

DAY1 06.09 WED

DAY2 06.10 THU

DAY3 06.11 FRI

<p>Opening Speech Speaker Owen Mahoney From NEXON</p>	<p>Inquiry life improving MMORPG user experience (UX) in <Kingdom of the Winds> Speaker Song, Jihoon From NEXON KOREA</p>	<p>Create a scenario where users become protagonists with a limited option - Based on the composition method of TRPG scenario Speaker Lee, Bom From NEXON KOREA</p>	<p> Keynote Game Design Programming Visual Arts & Sound Data Analysis Production & Service Biz, Mktg & Mgmt. Career</p>
<p>Keynote Definition of games in the Age of the Fourth Industrial Revolution - Beyond the conventional games, towards new games Speaker Kim, Daehwon From NEXON KOREA</p>	<p>The final story of <Durango: Wild Lands> Speaker Oh, Hyungun From NEXON KOREA</p>	<p>Share expertise of design direction of combat-growth balance for undefendable balance designers Speaker Ja, Chanman From NEXON KOREA</p>	<p></p>
<p>Story of Console Rogue-lite production - <DUNGEON LIMBUS> Postmodern Speaker Kim, Hyunsuk From Game In</p>	<p>Combat design DNA leading to success of games: Analysis of combat design applying the skill network Speaker Lee, Donggyo From NCSOFT</p>	<p>How to train your robot - Massive Robots with Reinforcement Learning at Embark Speaker Tom Solberg From Embark Studios</p>	<p></p>
<p>Skill score? Ranking? Aren't they just the same? - Simulation-based assessment/comparison of the ranking systems Speaker Kim, Hoyong From Neople</p>	<p><Seoul 2033> Postmodern of Banjihagames - Surviving along with text games Speaker Lee, Yuwon From Banjiha Games</p>	<p>Analysis of malicious behaviors in online games and detection of private servers Speaker Kim, Huykang From KOREA UNIVERSITY School of Cybersecurity</p>	<p></p>
<p>I == My character? - How to distinguish players from characters in the game <Mabinogi> Speaker Jang, Kleun From NEXON KOREA</p>	<p>Quick time series model to for abnormal detection (RLS filter cycle model) Speaker Lim, Taehoon From NEXON KOREA</p>	<p>What are you doing at the PC Room? - Analysis of games and use of food items Speaker Lee, Hanwoo From N Media Platform</p>	<p></p>
<p>Development case of FGT facial recognition framework Speaker Kwon, Seungjin From NEXON KOREA</p>	<p>Tutorial, view again - Start with UX and solve with data Speaker Jung, Sori From NEXON KOREA</p>	<p>Game YouTuber marketing approached by data Speaker Jung, Yonghee From BUZZ & BEYOND</p>	<p></p>
<p>Recommended algorithm Offline A/B Test (feat. PAIGE Professional baseball service) Speaker Jeong, Yewon From NCSOFT</p>	<p><Monster Hunter Rise> Amiibo, Story of player's layered armor production Speaker Son, Seokmin From CAPCOM</p>	<p>Improve the graphic quality through environment setting and writing. Speaker Kim, Taehyoung From NEXON GT</p>	<p></p>
<p><Blue Archive> Art directing - Creating an intriguing IP as a die-hard fan Speaker Kim, In From NATGAMES</p>	<p>Inquiry into production and direction of VR animation focused on <Mini World VR> and <EXT> Speaker Chang, Wooksang From Multimedia & Film Chung-Ang University</p>	<p>How to play orchestra interpretation of classical music for MIDI-based game music Speaker Chin, Sol From FLASIC</p>	<p></p>
<p>Process of 2D animation production Speaker Jang, Seonyoung From STUDIO PPURI</p>	<p>Making Hard Surface Easy Speaker Erik Hallberg From Embark Studios</p>	<p>Photogrammetry done easy Speaker Darko Pracic From Embark Studios</p>	<p></p>
<p><GUILD WARS 2> The core of MMORPG Sound Speaker Hong, Sungha From ArenaNet</p>	<p>COVID-19 & Media & Game Speaker Kim, Minseok From Nielsen Media Korea</p>	<p>Corporate response to police investigation on illegal private servers Speaker Choi, Insuk / Kim, Jinbae From Yulchon LLC.</p>	<p></p>
<p>Build expertise of Game Cloud funding guided by examples and data Speaker Lee, La From TUMBLBUG</p>	<p>Status of the system related to corporation data assets - Which data serves as corporate assets? Speaker Son, Seungwoo From Chung-Ang University Industrial Security</p>	<p>Planners who fell into a trap called "communication" Speaker Lee, Minwoo From NEXON KOREA</p>	<p></p>
<p>Now that I am a game producer Speaker Kim, Yonga From NATGAMES</p>	<p>Global game market trends 2021 Speaker Junde Yu From App Annie</p>	<p>Twists and turns to make YesJang MS Teams Bot Speaker Kim, Taehwan From NEXON KOREA</p>	<p></p>
<p><COOKIE RUN: KINGDOM> Delve into Server Architecture! - Five core skills to support Kingdom of Ten Million Speaker Kwon, Taeguk From Devsisters</p>	<p>The first-time creation and mistakes are just forgiven. Speaker Park, Sohyun From NEXON KOREA</p>	<p>Operation of IaC-based infrastructure using Terraform - IaC with <Lord of Heroes> Speaker Kim, Heedo From CLOVERGAMES</p>	<p></p>
<p>Sharing localizing expertise - From establishment of a development environment to global services Speaker Kim, Hansu From devCAT</p>	<p>Record of 5-year game test automation, Looking back on automation test of <Lineage M> and <Lineage 2M> Speaker Kim, Jongwon From NCSOFT</p>	<p>Kubernetes containing game servers - How Devsisters operate game infrastructure in Kubernetes Speaker Yong, Chanho From Devsisters</p>	<p></p>
<p>The way PUBG develops with Simship (PC, Console) Speaker Kim, Sangki From KRAFTON</p>	<p>Design and realization of Transpiler - C++ code change from objective C Speaker Sung, Wookyung From NEXON KOREA</p>	<p>SPICA: A hybrid dedicated server for PvE games where huge monsters appear in UE4 Speaker Jang, Joochan From NATGAMES</p>	<p></p>
<p></p>	<p>A story about development of Server/Client Code generator using C# definition Speaker Lee, Yeonseong From NEXON KOREA</p>	<p>Presentation of Extended Reality media content, Volumetric Video Speaker Baek, Seungyoon From SK telecom</p>	<p></p>
<p></p>	<p>Is it possible to develop the realtime game server engine by Java? Possible! - GameAnvil development "shovel" story Speaker Jeon, Mancheol From NHN</p>	<p></p>	<p></p>
<p></p>	<p><COOKIE RUN: KINGDOM> Create a well-loved game moving emotions - 4-year story of struggle for developing the game <Cookie Run: Kingdom> Speaker Cho, Kilhyeon / Lee, Eunji From Devsisters</p>	<p></p>	<p></p>