

	Stage One LION'S DEN	Stage Two MERCENARY'S CAVE	Stage Three TEMPLAR'S OBSERVATORY
09:30	DOORS OPEN	DOORS OPEN	DOORS OPEN
09:45			
10:00	OPENING SPEECH	OPENING SPEECH	OPENING SPEECH
10:15			
10:30		10:30 Several Speakers LET'S GET INSPIRED! INSPIRATION PITCHES For: Everyone	10:30 Tere Rodriguez (Sydney Kovaks) TRANSLATING YOUR STORIES TO THE DIGITAL SCREEN For: Starting Escape Room Owners
10:45	10:45 Andrew Ingle and Katie Falcon-Uff THE POSSIBILITIES OF SOCIALLY CONSCIOUS ESCAPE GAMES For: Experience Designers / Game Designers		
11:00			
11:15		11:30 Stay tuned for this speaker announcement! TO BE CONTINUED For: Everyone	11:30 Zina Delyagina and Andrey Dyachenko ESCAPE ROOM CUSTOMERS: WHAT ARE THEY LIKE AND WHAT DO THEY LIKE? For: Everyone
11:30			
11:45			
12:00			
12:15			
12:30			
12:45	12:45 Charlie Duran MAKING A NARRATIVE FOR BIG GROUPS IN A THEATRICAL SETTING For: Gaming Enthusiasts		12:30 Malte Eiben & Chris Lattner CREATING GHOSTS - DESIGNING A CINEMATIC IMMERSIVE EXPERIENCE For: Experience designers / Game designers
13:00			
13:15			
13:30		13:30 Alexander Girshfeld 5 KEY FACTORS TO MAKE YOUR ESCAPE ROOM A SUCCESS For: Starting Escape Room Owners	
13:45	13:45 Real Escape Game by SCRAP INTELLECTUAL PROPERTY For: Everyone		
14:00			
14:15			
14:30		14:30 Jack Fallows THE POST-ESCAPE EXPERIENCE For: Experienced Escape Room Owners	14:30 Let's talk Marketing: THE BIGGEST GROWTH- OPPORTUNITIES FOR ESCAPE ROOMS IN 2019 Ward van Gasteren GROW YOUR ESCAPE ROOM BUSINESS INTO A PROFITABLE EXPERIENCE Mike van Hoenselaar
14:45	14:45 To be continued SAFETY For: Everyone		
15:00			
15:15			
15:30			
15:45	15:45 Kevin Williams IMMERSIVE TECHNOLOGIES FOR ESCAPE ROOMS For: Experienced Escape Room Owners	15:45 To be continued STAY TUNED FOR THIS SPEAKER ANNOUNCEMENT For: Everyone	
16:00			16:00 Moderated by David & Lisa Spira PANEL DISCUSSION: INNOVATION For: Everyone
16:15			
16:30			
16:45	16:45 Gijs Geers HOW TO BUILD HIGH QUALITY ESCAPE ROOMS For: Everyone		
17:00			
17:15		17:15 Nick Moran TEN LEARNINGS FROM THE CREATION OF SHERLOCK: THE GAME IS NOW For: Everyone	17:15 Join the discussion! PANEL DISCUSSION: SAFETY For: Everyone
17:30			
17:45			
18:00			