



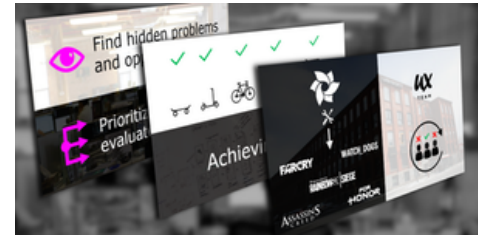
🕒 This event has ended

The Road to Better Games: How Canadian and European UX professionals drive the industry forward

Rémi-Jacques Nadeau

Thursday, August 24, 2017 from 10:45 AM to 1:00 PM (CEST)

Cologne, Germany



Registration Information

TYPE	REMAINING	END	PRICE	QUANTITY
RSVP	58 Registrations	Ended	Free	N/A

Unfortunately we no longer have room at this event. Thank you for your interest.

Who's Going

Oops! We're having trouble connecting to Facebook. Please [try again](#).

Event Details

Date: Thursday, 24th of August 2017
Place: Rheinsaal 1+2, Congress North, gamescom (koelnmesse).
Time: 11am – 1pm

Description

The Consulate of Canada in Munich, together with David Lightbown, User Experience Director at Ubisoft, and supported by the Canada Media Fund, is organizing a keynote and panel at gamescom, Congress North, Rheinsaal 1+2 on Thursday August 24th from 11am to 1pm.

Who is this for

The panelists, (Nikoline Hogh, of Unity, Robin-Yann Storm of Guerilla Games), and David Lightbown of Ubisoft, are excited to discuss how UX professionals can save time and money for producers, managers, and other decision makers in the games industry.

People like: Studio directors, project managers, technical directors, technology managers, tools / engine developers, etc...

Take Away: Learn about how investing in UX professionals can improve productivity and efficiency.

Think Canada! : Connect at this event with Mr. Hendrik Taulin, Senior Investment Officer at the Embassy of Canada in Berlin, Germany, to learn more about investing in Canada.

Program

10h45 Guest arrival, Registration, Networking

11h10 Opening and Welcoming Remarks, Natalie Clermont, Canada Media Fund

11h15 Keynote Presentation, David Lightbown, User Experience Director (Technology Group), Ubisoft Montreal

"The Road to Better Games: How Canadian and European UX professionals drive the industry forward"

11h45 Panel

When & Where



Koelnmesse

Congress North
Cologne
Germany

Thursday, August 24, 2017 from 10:45 AM to 1:00 PM (CEST)

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Organizer

Rémi-Jacques Nadeau

Vice-Consul and Trade Commissioner,
Consulate of Canada, Munich

[Contact the Organizer](#)

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2 [past events on Eventbrite](#)

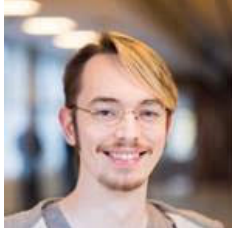
The Road to Better Games: How Canadian and European UX professionals drive the industry forward

Nikoline Høgh, UX Designer, Unity



Nikoline Høgh is a User Experience Designer at Unity focusing creating experiences that delight, empower, and improve the lives of creative professionals. Her team's mission is to challenge the status quo and be the voice that keeps Unity innovating; pushing beyond what's good enough. She holds a master's degree in Interaction Design, specialising in creative collaboration. Previously, she has designed for sports and health apps, and done art direction for games.

Robin-Yann Storm, Tools Designer, Guerilla Games



Robin-Yann Storm used to be a game designer, a level designer, a scripter, modeller, environment artist, texture artist, and used a lot of tools during all those different jobs. Realizing that tools should improve he became a freelance tool designer, helped design some Unity level editors, did a talk about how UX in tools is important, worked as a Tools Designer at lo-Interactive, and is now working as a Tools Designer at Guerrilla Games in Amsterdam, where he makes sure that users are happy and their work flows gracefully.

Moderated by: David Lightbown, User Experience (Technology Group), Ubisoft Montreal



12h30 Networking Lunch

1hpm End of the Event

Organized by



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Canada Media Fund

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Have questions about The Road to Better Games: How Canadian and European UX professionals drive the industry forward? [Contact Rémi-Jacques Nadeau](#)

Things To Do In Cologne

Seminar

Business

Attendee List

Sort by: **Date** | First Name | Last Name

Pritika T, None

Nikita T, Niki Simply

Tomasz M, SARE GmbH

Hendrik T, Embassy of Canada to Germany

Martin K, Kloeser EDV Service

Rod H, MTI

Job L, Stitch Heads Entertainment & Creazn Studio

Denis B, Persistant Studios

Rachel S, China Telecom, Dazzle Interactive

Claudia S, Embassy of Canada

Han S, Yeahmobi

Ahmed H, A

Philippe V, Montreal International

Dominika C, Booster Space

Alex R, 13AM Games

Justin F, 13AM Games

Cedrik W, Otto Group

Cody C, Innovation PEI

HAJIME T, Impress / GameWatch

Arnaud A, Ubisoft

Vincent B, Goodgame Studios

Richard T, Ontario Ministry of Economic Development and Growth

Maxime D, Persistant Studios

Caroline G, Groupe PVP

François T, Groupe PVP

George D, Gogii Games

Marie-Claude L, Turbulent

Kristian R, Nordicity

Maria M, Celtx

Cory H, Celtx

Robert S, CaRo Investment Consulting

Laurens M, Code Animo

Pierre M, CEIM

Juan L, Aptitude X

Dean M, Deloitte LLP

Darius B, MEDG

Sergii S, Red Beat

Sascha H, Nitrado.net

Matthis K, Herr

Dennis H, Talanx AG

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