CONFERENCE & CHRISTMAS INDIE FAIR
«RETHINKING GAME DEV»

December 8-10, 2025 | Vilnius
Savanorių pr. 28

Organizers and partners: EHU Department of Humanities and Arts,
Lithuanian Game Developers Association, BelGameDev, Magnus Ducatus Foundation

PROGRAM

December 8, ACADEMIC DAY, room 217

9.30–10.00	registration, networking
10.00–10.30	opening
10.30–11.15	**Game Jams as Engines for Game Dev Education** / *Maria Burns Ortiz*
11.15–12.00	**Sources of narrative craft from practice to Education** / *Yaraslau Kot*

12.00 – 12.30 – coffee break, networking, room 216

12.30–13.15	**The Trust Advantage: Information Sharing in High-Trust Game Development Cultures** / *Jussi Tuomas Harviainen*
13.15–14.00	**Abusive design on the example of Fantastic Fetus, a satirical political game addressing reproductive rights in Poland** / *Aleksandra Jarosz*

14.00 – 15.00 – lunch time, networking, room 216

15.00–15.30	**The "1581" RPG and the Heritage Discourses of the Polish-Lithuanian Commonwealth** / *Michał Mochocki*
15.30–16.00	**The Cost of Historical Accuracy** / Thomas Feichtmeir
16.00–16.30	**Instrumental System-Forming Factor or On Religion in "Historical-Social" Simulators** / *Aliaksandr Razhkou*

16.30 – 16.45 – coffee break, networking, room 216

16.45 – 17.30	**Baltic Game Study & Game Education Society Creation** / *Round Table*

18.00 – speakers&partners reception (by invitation only), room 216

Program is subject to change and updates

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PROGRAM

December 9, DEVELOPER Program + Christmas Indie Fair 2025

9.30-10.00	Indie Showcase Setup & Participant Check-in opening
10.00-11.30	Game Showcase & Networking
11.30-12.00	**Game Design of Player Goals: The Architecture of Motivation from Seconds to Eternity** / *Mike Feoktistov*
12.00-13.00	**How to make CV for Game Dev** / *Lizaveta Klimovich*

13.00 - 14.00 - lunch time, networking, room 216

14.00-14.45	**Important things you need to know about Pixelart for videogames** / Thomas Feichtmeir
14.45-15.15	**In Games, History Has a Future. With Money in It** / *Michal Mochocki*
15.15-16.00	**Leveling Up Skills Through Game Jams** / *Maria Burns Ortiz*

16.00 - 16.15 - coffee break, networking, room 216

16.15-16.45	***Game Pitching***
16.45-17.15	**Narrative for beginners - advices from industry veterans** / *Yaraslau Kot*
17.15-18.15	**R&D on technologies, educational software and military simulators** / *Wojciech Pazdur*
18.15-19.00	Concluding Remarks & Awards

December 10, workshop day

Pixel Art for Beginners Workshop (pre-registration required)

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