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#gamesURSummit NorthAmerica 2023

Event Schedule

Day 1
Thursday, May 25th
All times in PST

	Track 1	Track 2
9:00 AM	**Opening Ceremony**	
9:15 AM	**Keynote: Building your Insights Community** Lanie Dixon	
10:00 AM	**Break**	
10:15 AM	**Communicating with Creatives: How to Build Influence When Stakes are High** Kirk Rodgers	**How Do I Get This Plane Airborne?** Salem Kazi
11:30 AM	**Break**	
11:45 AM	**Turn your research into action with a workshop** Emma Varjo	**Where academia meets business: Lessons learned from studying UX-related practices in a Swedish indie gamedev community** Benjamin Linz
12:30 PM	**Lunch**	
1:30 PM	**On a Break: Improving The Returning Player Experience** Elisabeth Whyte	**Reaching the Broadest Audience** Jonathan Ehrich
2:15 PM	**Break**	
2:30 PM	**Dark Side of Gaming: Dark Patterns in Games** Swati S	**Panel: How to Succeed as an Early Career Researcher: the Juniors' Perspective** Pat Dimaandal, Cianna Robinson, Carlo Escobar, and Yi Chen
3:45 PM	**Break**	
4:00 PM	**Designing and Building A Games User Research Lab, Revisited** Sebastian Long	
5:15 PM	**Break**	
6:00 PM	**Social Event**	

Day 2
Friday, May 26th
All times in PST

	Track 1	Track 2
9:00 AM	**Day 2 Kickoff**	
9:15 AM	**Revisiting Reporting: How 'Research Nuggets' And 'Critical Insights Readers' Can Create Stronger Research Engagement** Josh Rivers	**Analyzing Longitudinal Studies using Multilevel Modeling in Games User Research** Drake Levere
10:30 AM	**Break**	
10:45 AM	**Roundtable: Technologies for User Research** Andrei Muratov	**Riot R&D - User Research Processes for Prototype and Pre-Production** Austin Harley and Tom Barnes
12:00 PM	**Lunch**	
1:00 PM	**Get your Player Pulse: understand and engage your community with an innovative multidisciplinary approach** Émilie Paquin, Stefania Pecòre, and Clara Alexandra Stafford	**Thesis Validation Framework - Aligning product teams to the work that needs to be done** Alex Arndt and Tom Barnes
1:45 PM	**Break**	
2:00 PM	**Accessibility Diary Research: Insights for Academia and Industry** Jozef Kulik	**Accessibility: Practical Advice For Working With Dev** James Berg
3:15 PM	**Break**	
3:30 PM	**GUR Salary Survey**	
3:45 PM	**Researching Researchers: Results from our first researcher surveys** John Hopson	
4:30 PM	**Break**	
4:45 PM	**SIG Chair Update**	
5:00 PM	**Closing**	