

Monday, November 29

DAY 1

- 09:00 Swedish Fika
- 10:00 Opening Remarks [15']
- 10:15 GTR Program Introduction [45']
- 11:00 Great Game Pitches [60']
- 12:00 Lunch & Networking [60']
- 13:00 Game Pitching & Feedback [90']
- 14:30 Optimizing Your Pitch Deck [60']
- 15:00 Company Growth Strategy [60']
- 16:00 Business Model for Games [30']
- 16:30 Game Contracts - Red Flags [30']

Tuesday, November 30

DAY 2

- 09:00 Swedish Fika
- 10:00 Working with Publishers [60']
- 11:00 G.Round, Analytics for Developers [60']
- 12:00 Lunch & Networking [60']
- 13:00 Growing Game User Communities [120']
- 15:00 Arctic Game Lab Introduction [30']
- 15:30 Arctic Game Week & Nordsken 2022 [30']
- 16:00 Building a Game Company [60']

Wednesday, December 1

DAY 3

- 10:00 Open Work Day, optimize your pitch & talk to your peers. [7 Hrs.]

Thursday, December 2

DAY 4

- 10:00 Open Work Day, optimize your pitch & talk to your peers. [7 Hrs.]

Friday, December 2

DAY 5

- 09:00 Swedish Fika
- 10:00 Final Game Pitching (Online & Offline) [90']
- 11:30 Publisher Panel [60']
- 12:30 Lunch & Networking [60']
- 13:30 Seasoned Studios Pitching (Online & Offline) [60']
- 14:30 Open Demo Day & Playtesting [3 Hrs. 30']
- 16:00 Prizes: Announcements [60']