JOHANNES BURG
A MAZE.
A MAZE. / Johannesburg 2017 Programme

Day 1 - Wednesday, September 13th

Unity Certification Exam - @ The Digital Innovation Zone (DIZ): 111 Smit St, Johannesburg
- 9:30 - 12:30: Certification exam - Registration

A MAZE Opening - @ Tshimologong Precinct: 41 Juta Street, Braamfontein, Johannesburg
- 18:00: Doors open, exhibition opens
- 19:00: Welcome and opening by Festival director, Thorsten S. Wiedemann
- 19:30: Keynote: Nina Freeman (US)
  - An award winning game designer whose work includes Independent Games Festival (IGF) nominee ‘how do you Do It?’ and IGF Nuovo winner ‘Cibele’. She is currently a level designer at at Fullbright, creators of the seminal ‘Gone Home’ and recently released, ‘Tacoma’.
- 21:00: The Good Dokta (SA)
- 22:00: Wilderbeats (SA)
- 23:00: Meduusa (FI)
- 24:00: Closing
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Day 2 - Thursday, September 14th

- 12:00-24:00: Exhibition open

Talks - @ Dav Centre, Tshimologong Precinct: 41 Juta Street, Braamfontein

- 10:00: Expressing Africa through games - Arnaud Chulu Amina (CD)
- 10:25: Making Problematic Games - Richard Pieterse (SA)
- 10:50: Identity and National consciousness in Video Games - Lulamile Mohapi (SA)
- 11:15: Lesbians and Apartheid: How to subvert mechanics to communicate marginalized stories - Tim Flusk (SA)
- 11:40: Crying in the Club: How to make games despite the crushing weight of being alive - Bahiya Khan (SA)

- 12:00: Break
- 13:00: Masterclass: From Assassin's Creed to Valiant Hearts: what "purpose" can change - Yoan Fanise (FR), Anne-Laure Fanise (FR)
- 14:00: Panel: Entrepreneur mindset in a Digital space - Jason Thorne (SA), Sharpe-Lee Mthimkulu (SA), Regina Kgatile (SA), Cukia Kimani (SA), Tashveer Bodi (SA)

- 15:00: Break
- 16:00: Unity - Letting Artists Take Control - Josh Naylor (GB) [Unity]
- 16:45: Generative storytelling: systems & tall tales - Riad Djemili (DE)
- 17:10: VR development. Unity vs Unreal - Steve Pinto (SA)
- 17:30: Panel: Fireside Chat With FreeLives & Punches Bears. Animating Characters With Physics - Punches Bears (CA), Evan Greenwood (SA), Ruan Rothmann (SA)

Workshops - @ The Digital Innovation Zone (DIZ): 111 Smit St, Johannesburg

- 10:00: Game Music Hacks: Writing Music For 13 Games In One Jam - Elie Abraham (FI)
  - Requirements: A laptop with their DAW (and basic understanding of it) on it, but people who just want to watch or work with someone else are welcome.
- 14:00: Vertex Meadow Workshop, Ian Maclarty (SA / AUS)
  - Requirements: A laptop, or can be paired up with someone
- 16:00: Puzzle design workshop, Francois Van Niekerk (SA)
  - Requirements: A laptop or tablet for the practical component (optional).
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Evening Programme - @Tshimologong Precinct: 41 Juta Street, Braamfontein

- 19:00: Screening: Output by Miguel Alvarez (ES)
- 19:10: Screening: Branching Paths
- 21:00: Local multiplayer tournament
- 22:00: Physical games
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Day 3 - Friday, September 15th

- 12:00- 20:00: Exhibition open

Talks - @ Dav Centre, Tshimologong Precinct: 41 Juta Street, Braamfontein

- 10:10: All the worst things: experiences from fringe games' process[es] - Marie Flanagan (CA)
- 10:30: Considering the lives of others: tools for making relevant, inclusive and accessible games - Adone Kitching (SA)
- 11:00: The FREE LIVES formula for making hit games - Ruan Rothmann (SA)
- 11:20: How to win a [academy name] award for your video game soundtrack - Pieter Smal (SA)
- 11:40: 7 Lives before game over: Nigerian mobile game devs - Hugo Obi (NG)
- 12:00: Break
- 13:00: Studying game dev culture as an insider-outsider - Crystal Farmer (SA)
- 13:25: Missing The Middle in Game Dev - Limpho Moeti (SA)
- 13:50: Building Networks of Supportive and Collaborative Dev Communities - Danny Day (SA)
- 14:15: Doing indie collectives - Aran Koning (NL)
- 14:40: Vaporwave Star Fox: The Making of Welcome to New Lux Plaza- Sagan Yee (CA)
- 15:00: Break
- 16:00: Can vinylOS be classified as Device Art? (What is Device Art anyways??) - Jonas Bohatsch (AT)
- 16:25: Videomancers: imagining and manifesting better realities through games - Ben Rausch (SA)

Workshops - @: ‘Glass Box’, Tshimologong Precinct: 41 Juta Street, Braamfontein

- 10:00: Mixing Realities (AR + VR), Rick Treweek (SA)
  - Requirements: PC/Mac with Unity installed, anything before ‘Beta 2017.2’), Android device, Android SDK for unity
- 13:00: 200 Games in 20 Minutes - Jan Willem Nijman (NL) & Kitty Calis (NL)
- 16:00: A kind of play: a workshop for total beginners on making strange games, experimental stories, and interactive experiences - Marie Flanagan (CA)
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Evening Programme - @ Founder’s Square, Tshimologong Precinct: 41 Juta Street

- **18:00**: WTF Am I Doing? - *Henrike Lode (DE)*
- **18:30**: Hypertalks hosted by *Lorenzo Pilia (IT)* (5 minute, rapid talks)
- **20:00**: Braai dinner powered by Unity
- **21:00**: Oh, Those Guys (SA)
- **23:00**: Live: Hello Beautiful (SA)
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Day 4 - Saturday, September 16th

- **12:00-01:00:** Exhibition + Special A MAZE Weird Games and VR Showcase Open*

Goethe-Institut Johannesburg Invites: Game Creator Brunch - @ 19 Jan Smuts Avenue - Parkwood

- **10:00 - 12:00:**
  - *Sagan Yee (CA)* on The Hand Eye Society
  - Serious about Games Panel, hosted by *Sithe Ncube (ZM)*
    - Participants: *Shane Marks (SA), Mark Jackson (SA), Michelle Matthews (SA), Riad Djemili (DE)*
  - Visit/tour of Gamebox

Visualisation Jam - @ The Digital Innovation Zone (DIZ): 111 Smit St, Johannesburg

- **14:00 - 18:00:** Visualisation/GIF jam

A MAZE Jump & Run Party & A MAZE. / Johannesburg Award show* - @
Tshimologong Precinct: 41 Juta Street, Braamfontein

- **12:00:** Doors open
- **12:00:** Special A MAZE Weird Games and VR Showcase
- **19:00:** A MAZE. / Johannesburg Awards hosted by Tsitsi Chiumya (SA)
- **20:00:** DJ Satori (SA)
- **21:00:** DJ Team BLKJKS (SA)
- **23:00:** Markus Wormstorm (SA)
- **24:00:** DJ Storno (DE)

*Please note that separate tickets are required to be purchased for this event as it is part of the ‘Fakugesi Beats Bloc Party’. A MAZE. / Johannesburg ‘day pass’ and ‘three day pass’ ticket holders get 50% off at the door.