



6 November 2008

Time	Activity	
8.30 to 9.30	Registrations	
9.30 to 9.45	<b>Inaugural Address</b> <ul style="list-style-type: none"> <li>• Som Mittal, President, NASSCOM</li> <li>• Ganesh Natarajan, Chairman, NASSCOM</li> </ul>	
9.45 to 10.15	<b>Curtain Raiser</b> by Biren Ghose, Chairman, NASSCOM Animation & Gaming Forum	
10.15 to 10.30	Tea/Coffee Break	
10.30 to 11.15	<b>Keynote Address on "India - The Final Frontier for Games?"</b> by Ed Fries	
11.15 to 12.00	<b>Making High End Movie Model</b>	<b>State of Indian Games Market 2008</b>
12.00 to 12.30	<b>Keynote Address on "Global Opportunities in Gaming"</b> by Raman Roy, Chairman and Managing Director, Quattro BPO	
12.30 to 1.00	<b>Global Partnership in Animation &amp; Gaming</b>	
1.00 to 2.00	Lunch	
2.00 to 2.45	<b>Trends and Technologies in Animation</b>	<b>Game Outsourcing and Production services from India - are we catching up?</b>
2.45 to 3.30	<b>Evolution of VFX in domestic Market</b>	<b>State of Mobile Gaming in India 2008</b>
3.30 to 4.00	Tea/Coffee Break	
4.00 to 5.00	<b>Hollywood Blockbusters - Made in India</b>	<b>Games in Education: mixing fun and Learning</b>
5.00 to 6.00	<b>Story Telling in Animation</b>	<b>Full Game Development initiatives in India</b>
7.00 onwards	Gala Evening	

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Time	Activity
10.00 to 11.00	"VFX of Drona - Indian story of collaboration"
11.00 to 11.30	Tea/Coffee Break
11.30 to 12.15	Education and HRD panel
12.15 to 1.00	Financing Panel
1.00 to 2.00	Lunch
2.00 to 3.30	Super Pitch 2008
3.30- 3.45	Valedictory