

# DEVCOM 2024 REVIEW & VOD RECOMMENDATIONS:



11-25-2024 - 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](#)

**Thank you  
for attending #ddc2024!  
devcom Developer Conference 2024 reaches new Record  
Numbers!**

- **With over 5,000 attendees – a 45% increase over 2023 – #ddc2024 consolidated its status as the largest industry conference in Europe second largest in the world.**
- **Our attendees represented 1,660 companies from 83 countries, with significant participation from both large enterprises and mid-sized firms, underscoring devcom’s broad industry influence.**
- **The conference featured 350+ speakers across 210+ sessions on 18 stages.**
- **More highlights included new and bigger expo areas, 13 side events and lots of additional services and activities during the conference days.**

# **DEVCOM DEVELOPER** **CONFERENCE BREAKS ALL** **RECORDS IN NEW LOCATION**

- devcom achieves record high attendance and content numbers -  
- Scholarship Programs provided 200+ participants with free access devcom and gamescom –

- 2025 events and dates already announced -

Cologne, August 22, 2024 – devcom Developer Conference 2024, held from August 18–20 at the new Koelnmesse Confex conference center, has ended with record-breaking attendance, session, and speaker numbers. More than 5,000 unique participants registered for the conference, an increase of 45% compared to 2023, consolidating devcom’s position as the largest industry conference in Europe and the second largest globally. Included in these numbers are 1,300 gamescom trade visitors who registered for the event and explored the new expo area during the conference’s second day.

The conference featured more than 350 speakers (about 100 more compared to 2023), who presented their topics across 210+ sessions on 17 stages, + Keynote Stage. Additional side events, such as the “Xsolla Game Night,” “European Game Night,” and “Courage Cologne,” contributed to thousands of additional attendees.

In addition to the surge in attendance and content, the conference attracted attendees from 1,660 companies and 83 countries. Notably, 10% of attendees represented companies with 2,000 or more employees, while 27% were from companies with 100 to 2,000 employees. This indicates a significant representation from large, established companies and mid-sized, innovative businesses with substantial resources, influence, and decision-making power in the industry.

The #ddc2024 Keynotes were delivered by Game Writer and Narrative Designer Kelsey Beachum, known for her innovative work on the award-winning indie space adventure title Outer Wilds and Jason Latino Cinematic Director at Larian Studios reflecting on how dead wrong he was about some of the game's biggest successes.

**Among the most anticipated and bookmarked sessions were Demystifying Creativity (Fawzi Mesmar, VP Global Creative, Ubisoft), Code Power-Ups: 10 Game-changing Programming Hacks (Terrance Cohen, Senior Engine Programmer, Insomniac Games) and You Must Self-Publish: The Future of Indie Funding (Jason Della Rocca, Co-Founder, Execution Labs).**

**“This year’s devcom Developer Conference was an extraordinary success, exceeding all our expectations and breaking records. The move to Koelnmesse’s new Confex has allowed us to expand our offering and create a more spacious environment for our attendees, speakers and partners. Compared to last year, we recorded a 45% increase in visitor numbers, which underscores the growing importance of devcom within the global games industry. Our B2B program was extremely well received, giving publishers and developers additional days to negotiate new projects at devcom and gamescom.”**

**Stephan Reichart (he/him), Managing Director of game events GmbH devcom’s newly established Scholarship Programs, in collaboration with gamescom and over 20 international partners, provided more than 200 participants with free access to the events, both online and on-site, along with additional support and networking opportunities.**

**New dates for the upcoming devcom Leadership Summit (February 19 – 21 in Lisbon, Portugal) and the next devcom Developer Conference 2025 (August 17 – 19 in Cologne, Germany) have already been announced and interested attendees can already purchase discounted passes for these events.**

**Direct links for devcom:**

- **Link to #ddc2025 & #dls2025 Ticket Shop: [www.devcom.global/Tickets](http://www.devcom.global/Tickets)**
- **Link to the devcom Leadership Summit: [www.devcom.global/leadership-summit-2025/](http://www.devcom.global/leadership-summit-2025/)**

### **About devcom**

**devcom is 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 #ddc2024 took place on August 18-20 (Sunday to Tuesday) at the Confex on Koelnmesse fairgrounds in Cologne, followed by a presence at gamescom from August 21-23 in Hall 4.1. The next devcom Developer Conference #ddc2025 will take place on August 17-19, 2025.**

**The upcoming devcom Leadership Summit will take place in Lisbon, Portugal from February 19 – 21, 2025. devcom Developer Conference and all devcom branded formats are developed & organized by game events GmbH, a subsidiary of game - Verband der deutschen Gamesbranche (the German Games Industry Association and owner of the gamescom & devcom bran**

**“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 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. As Devcom 2024 has concluded the State of the Gaming Industry is as follows: In fact, the latest Essential Facts About the U.S. Video Game Industry report from the Entertainment Software Association (ESA) reveals that 61% of Americans ages 5-90 play video games. This diverse player base has witnessed countless genres rise and fall over the years...Google Gemini.**

**This is the Devcom 2024 VOD Sessions <https://tinyurl.com/3ubhmecc> link and I watched many of them. I have highlighted three notable Devcom 2024 sessions that deal with DEI in the gaming industry. And it seems every day that DEI is becoming the “boogie acronym” that is becoming as toxic in this new Trump again era as the misguided slogan “defund the police.” It is amazing that the gaming industry is widely supported by millions of BIPOC gamers and hundreds of popular multiracial game influencers on Twitch and YouTube. But we have to keep hoping for some magical day when anyone, despite their race or gender, can get an indie, mobile or Triple A game developed, funded, and published. But the gaming industry is based on certain non-BIPOC lead gaming characters and non-DEI views of game design. There are endless Medieval and Lord of the Rings style new indies games or game worlds whereas as games based in Africa, India or South America are rare. Even major games that are based on space settings or apocalyptic zombie invasions are primarily focused on storylines of non-minority lead characters. So, that is why Devcom is important because any game designer, despite their race or gender, can learn the AI tools, insights, coding, marketing plans, sound effects or narrative design to make successful and profitable games. And any Devcom DEI VOD sessions are essential to watch now because there is no guarantee that they will be needed or expected for future Devcom Conferences. What is important about Devcom is that future Gen Z and Gen Alpha game developers/designers get the contacts and knowledge to succeed.**

# Crafting Black Narratives

**Panelists:**

Jarory de Jesus (Founder & Creative Director, Coquito Games)  
Zaire Lanier (Writer & Narrative Designer, Compulsion Games)  
Brittney Morris (Advanced Writer, Insomniac Games / Bestselling Novelist)  
Curtis Baxter (Senior Writer on Black Panther, EA Cliffhanger Games)

**Host:**

Meghna Jayanth (Narrative Designer/Writer –  
Horizon: Zero Dawn, This War of Mine, and more)



## Crafting Black Narratives

Live

4:30 PM 16 minutes left

Monday, August 19, 2024, 4:30 PM to 5:30 PM • 1 hr. (Europe/Berlin)

View time conflict

Stage 1 - Confex Level 0 (Expo)

-All-Diversity, Accessibility & Inclusion

Narrative Design



## **Information**

**How do you showcase the many dimensions of a character, while also intertwining their identity with the world they're in? Whether it's present-day Earth or in a whole other realm, our panel of writers and narrative designers will share how they create Black narratives in real and imagined worlds, presenting how to honor the culture while creating something new.**

## **Target Audiences**

**Writers, narrative designers, storytellers**

## **Experience Level**

**Intermediate**

## **Key Take Aways**

**Writers and narrative designers looking to learn how to create more authentic Black stories in video games**

## **Session Type**

**Panel**

## **Speakers**



## **Jarory de Jesus**

### **Founder and Director, Coquito Games**

**A game developer who specializes in narrative design, implementation, and programming. Jarory inspires his colleagues and next generation developers through collaborative projects and teaching game development. As a developer he's worked on properties such as Madden, Marvel, and Star Wars as both a Narrative and Technical Designer. He dedicates his spare time to a Hip Hop RPG which he describes as a passion project. He has participated in multiple game jams including global game jam and train jam. As a developer of color,**

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He seeks to amplify minority voices through inclusive design, unique perspectives in narrative, community service, and activism. Jarory is also a community organizer for Black in Gaming (BiG) and a member of the Latinx in Gaming community as well as a board member for Global Game Jam. His current studio, Coquito Games, is the culmination of his years of experience and passion for telling stories from under represented voices.

<https://www.coquitogames.com>



**Meghna Jayanth**

**Narrative Designer, Speculative Agency**

Meghna Jayanth is an award-winning narrative designer, writer, and speaker. Her work is focused on subverting the capitalist-colonialist fantasies, pleasures and designs that dominate the imaginaries of video games and rethinking protagonism. Her work includes *Thirsty Suitors*, *80 Days*, *Sable*, *Horizon: Zero Dawn*, *Boyfriend Dungeon*, *This War of Mine* and *Sunless Sea*. She is currently working on *All Rise*, an inappropriately joyous game about climate crisis and corporate criminals.

<http://meghnajayanth.carrd.co>



**Curtis Baxter**

**Senior Writer Electronic Arts**

Curtis Baxter is a writer for video games, animation, and comics with an expertise in adapting IP. He has written for mobile games such as *Pretty Little*

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**Liars on Episode, tv shows like Ben 10 on Cartoon Network, and an upcoming short comic book for Marvel's Miles Morales: Spider-Man. Currently, he's the Senior Writer for Electronic Arts upcoming Black Panther game.**

<https://curtisbaxter.com>



**Brittney Morris**

**Advanced Writer Insomniac Games**

**Brittney Morris is the bestselling author of SLAY, The Cost of Knowing, Marvel's Spider-Man: Miles Morales - Wings of Fury, and The Jump. She also writes video games and has contributed to projects such as The Lost Legends of Redwall, Subnautica: Below Zero, Marvel's Spider-Man 2, and Marvel's Wolverine. Brittney is an NAACP Image Award nominee, an ALA Black Caucus Youth Literary Award winner, and an Ignite Award Finalist. She has an economics degree from Boston University and spends her spare time reading, playing video games, and not doing enough yoga. She lives in Philadelphia.**

<https://insomniacgames.com>



**Zaire Lanier**

**Writer Compulsion Games**

**Ope, I'm Zaire, a writer and narrative designer. Midwestern at heart. I have worked at Unknown Worlds, Naughty Dog, Coalition, and currently at**

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Compulsion Games. I've also run two successful Kickstarters. I aim to write inclusive and diverse characters and settings that offer a glimpse into an often overlooked point of view in familiar settings.

<https://compulsiongames.com>

**devcom Developer Conference**

## A Decade Unveiled: The Brazilian Indie Game Scene's Transformative Journey

**Panelists:**  
Jésus Fabre (Marketing & Business Consultant, JFGames )  
Pedro Santoro Zambon (Researcher, Utrecht University)  
Eliana Russi (Chief Programming Officer, Gamescom LATAM)  
Ana Ribeiro (Creative Director, ARVORE Immersive Experiences)

**Host:**  
Arthur Protasio (CEO & Creative Director, Fableware)

**gamescom latam**  
A Decade Unveiled: The Brazilian Indie Game Scene's Transformative Journey  
19 August (Monday) at 5:30pm  
Stage 9 - Confex 3 Floor

**devcom Developer Conference**  
Monday, August 19, 2024 5:30 PM to 6:30 PM  
1 hr (Europe/Berlin)  
Streaming will start Monday, August 19, 2024 5:30 PM  
Stage 9 - Confex 3 Floor

**devcom Developer Conference**  
A Decade Unveiled:  
The Brazilian Indie Game Scene's Transformative Journey  
August 19 - 5:30 PM (Europe/Berlin)  
Stage 9 - Confex Level 2

**devcom Developer Conference**  
A Decade Unveiled:  
The Brazilian Game Industry's Transformative Journey  
Eliana Russi • Jesús Fabre • Arthur Protasio • Ana Ribeiro • Carlos Estigarribia

## [A Decade Unveiled: The Brazilian Indie Game Scene's Transformative Journey](#)

5:30 PM

Monday, August 19, 2024, 5:30 PM to 6:30 PM • 1 hr. (Europe/Berlin)

Stage 9 - Confex Level 2

-All-Business Culture Diversity, Accessibility & Inclusion

## Information

**Diverse game devs come together to share their stories and how they all originated from the same ecosystem: the Brazilian Indie Scene. Over the past 10 years, Brazil has seen nearly a tenfold increase in the number of game development companies. From 133 incorporated studios, there are now over 1000, with an estimated 10,000 workers in the industry. We revealed this budding indie game industry back at a GDC talk in 2014 and now, we have come full circle, with an understanding of the reasons why the Brazilian community has experienced this growth. It's been driven by the strength of regional developer communities as well as individual actions that have infused regional DNA into various globally successful games. Game developers from titles like Horizon Chase, Pixel Rift, Blazing Chrome, and Sword Legacy: Omen will discuss how they learned to deal with this scenario and came out victorious from it. They'll explain how certain definitions of success don't translate equally across the world, highlight diverse cultural, economic, and social landscapes that shaped individual achievements, and inspire you to do the same.**

## Target Audiences

**This session is open to everyone, including worldwide game devs, community managers, and leaders who want to build sustainable ecosystems by learning from the history and challenges of emerging countries.**

## Experience Level

### Beginner

## Key Take Aways

**Join us and (a) understand the most effective strategies in game development that promote healthy ecosystem growth, (b) learn strategies that can be replicated for effective management of sustainable developer communities; (c) and be inspired by diverse journeys that achieved sustainable game development careers through very different means.**

## Session Type

### Panel

## Speakers



**Arthur Protasio**  
**CEO & Creative Director, Fableware**

**Arthur Protasio is an Emmy-nominated Latin American writer-director with over a decade of experience in narrative-driven projects spanning games, VR, comics, film & TV. From indie titles to AAA franchises including Disney's Mickey Mouse, Asimov's Foundation, DreamWorks' Trolls, and Netflix's Cobra Kai, he's earned acclaim with Best Game, Best Narrative, and Best VR awards. As CEO and creative director of Fableware, Arthur specializes in crafting culturally authentic, thought-provoking tales.**

**<https://www.fablewaredesign.com>**

**Company Information**

**Company Name**

**Fableware**

**Company Size**

**4 to 10 people**

**Main Business Activity**

**Developer**

**Main Platforms**



**Pedro Santoro Zambon**  
**Researcher | Vice Chairperson Utrecht University | IGDA SIG Incubation**

**Researcher with a Ph.D. in Communication at São Paulo's State University focused on developing tools, methods, and solutions to support game developers and engage institutions and policymakers to create more efficient actions for the**

independent games sector. As director and founder of Savegame.dev, provided consultancy, project implementation, and commissioned studies for Latin American and European institutions and the public sector. Actually, in a postdoc research position at the Collaborative Technologies Lab, leading a project under a Marie Skłodowska-Curie Fellowship. Vice Chairman of Game Incubation Special Interest Group at IGDA.

<https://www.uu.nl/staff/PSantoroZambon>

## Company Information

### Company Name

Utrecht University | IGDA SIG Incubation

### Description

The SIG Incubation is a global alliance comprising over 100+ gaming incubators and accelerators from more than 50 countries. Act as a key catalyst for start-ups and entrepreneurs in the gaming industry on a global scale.

### Website

<https://igda.org/sigs/incubation/>

### Company Size

over 5000 people

### Main Business Activity

Consulting

### Main Platforms



## Jesús Fabre Cascales

Marketing and Business Consultant, Jesús Fabre - Marketing and Comms.

Jesús Fabre (1983, Spain) is an independent Marketing and Business consultant for publishers and video game studios, since 2013 he has his own marketing agency from which he helps to launch independent videogames and collaborates with several independent publishers, such as Plug In Digital / Dear Villagers, Playsaurus, Indienova, Neon Doctrine or MY.GAMES among others. He has also collaborated with SNK (Samurai Showdown), Epic Games Publishing (Horizon

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Chase series), PLAION (Road 96 series), Ustwo (Monument Valley) or Coffee Stain (Valheim). Throughout his career he has worked in Spain where he co-

founded the publisher BlitWorks Games (Spelunky 2, They Are Billions, Fight'N Rage), and in Latin America, where he was Publishing Director at the Games Starter incubator and publisher in Mexico (the first of its kind in the LATAM region), co-organizer of the first edition of the LEVEL UY summit in Uruguay, and collaborated as content curator for the BIG Festival in Brazil, the largest indie games festival in Latin America now known as Gamescom Latam.

<https://www.jesusfabre.com>

## Company Information

### Company Name

JFGames Marketing and Communications

### Company Size

4 to 10 people

### Main Business Activity

PR & Marketing

### Main Platforms



### [Ana Ribeiro](#)

### [Game Directorio Immersive Experiences](#)

Meet Ana Ribeiro, the visionary Brazilian game director at ARVORE Immersive Experiences, who has left an indelible mark on the world of virtual reality. Best known for her groundbreaking Pixel Ripped Series, Ana's creative genius has earned her local and international acclaim, adorned with awards, TED Talks, a stroll on the red carpet in Venice, and a unique moment carrying the 2016 Olympic torch with a VR headset. Before delving into the realm of game design, Ana Ribeiro navigated the complexities of handling divorces at the Justice Council while successfully running a pie business. Armed with a Master's degree in Game Design from NFTS UK and dual degrees in Games Programming & Psychology, Ana seamlessly blends innovation, creativity, and adventure into her life. Whether she's cosplaying as her game character "Dot," documenting her



culinary adventures on her blog, embarking on thrilling road trips, or catching waves on a surfboard, Ana Ribeiro's journey exemplifies a dynamic spirit at the forefront of VR innovation, all while embracing the nomadic essence of modern life.

<https://www.arvore.io>

### Company Information

#### Company Size

51 to 100 people

#### Main Business Activity

Developer

#### Main Platforms



### [ELIANA RUSSI](#)

#### [Chief Programming Officer Gamescom latam](#)

“Behind every great woman is a great woman.”

As the Chief Programming Officer at gamescom latam, and former Director of Operations at ABrGames, the Brazilian Association of Game Companies, I spearhead initiatives aimed at bolstering Brazil's footprint in the global gaming arena. With over 20 years of dedicated service in this capacity, I possess an intimate grasp of the Brazilian and Latin American videogame landscapes, along with a keen awareness of the opportunities and hurdles they encounter on the global stage.

<https://latam.gamescom.global/pt>

### Company Information

#### Company Name

gamescom latam

#### Description

gamescom latam 1st edition was a success! Held in São Paulo for the 1st time on June 26-30, 2024. Overview: Total attendees: +100K Media Impact: +500 media outlets attending +1600 Content creators +400 game titles +40 Games launches:

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## Website

<https://www.gamescom.com.br>

## Company Size

501 to 1000 people

## Main Business Activity

Events

## Main Platforms



## [The Last Blue Oceans: Making a Business Case for Inclusive Gaming Practices](#)

5:00 PM

Tuesday, August 20, 2024, 5:00 PM to 6:00 PM • 1 hr. (Europe/Berlin)

[View time conflict](#)

Stage 14 - Confex Level 2

## Information

The games industry has long realized that diversity, accessibility, and inclusion initiatives are not just best practice – they are essential. However, this presentation asks game studios to consider inclusive practices not only as morally correct, but also as an economic imperative in a saturated marketplace looking for new audiences. Specifically, it will present the business case for inclusive practices in a game studio. In so doing, the discussion outlines the virtuous economic circle between diversity and inclusion efforts and talent recruitment, game making, and community/audience development. To do so, it uses tangible and evidence-based arguments pointing to revenue growth and workforce efficiencies. Ultimately, as the game industry continues to privilege diversity and inclusion, game companies can capitalize on inclusive practices to appeal to

existing audiences. More importantly, companies can utilize these practices to extend their reach to new, untapped “blue ocean” player markets that have traditionally been excluded from gaming based on ability, geography, and identity.

### **Target Audiences**

Studio founders and directors, senior management, HR, members of employee resource groups, contributors to studio leadership and culture.

### **Experience Level**

Intermediate

### **Key Take Aways**

Inclusive practices are an industry imperative but can also be framed as powerful economic incentives; inclusive practices can result in economic gains for game companies by leveraging diverse and dedicated workforces; inclusive content can reach new and broader audiences that traditionally avoided games where they are not represented; the economics of inclusion propose new avenues for large game companies to scale their inclusive practices and tap into new player markets.

### **Session Type**

Talk

### **Speakers**



### **Kristian Roberts**

**Managing Partner & CEO Nordicity**

Exacting, enthusiastic, and always driven, Kristian solves problems in a practical yet systematic way, balancing clients’ ideal outcomes with the “Art of the Possible.” He prefers building friendships - and then working with those friends as often as possible. Kristian also happens to be one of the world's leading experts in the economic underpinnings of the global video games industry, supporting the sector from Canada to the UK to New Zealand -- and many points in between.

**Years of Experience**

**7 to 15 years**

**Country**

**Canada**

**Seniority Level**

**Director**

**Role**

**Consultant**

**Time Zone**

**UTC -4:00**

**Company Name**

**Nordicity**

**Website**

<https://www.nordicity.com/>

**Company Size**

**21 to 50 people**

**Main Business Activity**

**Consulting**

**Women have \$31 Trillion**

**LGBQ \$1 Trillion**

**Black \$1.3 Trillion**



devcom  
**Developer Conference**



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