

# NASSCOM Game Developer Conference **2009**

HICC, 7 November

Time	Particulars	
8.30 am to 9.30 am	<b>Registrations</b>	
9.30 am to 10.30 am	<b>Inaugural Session</b> <b>Welcome address</b> Rajiv Vaishnav, Vice President, NASSCOM <b>Inaugural Address on The Promise of India: Ancient Culture, Modern Game Design by Ernest Adams</b> <b>Closing Remarks</b> by Rajesh Rao, Chairman, Gaming , NAGFO	
10.30 am to 11.00 am	Tea/Coffee Break	
11.00 am to 12.00 pm	<b>Making of Ghajini: Stretching Torque to its Limits / with Intel performance tools</b> by Imran Khan, Vice President, FXLabs with Uday, Intel	<b>Sound Design and Music for Game: Good games need good sound... How sound design can impact or affect your game</b> by Philip Vachey, Head of Studies, DSK Supinfogame
12.00 pm to 1.00 pm	<b>'Taking Killer console games to mobile'</b> by Vishwas Kasat, Project Manager and Arjun Nair, Indiagames	<b>Game Art – An artist’s perspective</b> Sunil Kumar & Vinny Abraham Dhruva Interactive
1. 00 pm to 2. 00 pm	Lunch	
2.00 pm to 3.00 pm	<b>Writing a Game Design Document – What the books don’t teach you!</b> by Purnima Iyer , Lead Game Designer, Indiagames Ltd.	<b>Building a successful MMORPG - Technical decisions and best known methods (case study of Korean games)</b> by Mark Kim, Engineering Manager, Intel Corporation
3.00 pm to 4. 00 pm	<b>Beating the Mythology Hangover : Creating relevant, original and interesting Indian IP with global potential</b> by Anand Ramachandran Creative Director – Interactive Media and Gaming, A Bellyful of Dreams Entertainment	<b>Mumbhai : Multiplayer Flash Game</b> by Rohit Balakrishnan, FXLabs
4.00 pm to 4.30 pm	Tea/Coffee Break	
4.30 pm to 5.15 pm	<b>Making of Pahelika (Case Study)</b> by Pallav Nawani, Managing Director, Ironcode Software	<b>Development of ‘Hanuman: Boy Warrior’, India’s first Sony PS2 game: A case study</b> by Pramod Sahoo, Immersive Games
5.15 pm to 6.00 pm	<b>Game Super Pitch Jury</b> <ul style="list-style-type: none"> <li>• Ernest Adams</li> <li>• Shahid Ahmed, Sony</li> <li>• Anand Ramachandran</li> <li>• Hrishi, Indiagames</li> </ul>	

Note: NASSCOM reserves right to change the conference program, sessions, subjects, speakers without any notice