



P₂

@ THELEVEL

Kortrijk Weide

entrance

P₁

NELSON MANDELAPLEIN

@ DEPART

@ TRANZIT

@ URBAN SPORTS lounge

UNWAAP

DIGITAL ENTERTAINMENT FESTIVAL

SCHEDULE

Thursday 14 OCT

09:00 Entrance open: Registration
10:00 - 10:15 Welcome speech Unwrap
 Rik Leenknecht, Academic Director @ Digital Arts and Entertainment | Welcome Speech - Unwrap Story
10:15 - 10:30 Keynote: Minister Dalle
 Minister Benjamin Dalle, Flemish Minister of Brussels, Youth and Media | Opening Keynote
10:30 - 11:00 Panel: The Entertainment industry in Flanders
PANEL MEMBERS Minister Benjamin Dalle - Vlaams minister van Brussel, Jeugd en Media • Koen Van Bockstal - Directeur-intendant Vlaams Audiovisueel Fonds (VAF) – Gamefonds • David Verbruggen - General Manager FLEGA • Rik Leenknecht - Academic Director Howest DAE • Jan Pauly - Knowledge management, Research & Development, Vi.be • Dagmar Blommaert - Founder Like Charlie • **MODERATOR** Eva Mundorff

@ DEPART

11:00 - 11:40 Ancienne Belgique
 Ward Cannaearts - Head of Marketing | *Nouvelle Belgique, the virtual concert initiative of AB.*
11:40 - 12:20 Play it
 Brecht Kets en Mike Ptacek - Founders | *Becoming number 1 in Game Based Learning*
12:30 - 13:30 LUNCH BREAK
13:30 - 14:10 Triangle Factory
 Timothy Vanherberghen - Founder & CEO | *Our path to building an XR-focused game development studio*
14:10 - 14:50 I-Illusions + VI.BE
 Dirk Van Welden & Jan Pauly | *Licensing Music for Games*
14:50 - 15:30 In the Pocket
 Thijs Morlion - AR Lead | *From Mobile to Metaverse*
15:30 - 16:00 BREAK
16:00 - 16:40 Maarten Walraven
 Maarten Walraven - Co-Editor @Music X, Head of Operations & Production @GÂRDEN, NL | *The promise, pitfalls, and possibilities of Web3: case study music*
16:40 - 17:20 Double Negative
 Roel Coucke - CG Supervisor | *From games development to Hollywood*
17:20 - 18:00 CLOSING TALK: Epic Games
 Julie Lottering - Director of Unreal Engine Education | *Thinking in Libraries*

@ THELEVEL

11:10 - 11:50 Industrial Light & Magic
 Clair Bellens - Pipeline Technical Director | *Crowd Asset Management*
11:50 - 12:30 Larian
 Apostol Dadachev - Code Producer | *Becoming the Villain, my journey from coder to producer.*
12:30 - 13:30 LUNCH BREAK
13:30 - 14:10 Ubisoft
 Samuel De Vos - Lead Environment Artist | *Dream-internship to dream-job*
14:10 - 14:50 IO Interactive
 Sandra Smedegaard Mondahl - HR Manager | *IOI's journey to independence: lessons for mission job hunt*
14:50 - 15:30 Panel: Game for Thought
 Women in Games & Workplace Culture | **Speakers** Jedidjah Julia Noomen • Jill Vanparys • Yasmin Van de Werf • Dagmar Blommaert • Liesa Bauwens • **Moderator** Allie Weis
15:30 - 16:00 BREAK
16:00 - 16:40 Sumo Digital
 Pablo Sanchez - Concept Artist | *From school to Concept art*
16:40 - 17:20 DAE Research
 Thomas Goussaert - Researcher & Lecturer @DAE | *DNik - Data Driven Inverse Kinematics for Virtual Reality*

@ TRANZIT

12:30 - 13:30 LUNCH BREAK
13:30 - 13:50 Intro
13:50 - 14:50 Panel: NFT's, play to earn,.. is blockchain the future of gaming?
Speakers Stefan Colins - Chief Technology Officer @Get Driven • Tim Dierckxens - Co-founder & CEO @Venly • Gilles Vancoillie – CEO @MoonMonster Studios
14:50 - 15:30 Pitching session 1
 In the pitching sessions startups in tech-games-music will present their company in 4 minutes.
15:30 - 16:00 BREAK
16:00 - 16:40 Panel: What can we learn from esports on influencers, business models, twitch and more?
Speakers Damien Rapoye – CEO @Statrics & Sector One • Steven Vander Paelt – Founder @Outplayed • Mathieu Santy - Influencer (management & strategy & Co-Founder) @MASTR, BE
16:40 - 17:20 Pitching session 2
 In the pitching sessions startups in tech-games-music will present their company in 4 minutes.

18:00 - 22:30 FOODTRUCKS & BAR
18:30 - 20:30 GAME PITCH CAFÉ
 Game Pitch Café offers six game developers the opportunity to present their game (beta or released). The audience can try out the games for themselves at the showcase booths of the developers.
20:30 - 22:30 NETWORKING PARTY

SCHEDULE

Friday 15 OCT

UNWRAP.

@ DEPART

09:00 Registration open @ DEPART
10:00 - 12:00 Career fair @ THELEVEL
12:00 - 13:00 LUNCH BREAK
13:00 - 17:30 Career fair @ THELEVEL
14:15 - 15:00 Panel: How do we see the integration of technology in live entertainment?
Speakers Wim Vandamme - Independent Software Consultant • Gregg Young - Investment Team @Media Invest Vlaanderen (VRT + PMV) • Guy Van Wijmeersch - Director Innovation and Design Thinking @Barco
15:00 - 15:45 Pitching session 1 @ TRANZIT
 In the pitching sessions startups in tech-games-music will present their company in 4 minutes.
15:45 - 16:30 Panel: What can Fortnite, Roblox, Twitch and NFT's mean for music and entertainment business? @ TRANZIT
Speakers Jan Pauly - Knowledge management, Research & Development @VI.BE • Tim Dierckxens - Co-founder & CEO @Venly • Stefan Colins - Chief Technology Officer @Get Driven
16:30 - 17:15 Pitching session 2 @ TRANZIT
 In the pitching sessions startups in tech-games-music will present their company in 4 minutes.
17:30 - 19:00 FOOD & DRINKS: FOODTRUCKS & BAR @ TRANZIT
19:00 - 20:00 Concert by COMPACT DISK DUMMIES @ DEPART
20:00 - 23:00 Closing networking party with DJ Lotto @ DEPART

@ THELEVEL

@ TRANZIT

