

# #GAMESUR 2022 SUMMIT DAY 2—MAY 20

ALL TIMES ARE EDT (EASTERN TIME)

## TRACK 1

## TRACK 2

11:00AM Not just for climbing—Ladders in Games User Research: A Flexible Framework to Unify Stakeholders and Shift from a ‘Game Features’ to ‘Player Needs’ Mindset  
Bill Hardin

The Ethics of Our Art: Research Ethics and the Games User Experience  
Ann Johnson & Lisa Rigtrup

12:00PM

Lunch

1:00PM LITE: Not Quite RITE  
Jonathan Ehrich

How to run remote research with kids who are so over it  
Carissa Kang

1:45PM

Break

2:00PM Flighting & UR: the Perfect Partnership - A retrospective from the development of Age of Empires IV  
Todd Kelley & Savannah Harrison

Designer-inspired Maturity Framework for Sustainable Game Design Experiences  
Nandhini Giri

2:45PM

Break

3:00PM How to playtest Dead by Daylight: An exploratory approach on a live asymmetrical multiplayer game  
Émilie Paquin

Industry-academic Partnerships to Train the Next Generation of Games User Researchers  
Ahmed Ghoneim & Pejman Mirza-Babaei

3:45PM

Break

4:00PM GamesUR Salary Survey Results  
Jonathan Dankoff & Andrew Menger-Ogle

4:45PM

Closing Ceremony

5:15PM

Break

5:30PM

Two Bit Circus Show