

**Wednesday, July 18th**      **2007 Christian Game Developers Conference**

3:00 - 9:00      Registration / Airport Pickup / Fellowship  
Front Lobby

7:00 - 9:00      Association Board Meeting  
Location 1 or TBA

**Thursday, July 19th**      **Business Track**      **Programming Track**      **Media / Design Track**

7:30 - 8:00      Prayer Meeting  
Cafeteria

8:00 - 9:00      Breakfast  
Cafeteria

9:00 - 10:30      Opening / Introductions  
Auditorium

10:30 - 12:00	How to Reach the Youth (and Youth Workers) -  Willy Hughes Location 1	Croquet: Build Their Own Worlds to Share & Learn -  Darius Clarke Location 2	The Cause and Prevention of Spatial Disorientation in Game Play -  Dr. Edwin Armstrong Auditorium
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12:00 - 1:00      Lunch  
Cafeteria

1:10 - 2:15      Communicating Reality Through Fantasy - Peter Churness  
Auditorium

2:15 - 3:30      PANEL: Requirements Gathering, QA, & Test - Brad Baker, Brian  
Auditorium

3:30 - 4:30      Doing Business - Bill Bean  
Auditorium

4:30 - 5:30      Ministry Mindset - Troy Lyndon  
Auditorium

6:00 - 9:00      Dinner  
HomeTown Buffet

9:00 - ...      Product Expo / Fellowship  
Expo Area

11:30 - 12:00      Prayer Session  
Near Expo Area

**Friday, July 20th**      **Business Track**      **Programming Track**      **Media / Design Track**

7:30 - 8:00      Prayer Meeting  
Cafeteria

8:00 - 9:00      Breakfast  
Cafeteria

9:00 - 10:30	Adapt the 'Eternal Message' into a Postmodern Package – Dr. Norman Mintle Auditorium		
10:30 - 12:00	Technology & Missions - Dr. Jim Copeland Auditorium		
12:00 - 1:00	Lunch Cafeteria		
1:10 - 2:30	Getting Started with a Volunteer Team -  Laurene Wells Location 1	Software Copy Protection & Crack-Proofing Techniques -  Brian Tegart Location 2	Storytelling: Presenting the Message to the Hardcore Gamer -  Jerrod Putman Auditorium
2:40 - 4:00	PANEL: Getting Published, Distributed and Promoted -  Bill Bean, Jay Moore, Seth Crofton+ Auditorium	Introduction to Source Control for Distributed Development -  Clint Herron Location 1	Why Art Matters -  K.D. Kragen Location 2
4:00 - 4:30	Snack Expo Area		
4:30 - 5:30	Partnering with Christian Retail to Market Games - Joel Bramwell Auditorium		
6:00 - 8:00	Dinner / Awards Pizza in the Expo Area		
8:00 - ...	Children's Church Market - Seth Crofton Expo Area	Product Expo / Fellowship  <b>Expo Area</b>	

Saturday, July 21st	Business Track	Programming Track	Media / Design Track
7:30 - 8:00	Prayer Meeting Cafeteria		
8:00 - 9:00	Breakfast Cafeteria		
9:00 - 10:30	Branding and Alternate Funding - Jay Moore Auditorium		
10:30 - 12:00	Getting Your Product Into the Stores -	Working in the Mainstream Video Game Industry -	Using Technology in Your Website -

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12:00 - 1:00	Lunch Cafeteria		
1:10 - 2:30	Change Management at a High Level -  Ray Via Auditorium	Deluxe Debugging -  Brian Tegart Location 1	Informal Q & A on GBA/DS/Handheld Development - Robin Harbron Location 2
2:40 - 4:00	Build the Business & Contract Negotiations -  Jay Moore Auditorium	Your Topic: An Interactive Session -  Ken Kavanagh Location 1	Music and Sound Design in Games  Ben Long Location 2
4:00 - 4:30	Snack Expo Area		
4:30 - 6:00	Discussion Groups Locations 1 thru 3		
6:00 - ...	Dinner / Closing Statements - Town Hall/ Fellowship Sayler's Old Country Kitchen		

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Sunday, July 22nd      2007 Christian Game Developers Conference

8:00 - 11:00      Breakfast on your Own / Find a Church or join informal worship

11:00 - 1:00      Cleanup / Conference Grounds Close  
Front Lobby

**Locations:**                      1 =                      2 =                      3 =