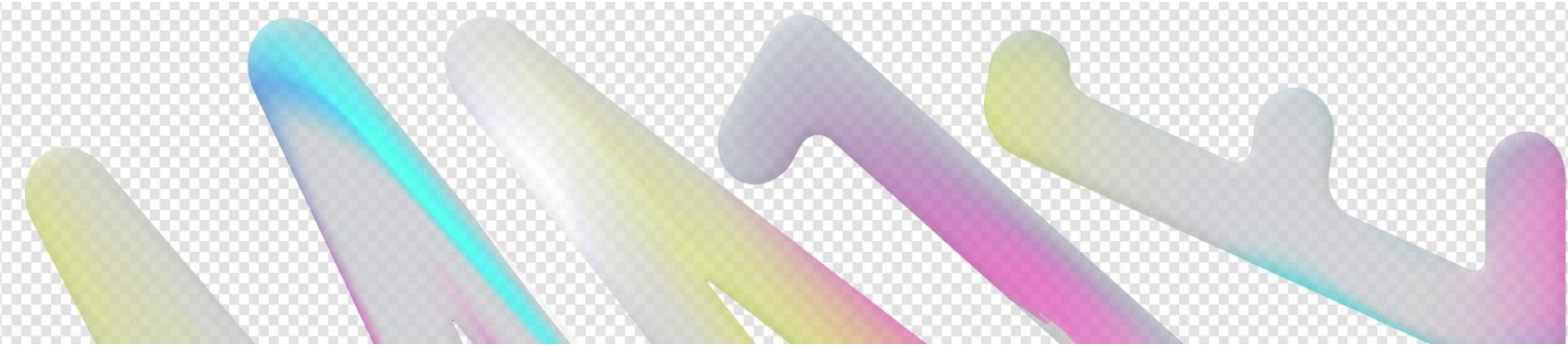




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A MAZE. / Johannesburg 2017 Programme

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 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



A MAZE. / Johannesburg 2017 Programme

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 - *Bahiyya 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 Kgatle (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



A MAZE. / Johannesburg 2017 Programme

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 - [Limphe 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

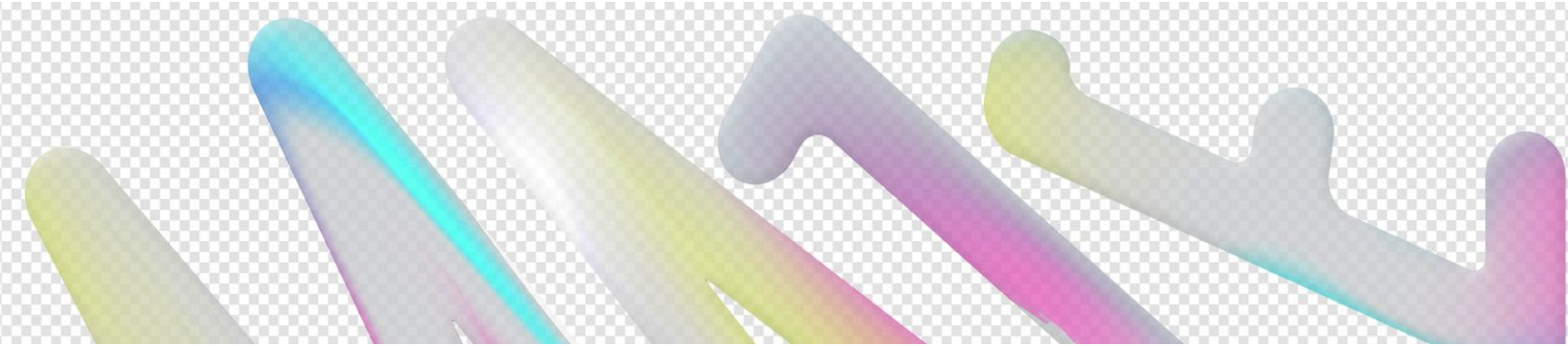
- **10:00:** Mixing Realities (AR + VR), [Rick Treweek \(SA\)](#)
 - [Requirements:](#) PC/Mac with Unity installed, anything before 'Beta 2017.2', Android device, Android sdk for unity
- **13:00:** 200 Games in 20 Minutes - [Jan Willem Nijman \(NL\)](#) & [Kitty Calis \(NL\)](#)
- **16:00:** A kind of play: a workshop for total beginners on making strange games, experimental stories, and interactive experiences - [Marie Flanagan \(CA\)](#)



A MAZE. / Johannesburg 2017 Programme

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)



A MAZE. / Johannesburg 2017 Programme

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.