

#GAMESUR 2022 SUMMIT DAY 1—MAY 19

ALL TIMES ARE EDT (EASTERN TIME)

TRACK 1

TRACK 2

11:00AM Opening Ceremony from our Directors
Ashley Guajardo & Hannah Murphy

11:15AM Keynote Speaker
Melissa Boone

12:15PM Lunch

1:00PM UX Research Practices and Challenges
of Indie Developers—Roundtable
Alena Denisova, Steve Bromley,
Pejman Mirza-Babaei, & Jason Della Rocca

Between Agency and In-house Research:
How to Communicate with 41+ Dev Studios
Maria Amirkhanyan & Ekaterina Lisovskaia

2:00PM Break

2:15PM Presence in Practice:
Affinity vs. Contrast in Game UX
Ahmed Salama

A Games User Researcher's Toolkit: The
benefits and challenges of using
external tools and platforms
Gareth Lloyd

3:00PM Break

3:15PM Poster Session in Gather.town

COVID Realities from the
GamesUR Salary Survey
Seb Long

4:00PM Break

4:15PM Gather.town