

Past D.I.C.E. Speaker Topics

- **One Player Matters**

- In this intimate session, listen to a story of how just one amazing player can change the fate and fortune of a game company. This talk will touch on thoughts and reflections of how game studios can provide opportunities for players to make a difference and impact our teams, communities, and products.

- **Demystifying Creativity in Games**

- What drives us to think outside the box? Where does a fresh idea originate? And how can one truly gauge originality? This talk delves into the core of the creative process, blending insights from psychology, neuroscience, and personal experiences and the importance of understanding such processes in order to inspire and create games that feel unique and different. It aims to unpack the intricate dance of inspiration and dissect what gives birth to original thought through grounded exploration of the mechanisms behind creativity and what needs to be done to arrive at originality to help teams feel emboldened to take risks and create games that are 'game changers'.

- **How Glow Up Games is Reinventing the Future of Play**

- As an all-woman of color-founded studio that centers Black and brown joy, Glow Up Games builds games around fresh new “culturally informed” game mechanics - starting with inventing a new genre of games based on rap composition and hip hop. Hear about the business opportunity based on this massive global and cultural force that has barely been addressed within games; a detailed dive into how they’re solving design issues within this new blank space including how AI plays a role; and the lessons, challenges, and successes that the team has learned in delving into an under-explored space for previously unaddressed audiences.

- **Games Financing - What Happened? What Happens Next?**

- Join this talk for a first-hand account of the past six years of games industry financing. What went wrong? Did the financiers get carried away? Were founders reckless? Did the abundance of venture capital warp the games market irrevocably? Why have so many venture-backed studios failed so spectacularly? And most importantly, what does the Future of Games financing look like? Spike looks honestly at the effects of venture financing on the games market and the part it played in creating the industry of 2024 and beyond.

- **Reducing the Carbon Footprint of Games**

- The growing issue of emissions is worse than most people understand as much of it is produced by the electricity that players use to power their games. The good news is that there are high leverage solutions that not only eliminate the CO2 emissions of the game business but serve as a road map for real change in the gamer’s household. There are a number of actionable items that Platform Holders, Game Makers, and Game Players can do that can make a real impact on the problem. Join David Helgason and Rich Hilleman to discuss their project that is designed to reduce the carbon footprint of the games business and

provide a guide to other industries on how to engage players (or customers) in the process.

- **The State of Global PC and Console Games Market: Reducing Risk and Platform Strategy in 2024**

- We'll present the latest data and insights into the global PC and console games market. This session offers a comprehensive overall picture of PC and console revenues and players by segment and region and forecasts up to 2027, with special focus topics on: effective Steam discounting strategies and shifting cross-platform strategies. Exploring the changing landscape of PC and console gaming, we'll walk attendees through timely data sets and actionable insights to better understand the games market's current and potential future state.

- **How the Confluence of AI, Gen Z, Gen Alpha, and Play Anywhere Reshape the Industry in 2025 and Beyond**

- Join this panel for an in-depth discussion on how player expectations are changing and what the new generation of players, AI, and platforms means for the industry. Hear about how Gen Z and Gen Alpha differ from previous generations in their expectations, beliefs, and needs; how these player needs and behaviors will combine with AI to radically reshape game experiences; and how walls are breaking down across the industry to change the interactions forever.

- **Creativity Is Not Efficient: Planting & Harvesting Creativity in Product-Oriented Teams**

- Innovate or die. This is a common phrase we hear in the industry. In game dev, creativity is the one asset that we seek to capitalize on the most. But also the one we are getting very wrong. Some think creativity is solely about producing artistic works or coming up with groundbreaking inventions, when in fact, it encompasses a wide range of activities, including problem-solving, critical thinking, and innovation in various domains of life. Others try to make creativity "efficient", while like in sport - it's a muscle. Understanding that creativity is a multifaceted skill that can be developed and applied, leads to several questions: what builds and what destroys creativity? How can it be sustainable in a business environment? This talk from Alina Brazdeikene (One-O-One Games) will aim to discuss the components and factors that influence creativity; research-backed breakdowns on how to improve the creative mindset; and the importance of prioritizing creativity for any game team's bottom line.

- **Changing The Game - A Leader's Perspective on CD PROJEKT RED's Transformation**

- This talk will share a unique perspective on leading a team during the turbulent period that accompanies a studio-wide transformation. As CD PROJEKT RED reconfigured its development policies and production framework, Gabe was tasked with juggling simultaneous tasks: reconfiguring teams to a new, Agile methodology while supporting Cyberpunk 2077, developing the expansion, and most critically, overhauling virtually all of the base game's systems and releasing Update 2.0 ahead of Phantom Liberty. We'll highlight the most important focus

areas and successes that allowed CD PROJEKT RED to literally change the game and inject both Cyberpunk 2077 and the studio with fresh energy and momentum. Key takeaways will include common pain points that can come up during such a comprehensive overhaul and how to successfully tackle them; how to create buy-in from employees; how studios and companies can leverage past challenges to create new paths and possibilities; and how to ensure a company retains its personality while also building new management and work styles from the ground up.