

**GAMEBIZ PROGRAMME MARCH 2016**

**MONDAY FEBRUARY 29<sup>TH</sup>**

**Morning: arrival in Utrecht**

**12:00 Kick-off meeting and lunch @ DGG**

**Afternoon:**

- Recap of training session May 2015
- Insights into incubation and update of incubation programme
- Insights into the development of the Dutch Games industry (Games Monitor results)

**Evening:**

Social event (location city centre Utrecht)

18: 30 – 20:30 Tour at local beer brewer (Oudaen, Oudegracht 99, Utrecht) followed by drinks and dinner

**TUESDAY MARCH 1<sup>ST</sup>**

Location: Dutch Game Garden Utrecht

**Morning:**

***Incubation:***

- Selection process
- Intersession
- Practical tools
- Edubiz programme DGG
- Sustainability of an incubator

**LUNCH: to be decided**

**Afternoon:**

***Live session of pitch training***, preparing companies who are attending GDC in San Francisco

**Evening:**

free

**WEDNESDAY MARCH 2<sup>ND</sup>**

Location: Dutch Game Garden

**Morning:**

9.00 – 11.00

***Dissemination activities***

11.00 – 12.00

Update of developments of Utrecht Studios that were visited last year

**12:00 – 14: 00**

***Networking lunch @ DGG***

Our monthly networking lunch with many visitors from the Dutch Games industry

**Afternoon:**

**Project deliverables:**

- Model for development of an incubator (cards) -> Dania
- Incubator coach model -> ENTI
- Competences database -> Malta
- Update on business model handbook
- Potential follow up for Gamebiz project?

**Evening:**

Visiting a typical Utrecht activity and social dinner

**THURSDAY MARCH 3<sup>RD</sup>**

Location: HKU, Hilversum

**Morning:**

10:00- 12:30

***Student projects:***

selection criteria,

retrospect of projects presented in May / older projects

(Lionade – Check In Knock Out; Rogues with Benefits; Grotman - Tribal & Error)

Presentation + roundtable discussion

**LUNCH:**

12:30 – 14:00

Nieuw Statewapen, Soestdijkerstraatweg 42, Hilversum

14:00:

***Student projects:***

Short introduction of new student projects (business projects):

Work session game business projects (lead Niels Monshouwer)

Live coaching sessions of student projects

**Evening:**

Free time, for example to visit Amsterdam (30 minutes by train)

**FRIDAY MARCH 4<sup>TH</sup>**

Location: visit Dutch game companies in Rotterdam

**Morning (tbc)**

Train: 08.32, track 8b Utrecht

Visit to game development studio and casual games studio Rotterdam

Third company to be decided

**Visit to the Markthal and LUNCH**

**15:00 End of program**

Direct train from Rotterdam to Schiphol Airport takes approx. 25 minutes