DEVCOM 2023 REVIEW & VOD RECOMMENDATIONS:

10-25-2023 - Written By: David L. $Money Train$ Watts – Journalist/Web Host/Editor – Dailymotion.com/FuTurXTV, Rattle Radio & HHBMedia.com – Alonzo Williams, Chavoita LeSane & Emre Erkan - David Velo Stewart – Journalist/Editor – HHBMedia.com

Gamescom 2023 Playlist **New Games Playlist**

Summer Game Fest Playlist

"When people ask me what the difference between the Devcom global gaming event and its cousin is, Gamescom, the more expensive, popular and commercial global gaming event. I would have to say Devcom is the brains of the multi-billion gaming biz and Gamescom is the heart. That sounds like a simple comparison, but really the main purpose of Devcom is to give video game developers and designers invaluable tools, programming and coding insights into what makes indie games, mobile games, casual games, PC games and triple A games great."

That quote above is from my Devcom 2022 review and it really sums up what Devcom is to the multi-billion gaming Industry. No matter what economic doomsayers are saying about tech/gaming layoffs the global gaming biz is 282 billion in 2023 and will be $655 billion by 2030. So, I wanted to do a different type of review of Devcom 2023 by listing ten of the best Devcom 2023 VOD talks and presentation from the Devcom Developer Conference. There was a wide range of fascinating subjects like what game designers can learn from Hip-Hop, African game industry, using ChatGPT in game design, marketing games, AI-powered NPCs, and the Ukrainian game industry during wartime. My only criticism is that I wished the presenters showed more demos of their games during their talks. When speakers describe African or Ukrainian games, I want to see those foreign games to make their talks more impactful. But if even one is a novice or expert gamer you will enjoy these informative Devcom 2023 VODs.

DEVCOM DEVELOPER CONFERENCE REACHES NEW PEAK

- Devcom sets new attendee record - Industry trends reflected in session program - Big expansion in conference content and side events-

Cologne, August 23, 2023 – Right at the end of Devcom Developer Conference 2023, which took place in the Conference Center East at Koelnmesse on August 20-22, organizers have announced new record numbers for every aspect of their event, as well as changes in attendee interest a demographic. 3.400 industry professionals participated in the conference, an increase of 28%. Their new partner events "Xsolla Game Night" and "Courage Cologne" attracted thousands of additional guests. The seniority demographic of conference attendees changed to 80% senior, lead or director level attendees – an increase of 14%, and every third participant had been working in the video games industry for 7 or more years. The demand for high-tier offers like the Business and VIP & Networking Pass as well as Partner options was especially great, as they included most of the additional side events and opportunities to meet with games industry peers. The top reason for attending Devcom Developer Conference, according to attendee feedback, was networking, followed directly by listening to great talks.

Besides the increase in attendee numbers, the program featured more than 250 speakers delivering 160+ sessions on a total of 13 stages. Among them were a variety of insightful deep dives into hot topics such as AI and its use in various aspects of game development, mental health, as well as leadership and company culture, or brand building. Devcom's opening keynote was delivered by Anna Brandberg, Lead UX Designer at The Outsiders (Funcom Stockholm), on The Psychology of Play: The Power of Understanding Your Players, followed by the Beneath The Return of Monkey Island: Q&A with LeCrew Panel featuring Dave Grossman, David Fox, Paul Toderas, Rex Crowle, Ron Gilbert and Zoe Nguyen Than. All #ddc2023 were streamed live to the Gamescom biz event platform and will be available as VOD.

"My team did exceptional work in preparing #ddc2023 and I am more than grateful and proud to host this industry-defining conference with them. We were already expecting a significant growth in our event by July, as international interest boosted pre-sales by 40%. It was wonderful to listen to so many experts and opinion leaders here in Cologne, their expertise and willingness to share made Devcom once again one of the key conferences in our industry.
And as we can't wait to see our attendees again, I am inviting all industry professionals to Devcom Developer Conference 2024 – and they can already get their pass right now."

Stephan Reichart | he/him | Managing Director at Devcom
Seeing the return of established side events like the highly anticipated Networking & Executive Dinner, the developer networking parties at the end of each conference day as well as the FLINTA* Meet Up, the organizers added exclusive Experience Tours of Cologne for Speakers and VIPs and improved the Devcom Pitch it! concept, together with their new partner Xbox & ID@Xbox, turning it into a networking mixer for developers, publishers and investors. Also new to their side event lineup were the Xsolla Game Night, inviting attendees to an exciting evening of tabletop games, and Courage Cologne, showcasing 40+ games during the Devcom Developer Night.

As the Devcom Developer Conference 2023 were wrapping up their program, upcoming events have already been announced:

• Next year's conference edition is teased by the ticket shop opening for 2024, featuring discounts until September 10.

• A Safer Spaces at Games Industry Events online summit will take place in Q4 2024. It will address international event organizers and feature the results of a safer space survey that was conducted during #ddc2023.

• A new edition of the Devcom Summit, planned for Q1 2024.
The Devcom team will be available at their booth in the Gamescom B2B area, Hall 4.1, B050 A041.

About Devcom

Devcom is the host of the official developer conference of Gamescom (Devcom Developer Conference) and Europe's largest community-based event for games industry professionals. Throughout the year, Devcom provides content, events and services tailored to the games industry based on its core values of diversity, inclusion and sustainability. Devcom Developer Conference #ddc2023 took place on August 20-22 (Sunday to Tuesday) at the Koelnmesse Congress Centre East in Cologne, followed by a presence at Gamescom from August 23-25. Devcom GmbH a subsidiary of game - Verband der deutschen Gamesbranche (the German Games Industry Association and owner of the Gamescom brand), Luxemburger Straße 79-83, 50354 Hürth, Germany https://www.devcom.global/

To the Beat Ya'll: What Designers Can learn from Hip Hop
https://tinyurl.com/bd489cry

Information

This se ssion looks at the intersection between hip hop and storytelling in games. Musical examples demonstrate the rhetorical techniques and structures that hip hop artists utilize, while game examples demonstrate how to apply those techniques to game production. Take a deep dive into hip hop's literary techniques—exploring the economy language, use of terminology, and the hierarchy of language in hip hop songs with examples of how games can make use of these techniques.
See more
Target Audiences
Narrative Designers and those interested in including the sub culture in their work.
Experience Level
Intermediate
Key Take Aways
Attendees will walk away with an understanding of new storytelling structures and an array of techniques that can help sharpen their writing and designs.
Session Type
Talk

Speakers

Jarory de Jesus
Technical Narrative DesignerHousemarque

Insights on and from the African Game Industry
https://tinyurl.com/mrxcskra

Information

The panel session will explore the realities, opportunities and ever progressing landscape of the growing African games industry from key stakeholders in and around the segment. As well as highlight why the African games industry is the next frontier from a creative and commercial perspective.
Target Audiences
Anyone who'd like to learn more about the games industry ecosystems on the African continent
Experience Level Intermediate
Key Take Aways

Attendees to the session will receive a deeper introduction to the African games industry as well as an opportunity to engage panelists directly across a broad spectrum of topics in the region.

Session Type
Talk

Speakers

Thomas Shiva
Founder, CEO | President | EDDigital Realm Entertainment Inc & Enter Africa Org & RGIDA

Nicholas Hall
CEORenderHeads

Limpho Moeti
Business Development ManagrrRocketride Games

Hugo Obi
FounderMaliyo Games

Victor Bassey
VP Business DevelopmentStarbreeze AB

Unpaused: The Ukrainian Games Industry in Times of War https://tinyurl.com/5e4rsknp

Information

Join us as we delve into the heart of Ukraine's dynamic gaming industry amidst the turmoil of conflict and change. As we come upon both Ukraine's Independence Day and 1.5 years since a full-scale invasion began, we gathered representatives from various sectors of the Ukrainian gaming industry to discuss the challenges faced and the strategies employed to overcome them. Our speakers will tackle topics including the transformation of the job market, the adaptations necessary for business continuity, crisis management techniques, and the prospects and hopes that lie ahead.
See less
Target Audiences
HR, business owners, managers and team leaders, indie developers, ecosystems and institutions, event organizers
Experience Level
Beginner
Key Take Aways
- You will get to know the status quo of Ukrainian games industry: how the job market has changed, how businesses are operating, what are the challenges they're facing - You will hear some crisis management and team management techniques that proved useful even in such stressful environment as war - You will find out what motivates us and what are our hopes for the future of Ukrainian games industry
See less
Session Type
Panel

Speakers

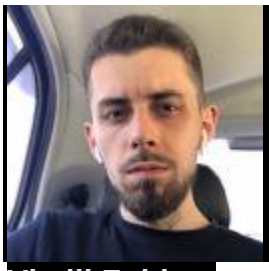
Olga Khomenko
COO & Co-FounderPlayToMax LTD

Oleksandra Kononenko
Recruitment LeadValues Value

Elena Lobova
Co-founder, CBDOGDBAY

Iryna Somka
CBDOGames Gathering Conference

Oleg Yavorsky
Business Development DirectorVG Entertainment



Vitalii Zubkov
Indie Game DirectorMarevo Collective

Talking with programmers 101: A guide for designers, artists, producers, and everyone else
https://tinyurl.com/mtnn6c8j

Information

Programmers are often stereotyped as social-awkward, unbendable, alien-language speaking individuals who for better or worse have magic skills needed to make games work. But the reality is that not only do we come in all shapes and sizes, we (usually) do not bite! If programmers hold the key to bring designs to life, fluidly trigger animations, make that sound play on the beat, or make a particle effect satisfyingly pop with the correct feedback, all while providing production with correct estimations, the quality of the information they receive from you, as well as the form used to pass that information, can drastically change the end result and the effort spent to achieve it. In this session I will present some pro-tips on how to talk with programmers and make everyone (and the product!) more happy in the process.

Target Audiences
Everyone who is not a programmer and needs to interact with programmers as part of their job. Programmers can also benefit from the talk if they are not fully aware of ways to solve the many communication problems that often plague our work.
Experience Level
Beginner
Key Take Aways
In the end, hopefully you will have a comprehensive toolkit of tips you can use the next time you have to ask a programmer for info or make a request. For instance: - How to correctly present a problem by talking about the intended result or root issue and not the proposed solution. - How to request complete information and not just parts of it. - How to not leave a conversation more confused than when you joined because of all the technical jargon. These easy to put in practice tips can have a considerable positive difference in the development of a feature and most certainly will have a huge impact during the development of an entire game.

Session Type
Talk

Speakers

João Eiras Antunes
Senior Gameplay ProgrammerMassive Entertainment - A Ubisoft Studio

ChatGPT in Studio Management, Game Design and Monetization of Games
https://tinyurl.com/35pc6yj6

Information

As a language model, ChatGPT can provide valuable insights and assistance to Games Studio Management, Game Design, and Monetization of Games. In Games Studio Management, ChatGPT can assist in tasks such as generating ideas for new games, analyzing market trends, and helping with team management. This does not mean that jobs will be eliminated, it is more likely that human skills will become more important and at the same time the quality of work will increase. With its vast knowledge of the gaming industry and various game development tools, ChatGPT can provide guidance on project management, resource allocation, and workflow optimization. In Game Design, ChatGPT can be an invaluable tool for generating and refining game concepts, designing gameplay mechanics, and creating engaging narratives. By analyzing player behavior and feedback, ChatGPT can help identify areas for improvement and suggest new features that can enhance the gaming experience. Therefor there is no need to be scared of the new generative AI – it's just a virtual assistant that makes life easier. In Monetization of Games, ChatGPT can assist in creating effective marketing strategies, analyzing player behavior and spending patterns, and identifying opportunities for monetization. ChatGPT can also help with the development of in-game purchases and microtransactions, as well as other methods of generating revenue from games. Overall, ChatGPT can be a valuable asset in the gaming industry, providing insights and assistance in various aspects of game development and management.

Target Audiences
Managers, Leaders, Developers, Game Designer, HR and Marketing
Experience Level
Beginner
Key Take Aways
ChatGPT is (just a) part of the human evolution. In the session there will be a critical reflection about the opportunities and risks in context of the games industry.

Session Type
Talk

Speakers

Lutz Anderie
CEOAnderie-Management

Cultural Interoperability: The Biggest Challenge to the Metaverse (and Beyond)
https://tinyurl.com/4dj4e8z

Information

As gaming spaces are the foundation for what is envisioned to be the forthcoming "metaverse", most of the current discourse is about technical interoperability; i.e., how we enable diverse platforms to seamlessly work together. However, this focus almost completely overlooks the most challenging aspect of cultural interoperability; i.e., how people from diverse worldviews and geographies will achieve equal access and common ground. This is especially problematic when our current world shows clear centrifugal cultural and geopolitical forces that are the antithesis of what the metaverse promises. With over 30 years of experience in games as a geographer and culturalization strategist, Kate Edwards has been involved in the creation of over 250 games. She will demonstrate the complexities of managing cultural interoperability as we strive to build globally inclusive virtual spaces in the midst of very real-world constraints.
See less
Experience Level
Expert
Session Type
Talk

Speakers

Kate Edwards
CEO / CXO & CofounderGeogrify / SetJetter

Music Design – How to approach from a Game Design Perspective
https://tinyurl.com/5ymrcwth

Information

Defining the musical needs of a game can be a challenge. Which elements are necessary to create an immersive and meaningful gameplay experience? In this talk I will approach this question from an audio designers perspective and show you how to translate game design decisions into music design choices. We will talk about how we can spot gameplay mechanics and other elements that are critical for music design and where to prioritize and where to cut music content. We will look at games with great audio and analyze how and why they made certain audio choices - and how we can transfer those learnings to our own projects. By the end of the talk you will also have a more holistic understanding of how other audio layers can and should affect music choices and how silence can be used as a tool to create impact. Who this talk is for: - Indie Game Designers and Creative Directors who outsource their audio - Composers and Sound Designers who collaborate with design teams and want to better understand their choices - Everyone else who is interested in music choices who works in any departments of game development
See less
Target Audiences
Game Designers, Creative Directors, Audio Designers
Experience Level
Intermediate
Key Take Aways
Key Takeaways: - Better understanding of how to approach music design with Game Design in mind - Tips on where to start with the music concept, where to prioritize and where to cut - Holistic understanding of how other Audio areas affect music choices - Do’s and Don’ts when making musical design decisions
See less
Session Type Talk

Speakers

Marie Havemann
Senior Audio DesignerSandbox Interactive GmbH

AI-Powered NPCs: Revolutionizing Player Engagement and Storytelling in Gaming
https://tinyurl.com/22w6nwdb

Information

****Joint pitch between two companies: NetEase Games & Inworld AI • The problem with NPCs: Despite significant upgrades in video game motion capture, graphics**

rendering, animation, and modeling, the tech that powers NPCs has remained stagnant. Governed by behavior trees and set patterns, NPC behavior and responses can eventually become predictable, which risks breaking player immersion. Generative AI changes that. • Unleashing AI NPCs: Discussing the technical capabilities of AI NPCs, detailing the AI models and machine learning techniques used to create realistic, adaptive NPCs that significantly enhance player engagement. Pros/cons of large language models like GPT-4 for video games. A look at generative AI games and mods that have gone viral like Skyrim, Bannerlord, or Inworld Origins. • Case Study: NetEase's Cygnus Enterprises is an ARPG and management sim that PC Gamer says, "With tight pacing, great gunplay, satisfying character progression, and a killer soundtrack, Cygnus Enterprises is definitely worth checking out.": Sharing a detailed technical case study of Cygnus Enterprises' success in implementing AI and AIGC technology in game development, including specific breakthroughs in AI models, training methods, and real-time processing. • AI-Driven Storytelling: A deep dive into how AI enables dynamic storytelling and dialogue generation in games, discussing the technical aspects such as natural language generation and reinforcement learning for dialogue and plot adaptation. • The Road Ahead: Exploring potential future advancements in AI and AIGC, including the use of more advanced AI models, the potential for more immersive game experiences, and the prospect of fully AI-driven games. This part of the session will also look at possible challenges and ethical considerations as technology evolves.

Target Audiences
Game developers, AI researchers, and industry professionals interested in the impact of AI-driven Narrative and Non-Player Characters on player engagement and storytelling in video games. Explore technical aspects and practical case studies on AI in

Experience Level
Intermediate

Key Take Aways
• Comprehensive overview of the breakthroughs in generative AI, large language models, and how developers can integrate these technologies today in video games. • Insight into how AI enhances storytelling and player engagement in games. • An in-depth case study of the practical implementation of AI and AIGC in game development. • Forward-looking insights into the future of AI and AIGC in gaming, including potential advancements, challenges, and ethical considerations.

Session Type Talk

Speakers

Brian Cox
Programming ManagerNetEase Shanghai

Nathan Yu
Director of ProductInworld AI

15 Things I (wish I had) Learned in Game Design School
https://tinyurl.com/478kk3wp

Information

Every year, people break into the industry coming from a multitude of private and public university programs or games schools. However, due to the complex nature of making games, there are a lot of things that young game designers might only learn later on in their professional careers. This talk will highlight some of these lessons, clarify fundamental concepts, suggest practical approaches, as well as offer some personal insights and advice.

Target Audiences

The talk is aimed at junior to intermediate game designers as well as students who are approaching graduation.

Experience Level

Beginner

Key Take Aways

- The importance of concepts like affordances & signifiers, cognitive biases and gestalt principle in game design - Practical approaches for vision keeping, tackling imposter syndrome, and staying creative as a professional - Advice for industry networking, internal design documentation & team communication as well as work/life balance

Session Type

Talk

Speakers

Tristan Hantschel
Level Designerthe Good Evil

[Building Game Ips and Brands: 10 Key Lessons https://tinyurl.com/2e83yzy3](https://tinyurl.com/2e83yzy3)

Information

Building a lasting IP is important if you want a sustainable studio. it is also how most investors and publishers look at your game, from the first pitch to the final delivery. Is there a potential IP in the game? Does it connect emotionally? Will your creative decisions stand out in the market? Can it become a series of games? Christian Fonnesbech will share experiences from working with many developers and publishers.

Target Audiences

Creative leads, producers, CEOs, management, publishers, studios, game developers, executive producers

Experience Level

Intermediate

Key Take Aways

The importance of characters in IPs Designing for uniqueness & relatability The management challenge of writers How to start brand development early

Session Type

Talk

Speakers

Christian Fonnesbech
Head of IP DevelopmentLeverage

DEVCOM 2023 PHOTOS:

DONATE TO
GAMEDEV
UNDER
BOMBS
CHARITY INITIATIVE
devcom
Photo by Jennifer Pitton

ORIGIN OF CURRENT F2P - QU
devcom

Mark Rutherford
Music Director
devcom

devcom

Symbols – Selective Loading
devcom

INCREDIBUILD
devcom
No Pain
No Game
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Developer Conference
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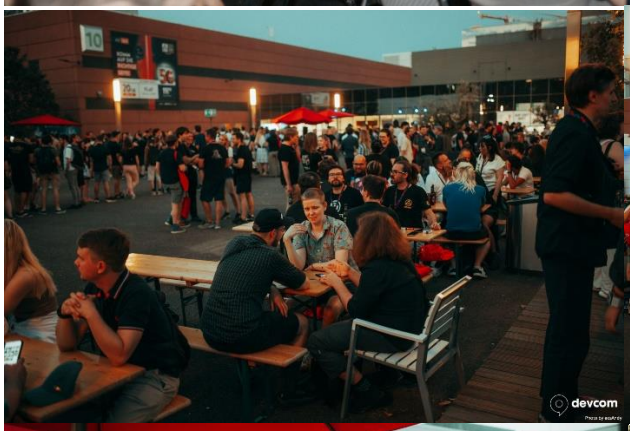
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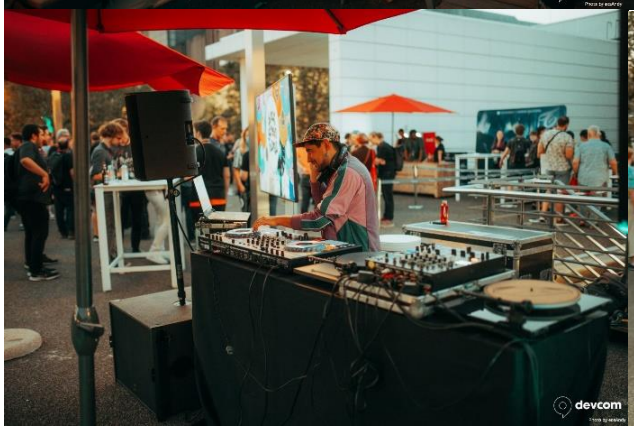
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NETWORKING DINNER
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INDIE
AWARD
2023
KölnBusiness
IT'S DANGEROUS
TO GO ALONE!
TAKE THIS.
Get in touch with us.
Because gaming has a home in Cologne.
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AWARD
2023
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indie award
2023
BLOCKBUSTER
3.000€
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UP
NEXT
FLINTA Meetup
Panel: Creating Safer Spaces
Panelists
Ashley "ashleyriott" Blake (Chief Operating Officer, Andromeda Entertainment)
Noel Krohn (CEO, Interantional Games Jobs)
Jamie Elms (Junior Content Producer, Bytro)
Rami Ismail (Rami Ismail)
Host
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Technical Partner
NetCologne
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PubNub
PubNub
PubNub lets our players
in our game and feel
a larger community, which
players return time and
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GAME COMMERCE
POWERED BY XSOLLA
COMMERCE POWERED BY XSOLLA
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Photo by Jennifer Pitton

amazon appstore
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WE MAKE
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GRAVITY
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oculus
Steam VR
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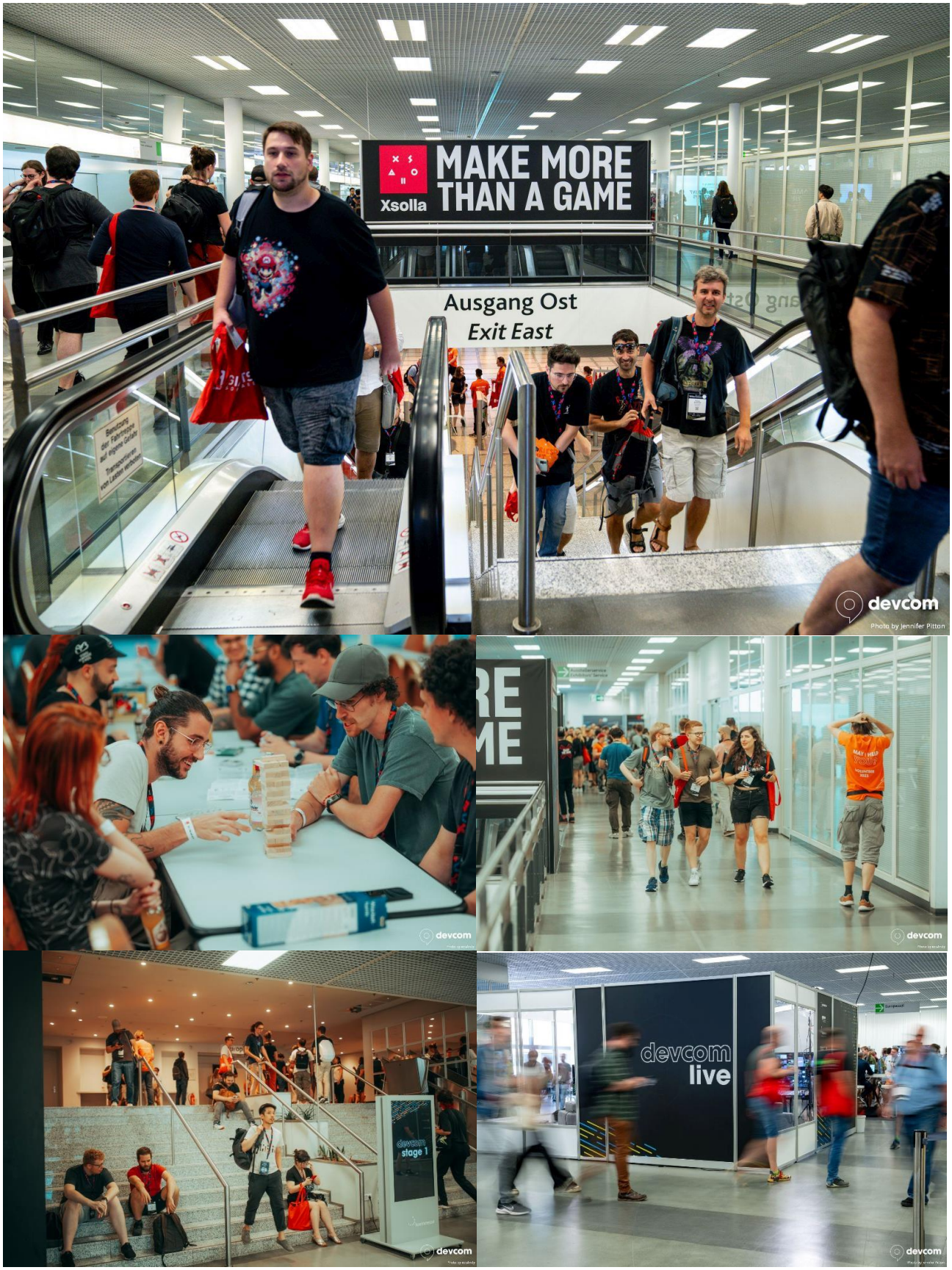
MAKE MORE THAN A GAME
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Ausgang Ost
Exit East
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