

LEVEL UP

TASMANIA

Industry Day

Sunday, 29 September 2024

Theatre Royal Studio Theatre

PRESENTED BY



SUPPORTED BY



PROGRAM

- 10:00am

Welcome
- 10:20am

Path to Play

Education & Gaming with Bitlink, Giant Margarita and GreenSTEM

Featuring Troy Merritt, Dr Kristy de Salas, Daniel Edwards and Dr Paris Buttfield-Addison (moderator)
- 11:20am

Supporting Game Developers

Funding and how to get it with Screen Australia

Featuring Amelia Laughlan and Dakota Barker
- 12:00pm

Lunch
- 1:00pm

In Conversation with Summerfall

Stray Gods and finding your niche

Featuring Meredith Hall, Liam Esler and Jason Imms (moderator)
- 2:00pm

Creating Cozy Puzzle Games in Tasmania’s Wilderness

Featuring Anthony Hilkmann
- 2:30pm

Afternoon Tea
- 3:00pm

From Secret Lab to Yarn Spinner

Featuring Dr Paris Buttfield-Addison and Dr Jon Manning
- 4:00pm

Quests and Quips

Comedy in Games

Featuring Josie Fletcher, Jacob Janerka and Jason Imms (moderator)
- 5:00pm

Closing Drinks and Networking

Presented by IGEA

FEATURING



Troy Merritt

Director of Bitlink.



Dr Kristy de Salas

Producer at Giant Margarita and head of the Games and Creative Technologies Research Group at UTAS.



Daniel Edwards

Founder and CEO of GreenSTEM Education.



Dr Paris Buttfield-Addison

Co-founder of Secret Lab, Yarn Spinner, and the West Coast Space Centre; author of numerous books.



Amelia Laughlan

Games Investment Manager at Screen Australia.



Dakota Barker

Games Investment Manager at Screen Australia.



Meredith Hall

Business Development and Marketing Director at Summerfall Studios.



Liam Esler

Co-founder and Managing Director of Summerfall Studios.



Jason Imms

QA legend and former games journalist, current board member of Freeplay, probably too busy to be here.



Anthony Hilkmann

Founder of Radiobush, a small indie studio currently developing cozy puzzle game Lighthaze World.



Dr Jon Manning

Co-founder of Secret Lab, Yarn Spinner, has also written a lot of books.



Josie Fletcher

Head of Marketing at Massive Monster, holds a self-appointed degree in “weird internet stuff.” On a quest for world domination.



Jacob Janerka

Developer of Paradigm, currently working hard on The Dungeon Experience with the Bone Assembly. Some say he is the second fastest game developer in the world (by physical speed).