18. – 19. November

DAY 1 *18.11.2025*

PEER GYNT SALEN

09:00 *Doors open & Check-in*

10:00 **Creature Construction: The Power of Reference and the Importance of Knowing your Basics First**
Stuart Sumida

11:00 **Why Players Do What They Do: Behavioral Economics in Game Design**
Peter Rocchio

12:00 *Lunch*

13:00 **Funding Fireside Chat**
Reese Wright, Stephen Hey, Meg Clarke, and Vivy Zhao

14:00 **Beyond the Screen: Designing for the Context of Play**
Sofia Romualdo

15:00 *Break*

15:30 **Scoring Emotion and Story in Interactive Worlds**
Nainita Desai

BEKKEN (WORKSHOP)

13:00 **Mocap for Indie Games**
Aslak Helgesen

16:30 *End of day 1*

20:00 *BAR2, 20-year age limit*

DAY 2 *19.11.2025*

PEER GYNT SALEN

09:00 *Doors open*

10:00 **Date Everything! - A Deep Dive into Development**
Ray Chase

11:00 **Behind the Buttons:**
The Art and Evolution of Game UI
Helen Kaur

12:00 *Lunch*

13:00 **How to Make Games and Influence People (Maybe)**
Sol Brennan

14:00 **Product-Market Fit:**
What Does it Mean and How Do We Achieve it?
Martin Wein & Marilena Papacosta

15:00 *Break*

15:30 **Doodles to Design:**
The Power of Sketching in Game Development
Mike McCarthy

BEKKEN (WORKSHOPS)

13:00 **Create for Everyone:**
An Introduction to Accessibility
and Inclusive Design
Elisabeth Sivertsen

16:30 *End of Konsoll*

DAY 1 *Tuesday, 18.11.2025*

Talks

Creature Construction: The Power of Reference and the Importance of Knowing your Basics First

Stuart Sumida

10:00 - 11:00

Humans and creatures are dominant components of video game casts. Though it might seem that there is a great distance between such characters, an understanding of basic biological references allows artists to find the design connections between them. Stuart Sumida will review the strategies for artist development he has employed to do so at such studios as Blizzard, RIOT, Guerilla, DreamWorks, and Disney Feature Animation.

Peer Gynt
Talk

Why Players Do What They Do: Behavioral Economics in Game Design

Peter Rocchio

11:00 - 12:00

This talk gives us an introduction to how behavioral economics can help us understand player motivation, decision-making, and in-game social dynamics. We'll explore how incentives shape player behaviour, why certain systems encourage cooperation or conflict, and how these insights can guide more thoughtful game design.

Peer Gynt
Talk

Funding Fireside Chat

Peer Gynt
Talk

Reese Wright, Stephen Hey,
Meg Clarke, and Vivy Zhao

13:00 - 14:00

Join Reese Wright, Stephen Hey, Meg Clarke, and Vivy Zhao as they chat about funding challenges over the past 12 months and potential opportunities for the next 12. Hosted by **Dr. Satish Shewhorak.**

Beyond the Screen: Designing for the Context of Play

Sofia Romualdo

14:00 - 15:00

Peer Gynt
Talk

When game designers get together to talk about their craft, conversation tends to focus on what's happening inside the game. But what about what happens beyond the screen? In the real world, our players might be sitting in their bedroom, holding a controller while on voice chat with their friends around the world. They might be wearing a VR headset while trying to avoid hitting the furniture in their cramped living room. They might be standing in crowded public transport, holding on to their smartphone with one hand and keeping half an eye out for their stop. They might be holding on to their portable console with the sound off to avoid waking their sleeping baby, ready to drop the game at a moment's notice. These are a few examples of what we can call the context for play.

In this talk, Sofia Romualdo will draw on her experience designing videogames across platforms, from PC and console to VR and location-based games, to consider how the context of play impacts game design, from considerations, to limitations and opportunities.

Scoring Emotion and Story in Interactive Worlds

Nainita Desai

15:30 - 16:30

Emmy-winning composer Nainita Desai (Tales of Kenzera: Zau, Call of Duty: Modern Warfare II, Immortality, Telling Lies) takes us inside her creative process for crafting music that moves with the player. Through stories, sound, and examples from her recent games, she explores how music can express emotion, shape narrative, and connect players to the heart of a story - turning every score into a living, breathing part of the game world.

Peer Gynt

Talk

Workshop

Mocap for Indie Games

Aslak Helgesen

13:00 - 15:00

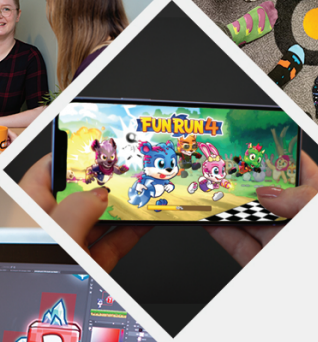
Animator Aslak Helgesen will lead you through the process of capturing motion capture data with inexpensive tools, how they can be edited in Blender and bringing these animations into Unity. Follow along or participate in recording and editing your own motion capture performance.

This workshop will give you a starting point to set up your own inexpensive motion capture pipeline.

Bekken

Workshop

dirtybit



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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 140 million downloads all over the world!

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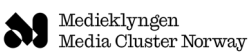

DAY 2 *Wednesday, 19.11.2025*

Talks

Date Everything! - A Deep Dive into Development

Ray Chase

10:00 - 11:00

Humans and creatures are dominant components of video game casts. Though it might seem that there is a great distance between such characters, an understanding of basic biological references allows artists to find the design connections between them. Stuart Sumida will review the strategies for artist development he has employed to do so at such studios as Blizzard, RIOT, Guerilla, DreamWorks, and Disney Feature Animation.

Peer Gynt

Talk

Behind the Buttons: The Art and Evolution of Game UI

Helen Kaur

11:00 - 12:00

Every game tells a story, and so does every interface. In this talk, Helen takes you through her path into the games industry, the evolution of game UI, and what it really means to design for all players. From early prototypes to shipped titles, she'll share lessons learned, behind-the-scenes challenges, and advice for aspiring game developers curious about turning creativity into a career in game UI/UX.

Peer Gynt

Talk

How to Make Games and Influence People (Maybe)

Sol Brennan

13:00 - 14:00

Peer Gynt Talk

What does it take to have a decade plus career in games? A lot of luck, sure, but there are definitely tips and tricks you can learn along the way! Come to this koldtbord of game development knowledge from the perspective of a technical artist, likely endure some bad jokes and maybe learn something along the way.

Product-Market Fit: What Does it Mean and How Do We Achieve it?

Martin Wein & Marilena Papacosta

14:00 - 15:00

Peer Gynt Talk

Over 18,000 new games were released in 2024. More than 90% of these new products failed - the reason is more often than not a lack of understanding of product / market fit and specific consumer needs. The essential truth is that it's easier to make the right product for the market than it is to find a market for your product. To do so, the creative efforts need to align with a commercially viable outcome from the earliest stage of production.

This session looks step by step at what questions you should ask at what time in the lifecycle, and how research and data provide actionable insights to game design to ensure it has the right player segment focus. This will build a firm foundation for your commercial strategy, enabling direction for your go-to-market plan, and help optimise your live service roadmap.

Session Takeaway
* Alignment of Creative Vision & Commercial Realities
* A unified brand perception unites all teams behind one vision/ direction
* The game and marketing communication are aligned on the same audience and address key player motivations and benefits

Doodles to Design: The Power of Sketching in Game Development

Mike McCarthy

15:30 - 16:30

Concept artist Michael McCarthy explores how quick sketches and rough doodles can become the seeds of powerful game art and visuals. Using pages from his own projects, he reveals how spontaneous doodles, visual "mistakes," and unpolished drawings often lead to inspired design choices. This session celebrates the traditional art of sketching as an essential thinking tool in modern game development.

Peer Gynt

Talk

Workshop

Create for Everyone: An Introduction to Accessibility and Inclusive Design

Elisabeth Sivertsen

13:00 - 15:00

Join accessibility consultant and disabled gamer Elisabeth Sivertsen (Arevya) for a workshop on accessibility in games, inspired by Microsoft's Inclusive Design principles.

This workshop will explore how to identify barriers, brainstorm accessible solutions, and understand how inclusive design can enhance both player experience and creative vision. You'll leave this session with concrete tips and practical tools for making every part of game development more accessible.

The workshop fits for designers, programmers, artists, production and QA teams, and social media managers. This session is your chance to learn how small accessibility choices can make a big impact for both players and your studio.

Bekken

Workshop