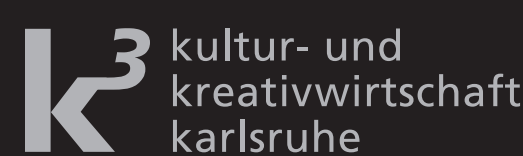


AGENDA bizplay 2019



09:30 - 10:00	EINLASS & AKKREDITIERUNG				
10:00 - 10:15	KURZE BEGRÜSSUNG: Prof. Dr. Steffen P. Walz und Moderator Christian Stöcker				STAGE 1
10:15 - 11:00	KEYNOTE I: Michel Smit (Energy Floors, NL) How To Turn Sustainability Into Fun, and Fun Into Sustainability				STAGE 1
11:00 - 11:30	KAFFEEPAUSE				LOUNGE
11:30 - 12:15	KEYNOTE I: Pamela Mead (Delivery Hero, DE) People-Centric Design for the Moshpit of 21st Century Mobility				STAGE 1
12:15 - 13:15	MITTAGSPAUSE				LOUNGE
	ARTIFICIAL INTELLIGENCE TRACK	ESPORTS TRACK	MEDIA, ARTS & CREATIVITY TRACK	WORKSHOP	
	STAGE 1	STAGE 2	STAGE 3	WORKSHOP SPACE	
13:15 - 13:45	Prof. Dr. Roland Klemke (Open University, NL) AI evolution and its relationship to games – and why it matters to SMCs	Kristin Banse (game – Verband der deutschen Games-Branche, DE) eSports in Deutschland – Herausforderungen & Chancen	Katharina Tillmanns (Cologne Game Lab, DE) VR-Simulationen für Aus- und Weiterbildung am Beispiel von AirtimeVR	Baptiste Deneufbourg (Kalank, FR) Make Your Brand Stand Out In AR	
13:45 - 14:00	PAUSE	PAUSE	PAUSE	PAUSE	
14:00 - 14:30	Christian Müller (Filmakademie Baden-Württemberg, DE) & Dr. Alexander König (Media-Art-Theory, DE) Visual Design and Artistic Productions with Machine Learning	Dr. Steffen Schmidt (Karlsruhe Institut für Technologie, DE) Ist eSport Sport? Antworten aus Theorie und Praxis	Greta Hoffmann (Selbständige, DE) Research and Design for Humans and Computers in a world of short attention spans	Baptiste Deneufbourg (Kalank, FR) Make Your Brand Stand Out In AR	
14:30 - 14:45	PAUSE	PAUSE	PAUSE		
14:45 - 15:15	Stefan Westphal (actOnMedia, DE) Die Neural Network Narrative „Codonaut“. Eine KI erzählt von sich selbst.	Carsten van Husen (Bcon / CapLab, DE) New Devices for eSports	Ilja Burzev (Slow Bros., DE) & Volker Zerbe VR curation for 100 years of Bauhaus: How to design an interactive Exhibition?		
15:15 - 15:30	PAUSE	PAUSE	PAUSE		
15:30 - 16:00	Marc Braun (Ubisoft Blue Byte, DE) Controlling the Chaos: Restricting generated worlds	Alexander Satanowsky (Daimler, DE) Games, Cars and eSports	Hanns-Peter Cohn (ACTICORE, CH) Exergaming gegen Inkontinenz		
16:00 - 16:30	PAUSE				LOUNGE
16:30 - 17:15	KEYNOTE III: Daniel Profendiner (Holoride / Audi, DE) Adding thrill to every ride - leveraging the power of immersion to create the future of in-car entertainment.				STAGE 1
17:15 - 17:45	ABSCHLUSS & WRAPUP moderiert von Christian Stöcker				STAGE 1
17:45 - 18:00	PAUSE				LOUNGE
18:00 - 19:00	GAME BW MEETS BIZPLAY Podiumsdiskussion State of the industry in BW				STAGE 1
ab 19:00	NETWORKING				LOUNGE

VERANSTALTER



FÖRDERER

