

Thursday 29th april Web Game Conference (Pôle Léonard De Vinci)

Web Game Conference by Owlent is a unique place to discover and enhance your knowledge of the ever expanding social and browser gaming market, with point of view and contributions from the main players.

Opening Keynotes

8:30 Registration & Welcome breakfast

9:00 Opening remarks by Olivier Issaly ([Owlient](#))

Morning : Creativity & Production (Amphi Colloque)

Graphism vs. Game Design Roundtable Moderated by Risa Cohen : how to balance both to create a successful browser game

- 9:20
- Jan van der Crabben ([Travian Games](#))
 - Nicolas Cannasse ([Motion-Twin](#))
 - Other speakers to be announced !M

Platform Roundtable: a lot of browser games run on the open web, how can they leverage other platforms like Facebook or the iPhone ?

- 10:15
- Charles Christory ([Adictiz](#))
 - Vincent Dondaine ([Bulkypix](#))
 - Vincent Vergonjeanne ([Kobojo](#))

Hiring Issues Roundtable: where are the recruitment bottlenecks for a web game company ? Which resources companies lack ? What do students expect ?

Interactive Q&A session with the audience, moderated by Risa Cohen

- 11:10
- Carole Faure ([IIM - Video Game MBA](#))
 - Pierre Carde ([Paris Master Class](#))

Payment Gateways: which payment gateways and solutions work best to monetize your audience

- 11:45
- Gilles Tannugi ([Allopass](#))
 - Wim Jagtenberg ([Wallie](#))
 - Jürgen Weichert ([Deal United](#))

Moderated by Risa Cohen

12:35 Lunch Break (Rue Basse)

Afternoon: Execution & Exploitation (Amphi Colloque)

Beyond Virtual Panel Moderated by Risa Cohen: how to expand the virtual entertainment experience to the physical world

- 14:00
- Thomas Bahon ([Ankama](#))
 - Christophe Astorri ([Owlient](#))
 - Ido Mazursky ([Shidonni](#))

Internationalization Strategies Moderated by Risa Cohen : how to get your successful web game available worldwide

- 14:55
- Nils Holger Henning ([Bigpoint](#))
 - Sven Ossenbrüggen ([Innogames](#))
 - Olivier Issaly ([Owlient](#))

15:45 Networking Break

Financing Panel Moderated by Paul Heydon ([Avista Partners](#)) : finding the right financing and funds for your web game

- 16:20
- Nicolas Gaume ([Mimesis Republic - SNJV](#))
 - Vincent Deltrieu ([Innovacom](#))
 - Alexis Bonte ([eRepublik](#))

Monetization and Childhood : how to conciliate both ?

- 17h15
- Olivier Mauco ([Game In Society](#))
 - Fahed Toumi ([e-Enfance](#))
 - Moshé Weizman ([Ekoloko](#))
 - Abdallah Hitti ([Hipay](#))

18:15 Closing remarks

AN INITIATIVE OF



Owlient is one of the leading european browser game companies, with a 10M+ player worldwide community on its games [Howrse](#) and [Babydow](#)

PARTNERS

