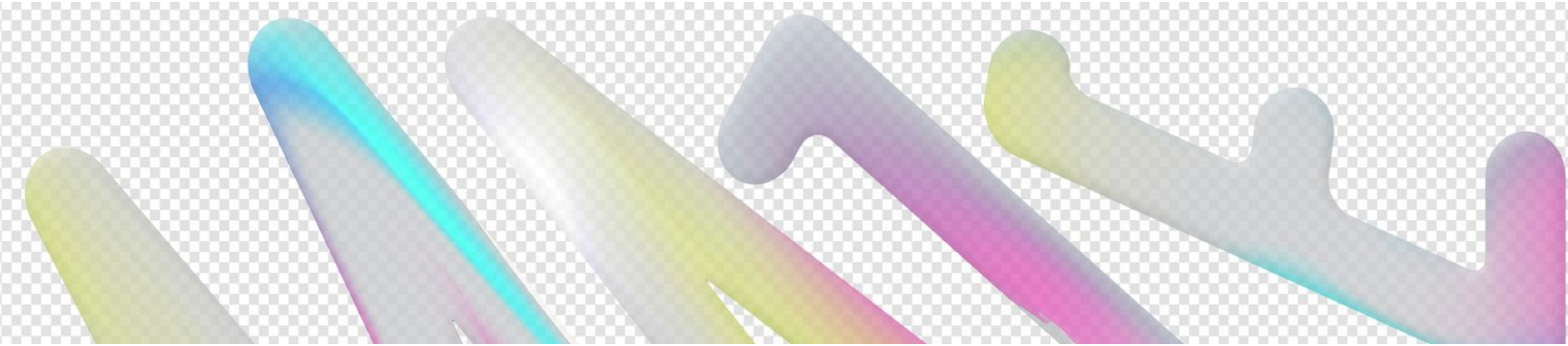




/JOHANNES  
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A MAZE.



# A MAZE. / Johannesburg 2017 Speakers



**//Arnaud Chulu Amina - @kimardamina**  
Arnaud is an entrepreneur in technology & a lecturer in User Experience design. Founder of Kimard Studio which focuses on consulting in Gamification, User Experience design and build internal game products for education as well as entertainment.

Talk: Expressing Africa through games



**//Richard Pieterse - @nekropants**  
Richard is an anthropomorphic human trying to do his part to make the world a better place by making nauseatingly cute and questionably themed video games.

He is one third of the game punk band Team Lazerbeam (the handsome one) and a co founder of Super Friendship Arcade; a Cape Town based video game party/collective.

Talk: Making Problematic Games



**//Lulamile Mohapi - @LuluMohapi**  
Lulamile is a self-taught game developer, and founder of Phila Interactive (a narrative game startup). His first video game, "Jozi Valentine" is an action packed 3rd person shooter, with a treatise on redemption, crime and love –and the game will be out during A MAZE. / Johannesburg Festival 2017.

Talk: Identity and National consciousness in Video Games



**//Tim Flusk - @VQ\_Flusk**  
Tim Flusk is a graduate from the University of the Witwatersrand. He studied gamedesign and electrical engineering and is currently working as a programmer at 24BitGames.

Talk: Lesbians and Apartheid: The stories that gameplay doesn't tell



**//Bahiyya Khan - @BreakinBahiyya**  
I love writing and listening to pop punk and dancing and Gravity Falls and talking to clever people which never happens because have you met people.

Also HELLO I love making video games about things that I think are important. I am currently 22 but also one million years old because I am an alien

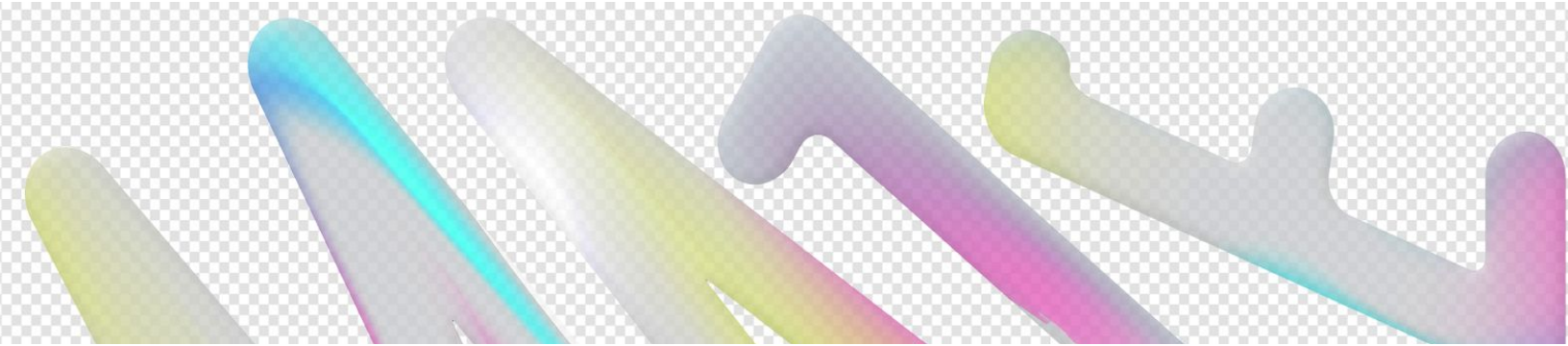
Talk: Crying in the Club: how to make games despite the crushing weight of being alive



**//Ian Maclarty - @muclorty**  
Ian is a game designer and programmer originally from Johannesburg, but now living in Melbourne. He has an interest in short-form, experimental designs with a visual focus and many of his games double as art creation tools.

He's created around 30 games over the last 5 years. Most of these are small free games, but he's also produced commercial action games such as Boson X. His work has been exhibited in London, Antwerp, Chicago, Melbourne and Brisbane

Workshop: Make a 3D world with Vertex Meadow



# A MAZE. / Johannesburg 2017 Speakers



## //Yoan Fanise - @YFanise

Yoan spent 14 years at Ubisoft in France and Singapore. He joined the company in 2001 to create the soundscape of Beyond Good & Evil, the legendary title directed by Michel Ancel.

He was then called to join Singapore studio to develop a whole new part for the Assassin's Creed Brand: the Naval Battles. After the commercial success of those titles, he was able to release one of the smallest, bravest games ever seen from a major publisher.

That game, Valiant Hearts, is both a war game and fiercely anti-war at the same time, a story not about conflict's heroics but about their tragedy and ultimate futility. It won many awards all around the world, including Baftas, VGA and Annie Awards.

In March 2015, he left Ubisoft to found Digixart Entertainment, a company dedicated to meaningful games. The first title Lost in Harmony just launched and is already a giant success with more than 2 200 000 players.

Masterclass: From Assassin's Creed to Valiant Hearts: what "purpose" can change



## //Ruan Rothmann - @rrza

Ruan works as a programmer /designer at Free Lives and worked on GORN and Broforce, but claims no responsibility for Genital Jousting whatsoever.

Talk: The FREE LIVES formula for making hit games

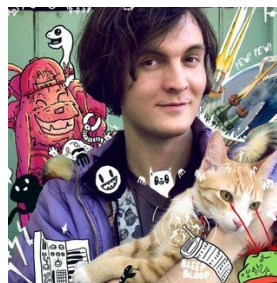


## //Jason Thorne and Sharp Lee

Sharp-Lee is Visual Communication Architect Designer specializes in Branding & post production. Skilled Illustrator, Animator & Motion graphics.

Jason has been in a Motion graphics Director, been in the industry for 6 years. His constantly pushing pixels, 3D Generalist, VFX Artist & Music Producer.

Panel: Entrepreneur mind set in a Digital space

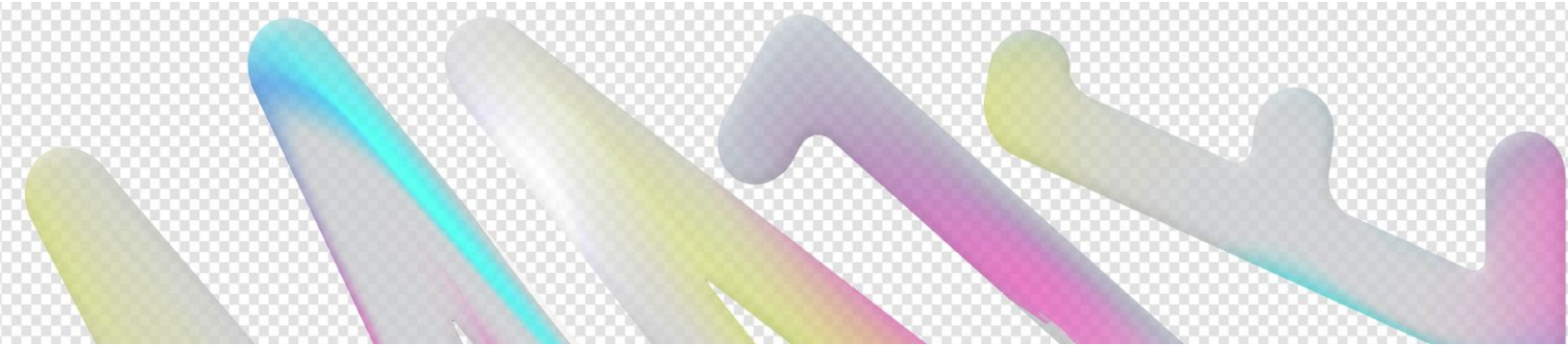


## //Ben Raush - @Ben\_Rausch

Ben is a game dev, animator, illustrator, DJ, VJ, event designer, cat-buddy & rad bio writer. By day he co-runs creative studio Cool Your Jets & makes game trailers with Cowabunga Industries.

By night, he makes things for punk game band Team Lazerbeam, & alternative games party Super Friendship Arcade.

Talk: Videomancers: Bending Reality with the Magic of Games



# A MAZE. / Johannesburg 2017 Speakers



## //Pieter Smal - @pieter\_smal

Pieter is an experienced pianist and composer. He was a finalist in the UNISA Grade 8 Competition (2009), and won several SAMRO music bursaries during his undergraduate studies at the University of Pretoria.

Whilst studying in Finland as an exchange student at the University of Jyväskylä, Pieter received master classes from world renowned composers: Mia Makaroff, and Ivan Moody. Pieter finished his Master's degree in Musicology at the University of Pretoria in 2017.

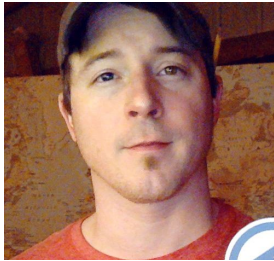
Talk: How to win a [academy name] award for your video game soundtrack



## //Nina Freeman - @hentaiphd

Nina is a level designer at Fullbright in Portland, Oregon. They recently released their latest narrative exploration game, Tacoma. Previous games that Nina worked on include Independent Games Festival (IGF) nominee how do you Do It? and IGF Nuovo winner Cibebe. You can find her work at [ninasays.so](http://ninasays.so), and you can follow her on Twitter at @hentaiphd.

Keynote



## //PUNCHESBears - @punchesbears

PUNCHESBears is an indie game developer from the United States who specializes in procedural animation. He is currently making a game called Wreckcoons which features procedurally animated raccoons running around stealing things and being assholes.

Panel: Fireside Chat With Free Lives & PUNCHESBears: Animating Characters With Physics.



## //Aran Koning -@AranKoning

Aran is a Dutch game designer and programmer who likes exploring the boundaries of what games can do, both technically and gameplay-wise. He is part of Sokpop Collective, a Dutch collective of independent game makers whose style is characterized by playful gameplay, fluid animations & cute colors.

Talk: Doing indie collectives



## //Crystal Farmer

Crystal is a Social Anthropology Master's student at Stellenbosch University. Prior to her current degree, she did research on rustic furniture makers in Woodstock. She has been researching game developers for the past two years. In her free time she makes up new words, sews clothes for her dog, and teaches English Studies to highschoolers.

Talk: Studying game dev culture as an insider-outsider

# A MAZE. / Johannesburg 2017 Speakers



## //Sagan Yee - @SaganYee

Sagain is the Executive Director of the Hand Eye Society, a non-profit organization dedicated to supporting videogames as an art form and means of creative expression. She's also a Toronto-based classical animator and occasional indie game perpetrator, having collaborated on several alternative controller experiments as well as her own interactive projects.

Currently she is working on Welcome to New Lux Plaza, an on-rails shooter inspired by Star Fox 64 and vaporwave AESTHETICS.

Talk: Vaporwave Star Fox: The Making of Welcome to New Lux Plaza



## //Hugo Obi - @lexyhugo

Hugo is the founder of Maliyo Games – the first indigenous gaming company in Nigeria and one of the early pioneers of mobile gaming in Sub-Saharan Africa. He is a visionary entrepreneur with interests in developing & distributing mobile content for Nigeria's large mobile consumers base.

A graduate of Finance and Economics at the University of Manchester; and Strategy at Nanyang Business School, Singapore, Hugo Obi was a winner of the inaugural DEMO Africa in Nairobi and DEMO Lion in Silicon Valley in 2012.

Talk: 7 Lives before game over: Nigerian mobile game devs



## //Elie Abraham - @ElieAbraham64

Elie is a composer, sound designer, voice actor, and unyielding game jammer who has worked on 35 jam games in 2017 alone.

Elie works with escape room company InsideOut in Helsinki, Finland, is one half of indie game studio Ian & Elie, responsible for Sature and working on Stacks On Stacks (On Stacks), moonlights as an audio freelancer, and can be caught DJing as Meduusa. Outside of games, Elie is a public speaker on queer topics and a stand-up comedian.

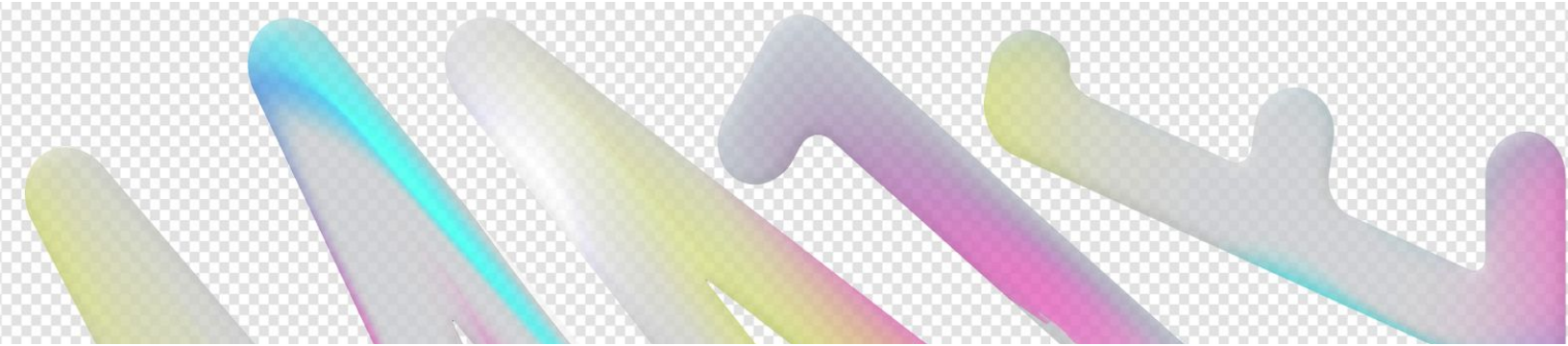
Workshop: Game Music Hacks: How to Write Music For 13 Games In One Jam



## //Henrike Lode - @RealRiker

Henrike is CEO and Creative Director of the Copenhagen-based game studio Lohika. With her team she developed and self-published the award-winning puzzle adventure Machineers. Henrike currently teaches the course 'Game Design with a Purpose' at the Royal Danish Academy of Fine Arts. She received her M.Sc. in Game Design from the IT University of Copenhagen in 2012, where she has also been lecturing 'Game Development' and 'User Experience and Prototyping'. Henrike is a passionate game jammer and co-organizer of the Nordic Game Jam.

Performance: WTF am I doing?



# A MAZE. / Johannesburg 2017 Speakers



## //Josh Naylor - @JoshNaylor

Josh is a Technical Evangelist at Unity Technologies. His main role is to help and support the amazing Unity community, introduce and teach new features, speak at conferences, publish online articles and visit developers to make sure they can utilities the engine and it's features in the best way possible. An ever present figure in the European games industry, Josh was named as one of Develop's 30 Under 30 in 2016, previously gaining an honorary mention the year previous.

Talk: TBC



## //Marie Flanagan - @omarieclaire

Marie moved to Berlin to make experimental games and experiences. In the past two years she has made Auscult; an experience which turns your feelings into music; Other Hands a VR game expressing the permanence of your virtual choices on your physical body; Closer a computer vision game that uses two people's moving bodies as a shared single controller; and Textiles, an award-winning game at the Wikimedia Free Knowledge Game Jam.

Marie also founded Wyrd Arts Initiatives, a nonprofit organization dedicated to encouraging, documenting, and connecting creative expression across Canada.

Talk: TBC



## //Rick Treweek - @altrealityza

Rick is a creative technologist constantly pushing the boundaries of digital formats and disruptive hardware. With over 15 years in the digital space, Rick is exploring emerging technologies and how they will influence our reality. He does this through creating worlds within art, games and new formats of digital media. Rick is currently focused on Virtual Reality, Augmented Reality and 3D Printing and the merge of these technologies.

Rick is also working within the National Maker Movement to bring this influence of technology to the education space.

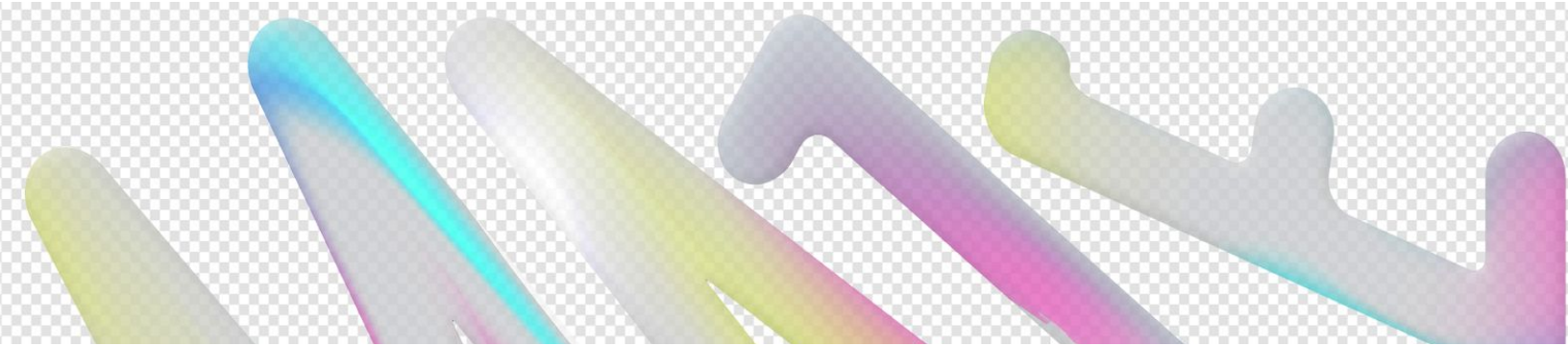
Workshop: Mixing Realities



## //Jonas Bohatsch - @jns\_bo

Jonas is a media artist and creative technologist who likes to tinker and experiment on the intersections of Art, Technology & Design.

Talk: Can vinylOS be classified as Device Art? (What is Device Art anyways??)



# A MAZE. / Johannesburg 2017 Speakers



## //Danny Day - @dislekcia

Danny keeps talking about how little memory there is in the local games scene. People seem to hate that. Too bad we're all doomed to keep re-inventing everything.

Danny has been professionally developing games for 12 years, run a studio for 9 years and is tired of your bullshit.

Talk: Building Networks of Supportive and Collaborative Dev Communities



## //Jan Willem Nijman - @jwaaaap

Game designer & 50% of Vlambeer. Made Super Crate Box, Ridiculous Fishing, Nuclear Throne, many more.

Workshop: 200 Games in 20 Minutes



## //Francois van niekerk - @francoisvn

Always keen on a cup of tea and a good game of Go. Game developer at Spry Fox. Previously co-founded Clockwork Acorn.

Workshop: Puzzle Workshop



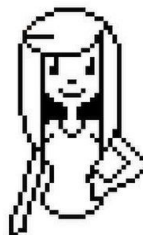
## //Riad Djemili - @riadd

Co-Founder of Maschinen-Mensch, an indie game development studio based in Berlin/Germany. Currently working on our debut title The Curious Expedition.

Former Senior Programmer at Yager Development. Worked on Spec Ops: The Line and Dead Island 2.

Also creator of open source learning tool jMemorize and remote pair programming plugin Saros.

Talk: Generative storytelling: systems & tall tales



## //Kitty Calis - @kittycalis

Freelance Marketing & PR, working on Action Henk. Producer at Guerrilla. Ran BROEIKAS. Made HOKY, DISC ROOM & Adventure Minute.

Workshop: 200 Games in 20 Minutes