

# SPEAKER PROGRAM

08 MAY

	Stage One <b>LION'S DEN</b>	Stage Two <b>MERCENARY'S CAVE</b>	Stage Three <b>TEMPLAR'S OBSERVATORY</b>
09:30	DOORS OPEN	DOORS OPEN	DOORS OPEN
09:45			
<b>10:00</b>	OPENING SPEECH	OPENING SPEECH	OPENING SPEECH
10:15			
10:30		10:30 Several Speakers <b>LET'S GET INSPIRED! INSPIRATION PITCHES</b> For: Everyone	10:30 Keith Charabaruk <b>ELECTRO-MAGICISM: THE ART OF READING THE CREATIVE MIND</b> For: Escape Room Owners P. 24
10:45	10:45 Andrew Ingle and Katie Falcon-Off <b>THE POSSIBILITIES OF SOCIALLY CONSCIOUS ESCAPE GAMES</b> For: Experience Designers/ Game Designers P. 19		
<b>11:00</b>		11:30 Anton Zaitsev <b>HOW VR CAN AIM YOUR BUSINESS AT THE FUTURE</b> For: Escape Room Owners P. 20	11:30 Zina Delyagina and Andrey Dyachenko <b>ESCAPE ROOM CUSTOMERS: WHAT ARE THEY LIKE AND WHAT DO THEY LIKE?</b> For: Everyone P. 19
11:15			
11:30			
11:45			
<b>12:00</b>			
12:15			
12:30			
12:45	12:45 Charlie Duran <b>MAKING A NARRATIVE FOR BIG GROUPS IN A THEATRICAL SETTING</b> For: Gaming Enthusiasts P. 23		12:30 Malte Eiben & Chris Lattner <b>CREATING GHOSTS - DESIGNING A CINEMATIC IMMERSIVE EXPERIENCE</b> For: Experience Designers/ Game Designers P. 21
<b>13:00</b>		13:30 Alexander Girshfeld <b>5 KEY FACTORS TO MAKE YOUR ESCAPE ROOM A SUCCESS</b> For: Starting Escape Room Owners P. 22	
13:15			
13:30	13:45 Real Escape Game by SCRAP <b>INTELLECTUAL PROPERTY</b> For: Everyone P. 24		
13:45			
<b>14:00</b>		14:30 Jack Fallows <b>THE POST-ESCAPE EXPERIENCE</b> For: Experienced Escape Room Owners P. 18	14:30 Mike van Hoenseelaar <b>GROW YOUR ESCAPE ROOM BUSINESS INTO A PROFITABLE EXPERIENCE</b> For: Escape Room Owners Struggling with Marketing/Starters and Entrepreneurs P. 18
14:15			
14:30	14:45 Johanna Koljancin <b>FULL-AGENCY STORY-TELLING: DESIGNING FOR PARTICIPATION</b> For: Everyone P. 21		
14:45			
<b>15:00</b>		15:45 Kevin Williams <b>IMMERSIVE TECHNOLOGIES FOR ESCAPE ROOMS</b> For: Experienced Escape Room Owners P. 20	15:45 Raymond Reints & Jeroen van Hasselt <b>THE INS AND OUTS OF WORKING WITH ACTORS</b> For: Everyone
15:15			
15:30			
15:45			
<b>16:00</b>			16:00 Moderated by David & Lisa Spiro <b>PANEL DISCUSSION: INNOVATION</b> For: Everyone
16:15			
16:30			
16:45	16:45 Gijls Geers <b>HOW TO BUILD HIGH QUALITY ESCAPE ROOMS</b> For: Everyone P. 23		
<b>17:00</b>		17:15 Nick Moran <b>TEN LEARNINGS FROM THE CREATION OF SHERLOCK: THE GAME IS NOW</b> For: Everyone P. 22	17:15 Amy Philip <b>PANEL DISCUSSION: SAFETY</b> For: Everyone P. 25
17:15			
17:30			
17:45			
<b>18:00</b>			

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