhaps present a real-world culture past or present in amazing detail. Similar to any world-builders, we as game creators leverage a great deal of inspiration for our worlds from our real-world experiences and perceptions, but this often leads to unintentional missteps - such as cultural appropriation. One key to manage this challenge is understanding "allegorical distance"; the degree to which your in-game implementation is sufficiently different from the real-world inspiration. With over 30 years of experience in games as a geographer and culturalization strategist, Kate Edwards will navigate the complex issues of cultural appropriation, cultural appreciation, cultural exchange, and what it entails to successfully build in-game cultures that not only reflect your creative vision but also respect the original. real-world inspirations.



*Peer Gynt*

Talk

## Gather Your Party: The Collaborative Creation of BG3's Companions

Adrienne Law & John Corcoran

**15:30 - 16:30**

Join Senior Writers Adrienne Law and John Corcoran of Larian Studios as they share insights into the development of Baldur's Gate 3, looking at the creative process of conceiving its characters, the collaborative efforts required to work on an epic, branching narrative, and the key skills and values that inform Larian's storytellers



Peer Gynt

Talk

## Workshops

### Modern Game Development for Retro Platforms

Ricki Sickenger & Henning Ludvigsen

**13:00 - 15:00**

Henning and Ricki have spent the last few years successfully making games for old computers under the moniker Badger Punch Games. They want to share their experience with you, and maybe teach you a trick or two! You will get insight into the tools, possibilities and limitations of making new games for old systems. You do not need prior gamedev knowledge, or nostalgic Commodore-shaped glasses for this talk, just a little curiosity. You will also hear about a different way to break into the gaming industry.



Bekken

Workshop





# Norsk filminstitutt

## Grants and Applications with NFI

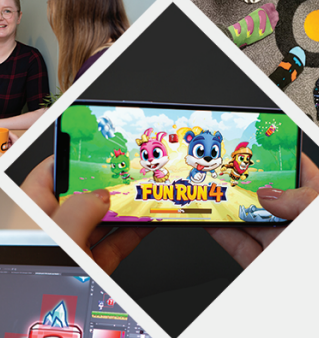
NFI Magnus Tellefsen

**15:30 - 16:30**

*Bekken*

Workshop

NFI (Norwegian Film Institute) will be presenting their grants, and offering related information and advice. This is a great opportunity to learn more about what applications are available, application processes, and what is important when applying for national funding.



## CREATING MEMORABLE MOMENTS TOGETHER!



Dirtybit is an award winning game studio located in the city of Bergen. We have been making games for mobile since 2011, focusing on social game experiences. Today our games in the Fun Run series have more than 150 million downloads all over the world!

[www.dirtybit.com](http://www.dirtybit.com)



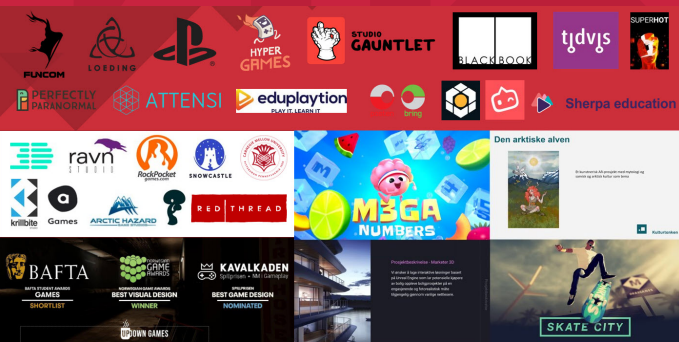


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### Talks

#### Insights and Advice for Aspiring 3D

Shiffaly Rattan

**10:00 - 11:00**

Shiffaly shares her personal journey as a 3D artist, advising beginners to focus on creating a strong portfolio and mastering necessary skills instead of investing in expensive degrees and equipment. The talk also highlights the need to balance technical and artistic skills, as well as the importance of networking and receiving constructive feedback.



*Peer Gynt*

Talk

#### Creating the Playable Story of Alan Wake 2

Molly Maloney

**11:00 - 12:00**

This talk discusses the challenges of building player investment and ownership over the linear story of Alan Wake 2. In it we will cover the development and iteration some of the narrative mechanics featured in the game, tips and tricks for getting players to retain information, and why finding inventive ways to hide storytelling behind interactivity keeps your players playing.



*Peer Gynt*

Talk

## Designing Tales of Kenzera: Zau

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Zi Peters

**13:00 - 14:00**

Lead designer, Zi Peters, takes us through the approach to design gameplay that aligned with the cultural influences of Bantu mythology and the personal emotional story at the heart of Tales of Kenzera: ZAU. It highlights the benefits of using tools such as theme and embracing untapped real world cultural sources to enrich your game concepts and to effectively utilise them as part of your core design.



*Peer Gynt*

Talk

## Automating Creativity is a Fool's Errand

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Tommy Thompson

**14:00 - 15:00**

In the past couple of years, we have seen the proliferation of Generative AI: systems designed to create everything from sound to text, images, and more, all from readily accessible interfaces. This has led to an aggressive pursuit of automating creative aspects in games, at a time when the industry is experiencing tremendous upheaval, only adding to the anxiety felt across the sector. In this talk we give a grounded perspective of where and how AI technology sits today in the games industry: exploring the successes of utilising AI tools in games across 20 years of the discipline, how and why any aggressive push into generative AI will ultimately fail, how best to approach AI tooling, and how to inform and empower one another in an age of uncertainty.



*Peer Gynt*

Talk

## Starting From Zero: Directing Animation in R&D

Lana Bachynski

**15:30 - 16:30**

Step through the process of discovering and implementing specific and cohesive animation direction on a project early in development. Associate Art Director Lana Bachynski shares key takeaways and challenges faced in bringing together teams with varied experience levels and opinions.



*Peer Gynt*

Talk

## Workshops

### Learning activities and experiences within HE games programs and brainstorming on ideas for possible new research projects

NORD University, Robin Isfold Munkvold

**10:00 - 12:00**

The workshops will be focusing on sharing experiences and educational models for learning activities within HE games' educations. The goal is to find common ground for challenges within these educations and create ideas for research proposals – aiming to solve given issues.

If time, the Center for Excellent IT-education (Excited) will present games / apps, developed by students at Nord University, to improve and support learning activities within the program.

*Bekken*

Workshop

More info on the Excited project: <https://www.ntnu.edu/excited>.



## Demystifying The Craft

Eric Stirpe, Molly Maloney, John Corcoran, Adrienne Law

**13:00 - 15:00**

Hosted by Eric Stirpe, Senior Writer at Remedy Games, this relaxed panel session looks at various key aspects of writing for games, from characters to process, to working with huge IP with large fan bases. Joining Eric are Molly Maloney, Lead Narrative Designer from Remedy Games, and Senior Writers Adrienne Law and John Corcoran from Larian Studios.

*Bekken*

Workshop