

Timetable / Session List

July 22nd

Interactive Sessions 7

	Venue 1	Venue 2	Venue 3	Venue 4	Venue 5	Hall 6	Venue 7	Hall 8	Venue 9	Venue 10	Venue 11	Venue 12	Epic Room
	8:30 Opening												
09:20	Organizer Opening remarks from the organizers Hisashi Kikumura / Computer Entertainment Supplier's Association 5 points	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません
09:30	Keynote Speech The evolution of digital infrastructure in a GX society: The "foundation" that developers should know about in the age of cloud and generative AI Kunshiro Tanaka / Sakura Internet Co., Ltd. 80 points	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません
	20 minute break (10:50 - 11:10)												
11:10	GD Everything for the sake of "the most immersive hunting experience": A case study of narrative design in Monster Hunter Wilds Katsuke Nishi / Capcom Co., Ltd. 60 points	BP Generative AI, AI Agents, What's Next? Satoshi Kurihara / Keio University 60 points	ENGLISH PRD Shifting left to protect the quality of Pokémon TCG Pocket! Early bug detection and quality improvement through automated monkey testing Satoshi Iijima / DeNA Co., Ltd. Junya Yuijima / DeNA Co., Ltd. He 1 60 points	PRD ENGLISH Unity game development supported by a cross-disciplinary team of engineers - The path to building technology and expanding it horizontally Hiroki Sakai / DeNA Co., Ltd. 60 points	AC Proposal for the use of "spatial capture solutions" that generate 3DCG from "real world" in the entertainment industry Sho Ogata / Sony Corporation Yuta Morikita / Sony Corporation He 1 60 points	ENGLISH SND Applied Machine Learning in Voice-Based Moderation Systems Terry Chen / Modulate Inc. Hiroaki Masuno / CHI Midwestern Co., Ltd. 60 points	GD BP Explaining the importance and key points of user reviews for improving the attractive quality of games, learned through over 300 past evaluations (Beginner's Edition) Hiroyasu Sugiyama / ADOVE ONE Co., Ltd. 60 points	ENGLISH AND NPR Paint-like rendering with real-time ray tracing Minako Yamashiro / Silicon Studio Corporation 60 points	BP Trends and points to note regarding dark pattern regulations in Japan and overseas that game developers should be aware of Arata Nomoto / City News Law Office 60 points	ENGLISH Fast as hell: idTech8 Global Illumination. Tiago Souza / ID Software 60 points	sponsor PRD ENGLISH AI Voice Emotion Analysis Changes the Expressions of 3D Characters - Experience a Great Reduction in Man-Hours with the Sample Viewer - Saito Nakamura / CAC Corporation 60 points	sponsor ENGLISH PRD Practicing game development support using LLM: Introducing and operating Tencent Cloud's game development LLM... Liang Zilong / Tencent Japan Co., Ltd. 25 points	sponsor ENGLISH GD I know, I know...! Unreal Engine Introductory workshop for those with experience in other game engines Kazuhisa Minato / Epic Games Japan 60 points
11:40											sponsor ENGLISH Game servers in the era of "closer placement" - The potential of Akamai's new container service - Taro Oishi / Akamai Technologies, LLC 25 points		
	(12:10 - 13:40)												
13:40	ENGLISH AND "Separation of design and logic" in game UI New UI implementation in Monster Hunter Wilds Yutchi Nishio / Capcom Co., Ltd. 60 points	ENGLISH PRD Monster Hunter Wilds: Field Drawing System Implementation and Production Tools Hiroshi Suzuki / Capcom Co., Ltd. Masakazu Sakaya / Capcom Co., Ltd. He 1 60 points	PRD ENGLISH CJ/CD environment transformation and effects supporting the development of Pokémon TCG Pocket - Complete migration from Jenkins to GitHub Actions Takazumi Shiryaganagi / DeNA Co., Ltd. 60 points	BP ENGLISH PRD Development of LLM translation tools and their in-house implementation for dealing with overseas customers Masahiro Gumi / nPS Co., Ltd. Nozomi Matsui / nPS Co., Ltd. He 1 60 points	AC [Lecture] Tensor Valve Technology for Easily Controlling Odors - Creating New Value by Approaching the Sense of Offaction - Katsuke Kimura / Sony Corporation 60 points	SND Immersive Audio 101 - Fundamentals of acoustic design to recreate an artificial 3D space into a real 3D space Takanori Kaneko / Konami Digital Entertainment Co., Ltd. 60 points	GD BP 10 million downloads achieved through trial and error: A new graduate takes on a hyper-casual game Shutchi Kito / Keyco Corporation Kaku Shidei / Keyco Corporation He 2 60 points	ENGLISH ABEMA's architecture for supporting large-scale events Katsutoshi Nagasaka / AbemaTV Inc. Junpei Tsuji / AbemaTV Inc. 60 points	BP GD A game developer takes on the challenge of developing educational content! From founding a children's business company to winning the Japan e-Learning Grand Prize Kazuhiko Kobayashi / Kisa Project Inc. Masahiro Shitara / Utsukikazu Co., Ltd. 60 points	ENGLISH PRD Autonomous Driving Simulation: Where We Are Now and Where We're Headed Yoshihito Takashima / Torii, Inc. 60 points	sponsor ENGLISH Build a winning game with AWS! Observability and cloud practices Yoshihiko Okawa / New Relic, Inc. Hiroaki Shimizu / Amazon Web Services Japan, LLC 60 points	sponsor ENGLISH PRD Make game development more comfortable! Perforce's new features create a "wait-free work environment" Yuki Kato / Toyo Corporation 60 points	sponsor ENGLISH AND Unreal Engine 5.6 Latest Update - Optimized to Achieve 60 FPS in Open World Yutaro Sawada / Epic Games Japan Takashi Suzuki / Epic Games Japan 60 points
	(14:40 - 15:00)												
15:00	AND GD Monster Hunter Wilds: The scope is wider than you think?! UI art work and concepts Nozomi Komura / Capcom Co., Ltd. 60 points	ENGLISH Monster Hunter Wilds Meshlet Rendering Pipeline Jin Mitsuhashi / Capcom Co., Ltd. 60 points	PRD GD BP How to develop a large-scale game while working remotely: The case of Pokémon TCG Pocket AI Takeuchi / DeNA Co., Ltd. Imabegappu Densetsu Yukio / DeNA Co., Ltd. 60 points	BP PRD Supporting game development using LLM and systematically promoting the use of generative AI Kanai Dai / Cypreses, Inc. Tatsuya Kasahara / Cypreses, Inc. He 1 60 points	AC [Lecture] "Non-electrical interaction" designed from materials Kenshiro Yabu / NTT Corporation 60 points	SND Volume control using real-time audio processing - How to make delicious seaweed (waveform) - Shuji Kowata / Phonon Co., Ltd. 60 points	GD BP What is experience-based entertainment? - A new genre that expands mutually- Junichi Ishikawa / Elements Ltd. 60 points	ENGLISH BP "Robot" development environment and its efficiency - The beginning of development of a huge platform with over 85 million DAU Kaita Tanji / Neohome Studio 60 points	BP Subcontract Law and Freelance Law: What everyone involved in game development should know: Important points regarding contracts and transactions for the healthy development of the game industry Yuki Tagami / PwC Law Office Hiroto Ando / PwC Law Office 60 points	BP Consider an environment where people who want to play games can do so Takaki Kobayashi / Shinbun Inc. Naofumi Ono / Tokyo International University of Technology He 1 25 points	sponsor ENGLISH Unity Object Fundamentals Kanjiro Takahashi / Unity Technologies Japan Co., Ltd. 60 points	sponsor ENGLISH AND "YESBIS 4 finally released! Evolution of optical effects and the latest convenient functions" Masaki Kawase / Silicon Studio Corporation 60 points	sponsor ENGLISH Performance Analysis and Optimization Mastery with Unreal Insights Kanjiro Kuwano / Epic Games Japan 60 points
15:30										BP Statistics showing the fastest career path to becoming a game producer Tomiyasu Tashiro / Runway Agency Inc. Kaoru Nagai / Runway Agency Inc. 25 points			
	(16:00 - 16:40)												
16:40	ENGLISH The core system of "Monster Hunter Wilds" has been standardized! What is this system that continues to expand its activities? Yutchi Sakurai / Capcom Co., Ltd. 60 points	ENGLISH AND Monster Hunter Wilds: Real-time Global Illumination for Dynamic Environment Changes Toshiaki Ishihara / Capcom Co., Ltd. Kazuki Kanato / Capcom Co., Ltd. 60 points	AND History of Western Clothing (Ancient to Early Modern Periods) Asahi Shin / Bunka Fashion College 60 points	BP PRD Use generative AI safely and securely! Introducing the governance of generative AI currently in use within our company Atsuki Vagi / Sega Corporation Futoshi Yokomichi / Sega Corporation 60 points	PRD Test automation is not just about EZE! Unity game developer test tutorial Koji Hasegawa / CyAgent Inc. / Hub Systems LLC 60 points	SND Sharpen your five senses. Shirokazu Shimizu / DALLOS IN THE DARK JAPAN 60 points	GD Doubt makes games more interesting - Application of critical thinking in game development - Shota Cai / Kenta Ogasawara / Birch Cat Games 60 points	ENGLISH Analysis that doesn't waste data: Visualizing 1TB of access logs in ultra-high resolution using a browser Kotaro Inoue / gumi Inc. Yugo Shimizu / gumi Inc. 60 points	AC BP Arcade Archiver: The significance of preserving game developer testimonies and development materials as streaming videos Yutchi Toyama / TATTO Corporation Rin Hamada / Hamster Co., Ltd. He 1 60 points	ENGLISH GD Evolution of Game Balancing with Reinforcement Learning in the VLM-LLM Agentic Era Edgar Handy / Independent 60 points	sponsor GD SND l'vRACTAL: Live up the cooperative board game with sound and voice! Sound effects including voice chat Kaito Watanabe / Sing Co., Ltd. Akira Kamuro / CHI Midwestern Co., Ltd. He 1 60 points	sponsor AND Example of using CLIP STUDIO PAINT in artwork for "Paradox Live" Akio Takeda / Carfax, Inc. Puramarico / Sunway Inc. 60 points	sponsor BP Get your game on the Epic Games Store! William Bernard / Epic Games Japan 60 points
	(17:40 - 18:00)												
18:00	PRD "We want to make something great, but the quality is not what users think it should be!" Product management pursues what users really want, even in an increasingly specialized division of labor Yuya Mori / Wink & Waveth Co., Ltd. 60 points	ENGLISH AND "VORTEXEL" is a GPU geometry ecosystem that integrates wind fluids, physics behavior, heat propagation, etc. to support the VFX of Monster Hunter Wilds Teppai Yoneyama / Capcom Co., Ltd. 60 points	ENGLISH PRD Unraveling the "why?" questions during development! Telemetry measurement platform and its use in Pokémon TCG Pocket Yuto Otake / DeNA Co., Ltd. 60 points	ENGLISH PRD Tool development methods using "local" natural language processing AI - Introducing and applying local AI that is familiar and safe Hiroto Nagayuki / Sega Corporation Take Melloy / Sega Corporation 60 points	AND PRD Dispatcher system for job management and render farm operation supporting film and game cinematic creation Takamasa Matsumori / Marza Animation Planet Inc. Han So-yeon / Marza Animation Planet Co., Ltd. He 1 60 points	SND ENGLISH Automation Technology to Keep Fighting: The Efforts of the Technical Sound Team Mitsuo Takahashi / BANDAI NAMCO Studios Inc. Tatsuchi Nakaneishi / BANDAI NAMCO Studios Inc. He 1 60 points	GD PRD The Future of VR Games - The Caligulasm of Best-Selling Games and the Madness of Developers Hiroaki Ikeda / n/Devent Inc. 25 points	ENGLISH AND Further improving the quality of video production for "Uma Musume Pretty Derby"! Naoya Kadera / Cypreses, Inc. 25 points	BP AC Expanding the preservation and utilization of game development materials - From legal issues such as copyright to the process of holding an exhibition - Yoshitomo Miyake / Square-Enix Co., Ltd. Takashi Ohama / Etsuoshu University / Game Exhibition Association / National Museum of Art He 1 60 points	GD ENGLISH PRD AND Video Games Development in the West: The Panel Marcelan Juliet / Orion Productions KK Christopher Tettler / Highmare Friends He 3 60 points	sponsor ENGLISH GD The evolution of Project SEKAI and Diariks Takahashi Shinya / DeNA Co., Ltd. Hiroki Ito / Colorful Future Co., Ltd. He 1 60 points	sponsor PRD Creating a team that is "distant yet close" - How to become "the talent needed at development sites" through remote work Reika Tsuchiya / Cypreses Inc. Kohki Takahashi / Cypreses Inc. He 1 60 points	sponsor ENGLISH PRD Claire Obscure: Expedition 33 - The technical choices and challenges behind a wide-ranging production with a small team of four programmers and UES - Axel Riffard / Epic Games Japan Guillaume Broche / Seneca Interactive He 1 60 points
18:30								GD BP In-house indie strategy! The path to making a VR game a moderate hit Noriaki Shibuya / n/Devent Co., Ltd. 25 points	ENGLISH PRD Visual Regression Testing using Unity Graphics Test Framework Takayuki Kiyohara / CyAgent Inc. 25 points				

*Please note that the schedule is subject to change.

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Timetable / Session List

July 23

Interactive Sessions 7

	Venue 1	Venue 2	Venue 3	Venue 4	Venue 5	Hall 6	Venue 7	Hall 8	Venue 9	Venue 10	Venue 11	Venue 12	Venue 13
	8:30 Opening												
09:30	GO How to create a mini-game project that makes use of the worldview of Heaven Burns Red Hirofumi Kikukawa / NIS Co., Ltd. 60 points	AND ENGLISH Digital card expression and production method for Pokémon TCG Pocket Yuma Hamada / Dentsu Co., Ltd. Satoru Nagaya / Creatures Inc. He 2 60 points	ENGLISH PRD The "Monster Hunter Wilds" network revolution connects hunters Yoshihiro Nishitani / CAPCOM CO., LTD. Hiroe Chikusho / CAPCOM CO., LTD. He 1 60 points	ENGLISH PRD Building an environment to accelerate the use of generative AI: In-house LLM infrastructure and license monitoring Takeshi Sakazume / Taisei Co., Ltd. 60 points	PRD AND The concept of UI design organization and the design of personnel training measures based on it Masao Ueda / Capcom Co., Ltd. Mio Takahashi / Capcom Co., Ltd. 60 points	END Learn the basics of Foley from a Foley artist! Foley sound design that doesn't depend on the studio environment Masafumi Watanabe / avex inc. 60 points	GO BP How to make a game that invades everyday life: ARG game design Junichi Ishikawa / Elements Ltd. Masaru Kiyaki / GIGA Japan 60 points	ENGLISH Understanding multi-light rendering: An introduction to efficient light sampling techniques Sho Ikeda / AMD Japan Co., Ltd. 60 points	BP Legal points regarding publishing contracts for indie games Kotaro Masuda / City Lights Law Office 60 points	ENGLISH The pivot to graphics ML: Case study in ML-Based Productization Jason Lacroix / AMD Japan Co., Ltd. 60 points	sponsor From Japan to the World: "Global Payment Strategies to Maximize Revenues" Ding Zhen/Jian Jin / Xuxia Japan 25 points	sponsor ENGLISH How Square Enix uses Datadog to support its "Ember Stora" Takahito Kawasaki / Datadog Japan LLC Yoshihiro Munetohara / Orange Cube Co., Ltd. He 1 25 points	sponsor AND Introducing the Cloth Simulation Setup Workflow with Havok Cloth Yusuke Sora / Havok Taichi Yokoyama / Creek & River Co., Ltd. He 2 60 points
10:00													
											sponsor BP Game makers are putting it into practice one after another! The value that owned communities bring Kosuke Madono / Commune Co., Ltd. Masaru Jinkawa / Commune Co., Ltd. 25 points	sponsor ENGLISH The need for measures against cheats and pirated copies in games: Considering measures for Windows PC games Hirofumi Yamato / DNP HyperTech Co., Ltd. 25 points	
	20 minute break (10:50 - 11:10)												
10:50	ENGLISH Heaven Burns Red Rendering Pipeline Update Akihiro Naguchi / NIS Co., Ltd. 60 points	ENGLISH The technology behind Pokémon TCG Pocket's online battles Shintaro Seki / Dentsu Co., Ltd. 60 points	PRD ENGLISH Development and implementation of automated terrain testing to support the creation of the vast fields of Monster Hunter Wilds Tatsumu Ichikawa / Capcom Co., Ltd. Masahiro Takamoto / Capcom Co., Ltd. He 1 60 points	ENGLISH PRD GO Using large-scale language models to support script creation for in-game dialogue Hirokata Tatefuji / Cygames, Inc. 60 points	PRD Use it today! Essential communication skills for game development Harumi Yamaguchi / Dentsu Co., Ltd. 60 points	END Accessible sound design that doesn't impair UX Nakao Kawakami / Nihon University 60 points	GO PRD Psychology that game developers should know that isn't just "tidbits" Yohel Uchibe / Unity Technologies Japan Co., Ltd. Hideoyuki Takahashi / Ozena University 60 points	ENGLISH PRD Aiming to improve the download experience for users around the world! Multi-CDN system and unified evaluation method Daisuke Yamaguchi / KLab Inc. Takeshi Akao / KLab Inc. 60 points	BP I'm the producer of an indie game that's sold 3 million copies, but I think I've reached my limit with my production on Steam. The reason I spent 20 million to create a media outlet. Satoshi Oshino / City Yama Law Office Jin / Game Seminar 60 points	ENGLISH PRD The AI era: Trends and Tools you should know about Marcelo Juliano / G Software 60 points	sponsor ENGLISH AND Maximize graphics performance with flexible virtual geometry Alexis Welles / Virtues 60 points	sponsor ENGLISH No server experience necessary! The inside story of out-game development for a large IP game with 1 million DAUs supported by GS2 Kim Min-hyuk / CyonAgent, Inc. Kazutoshi Niwa / Game Server Services Inc. 60 points	sponsor BP Red Bull gives wings to the gaming scene. Yu Matsui / Dovesync Inc. 60 points
	(11:50 - 12:10)												
12:10	セッションはありません	Organizer CEDEC Lightning 2025 CEDEC Lightning 2025 / CEDEC Steering Committee 30 minutes	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません
	(12:10 - 13:40)												
13:20	GO The potential and essence of ensemble drama adventure games Jiro Ishii / Storyvelvet Co., Ltd. Kikajima Gyuutaku / Storyvelvet Co., Ltd. 60 points	PRD ENGLISH A localization system that realizes "unconscious collaboration" between development and translation teams, supporting the global expansion of "Puella Magi Madoka Magica Exedra" Hiroshi Harada / Capcom Co., Ltd. Isao Shinohara / Capcom Co., Ltd. 60 points	ENGLISH PRD "Monster Hunter Wilds" pushes the boundaries of game development! An automated play system that makes full use of cutting-edge technology Kazuki Aiba / Capcom Co., Ltd. Naohiro Nomura / Capcom Co., Ltd. He 1 60 points	ENGLISH NeuralPVS: A next-generation object culling system using neural networks in Gran Turismo 7 Yu Chengzhong / Polyphony Digital Inc. Hajime Uchiyama / Polyphony Digital Inc. 60 points	AND Sharing know-how on creating sword fights and battle scenes with motion actors Hidenori Sugiyoshi / Motion Actor Co., Ltd. Kaneko Tetsu / Motion Actor Inc. He 1 60 points	END Adaptive Music in Star Wars: Outlaws Wilbert Roget II / RogitMusic, LLC 60 points	AC "Oshikatsu" as co-creation: Fieldwork in fandom communities Daisuke Okabe / Tokyo City University 60 points	ENGLISH Introducing a case study of QUIC implementation for real-time communication in games Ryu Takahara / Sega Corporation Dai Matsuzaki / Sega Corporation He 1 60 points	BP PRD A manga artist researches indie game developers over the course of a year, revealing their career paths Harumichi Arai / Self-employed Takashi Ichijo / Isewigh Inc. 60 points	ENGLISH PRD AC Video Game Technology in the West: The Panel Marcelon Juliano / Ozen Productions KK Edgar Handy / Independent He 3 60 points	sponsor BP PRD How to create an "urban legend dismantling center" where restrictions are a weapon Mori Nagasugi / Shuisha Games Inc. Hahahaha Oden / Nisaba Books He 3 60 points	sponsor GO Redesigning the game for the second time in the development of "Shadowsverse: Worlds Beyond" DCG - Balancing ease of play and competitiveness - Takayuki Miyashita / Cygames, Inc. 60 points	sponsor AND Sonic x Shadow Generations: Animation and production techniques that bring out the charm of the characters Shogo Goda / Sega Corporation Koichi Shibuya / Sega Corporation 60 points
	(14:40 - 15:00)												
14:40	セッションはありません	AND A thorough analysis of the special move effects in "Puella Magi Madoka Magica Exedra" - The attention to detail required to maximize the charm of the characters and deliver them to fans- Yuki Shintani / NIS Co., Ltd. Shuntaro Kameko / NIS Co., Ltd. He 1 60 points	PRD ENGLISH Connecting the technology of "Monster Hunter Wilds" to the future! History and prospects Kota Fukasawa / Capcom Co., Ltd. Shinichi Iseue / Capcom Co., Ltd. 60 points	ENGLISH AC Bringing the Benefits of Reinforcement Learning to User Experience - Behind the Scenes of Edge AI Development in Managed Games Shintaro Takemura / Dentsu Co., Ltd. Kosuke Sakami / Dentsu Co., Ltd. He 1 60 points	PRD ENGLISH Starting from scratch with automated testing to keep a long-running game running for another 10 years -Automating 50% of 4,000 items and increasing execution from monthly to daily over three years- Harumi Tahara / Aksuul Games Inc. Ryunosuke Kiyama / Aksuul Games Inc. 60 points	END GO Pokémon TCG Pocket: Sound design concept for digitally expressing Pokémon cards Harumi Yamaguchi / Dentsu Co., Ltd. Ayumi Ito / Creatures Inc. 60 points	GO BP Gameful design methodology for the web-based cyber-attack countermeasure app "Tachikoma Security Agent" Masato Hara / Kyoo Co., Ltd. Kazutoshi Watanabe / Kyoo Co., Ltd. 60 points	ENGLISH AND Introduction to Intermediate Graphics: Efficient Meshlet Rendering Using Mesh Shaders Yoshiaki Ishikashi / PlatinumGames Inc. 60 points	BP ENGLISH Lessons from Godot: Leveraging open source to regain Japan's technological independence Darin Bifano / Pro Law Office 60 points	GO Principles of Spatial Design for Game Designers Christopher Totten / Nipponware Friends 60 points	sponsor BP PRD Challenging the ideal, learning from reality: The reality of an indie game developer who jumped in with no prior experience / The creation of Berserk or Die's graphics and meeting with Vance's poncie Mono / Monolith LIBRO / Monolith He 1 60 points	sponsor BP ENGLISH 100 times more efficient development! Building AI agents to accelerate creativity - A guide to implementing AI across the entire development process, starting with translation - Katsuki Noda / Silicon Studio Corporation Akira Shimizu / Algomat Inc. He 1 60 points	sponsor PRD Project management techniques for "NINJA GAIDEN 4" supported by Flow PT Marabu Murakami / PlatinumGames Inc. Seiya Azuma / PlatinumGames Inc. 60 points
	(15:40 - 16:20)												
16:20	セッションはありません	GO Murder Mystery Game Design Masashi Hibi / Murder Mystery Writers of Japan 60 points	AND The world of ELDEN RING revealed through the background layout Hidenori Sato / FromSoftware Co., Ltd. Ruiji Katsuhira / FromSoftware, Inc. 60 points	PRD ENGLISH How to use tools and LLM: This is how we do it at Playable!Mobile Manabu Okajima / Markkato Co., Ltd. 25 points	PRD ENGLISH The evolution of the foundation that supports mobile game development: The secret to mass-producing a reproducible development line Kazuoji Tamura / Quark Inc. 60 points	ENGLISH AC Anti-aliasing in sampling for striped textures Takashi Imakiri / Tokyo Polytechnic University 25 points	PRD ENGLISH Multilingual workflow for Pokémon TCG Pocket, a managed title Akira Furukawa / Dentsu Co., Ltd. Kazuki Nakatani / Dentsu Co., Ltd. 25 points	ENGLISH Behind the Scenes of Sonic Rumble's Global Multiplayer Battle Service - Aiming for Simple, Fatigue-Free Development and Operation Using Unity/Agones/AWS/EKS - Dai Matsuzaki / Sega Corporation Tomoya Hozono / Sega Corporation He 1 60 points	BP PRD "Is an MBA useful for game development?" I'll answer that question - I've used my own money and time to become a scout for you all! Hiroaki Obada / DKK Corporation 60 points	BP Community Building and Social Connection for Game Developers: Reaching Global Audiences on Discord Loa Lajunen/BBDO Runway Agency Inc. Kazuya Takeuchi/ Runway Agency Inc. 25 points	sponsor ENGLISH GO How Chinese AI is Changing Game Development: A Practical Approach to Improving Development Efficiency and Creating Value Yoshiaki Fujikawa / Alibaba Cloud Japan Services Co., Ltd. 25 points	sponsor ENGLISH Design and implementation of an analysis platform that combines real-time analysis and data management Shunta Yoshida / Thinking Data Co., Ltd. Qiu Zhao Feng / Thinking Data Co., Ltd. 60 points	sponsor PRD AND Interview with the next generation of technical artists: How to use Maya in your pipeline Tenryuki Watanabe / Autodesk, Inc. Masashi Shimojima / PlatinumGames Inc. He 1 60 points
16:50	セッションはありません			ENGLISH PRD "Useful!" Creating an AI model to automatically detect inappropriate posts - How to create training data Murakami Sakurai / Sega Corporation Futoshi Yokoshima / Sega Corporation 25 points			ENGLISH AND HDR Color Grading in Monster Hunter Wilds Oshiro Tanaka / Capcom Co., Ltd. 25 points	AC [Lecture] introduction to an artificial ecosystem for creating Zowazowa Ryunosuke Hirai / Denno Inc. 25 points			sponsor ENGLISH -Starting expansion into Asia with AlibabaCloud- AlibabaCloud Improves game development efficiency by combining cutting-edge... Hironobu Izumi / Alibaba Cloud Japan Services Co., Ltd. 25 points		
	(17:40 - 18:00)												
17:40	Organizer CEDEC AWARDS 2025 Announcement and Award Ceremony CEDEC Steering Committee / Computer Entertainment Supplier's Association 80 points	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません

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Timetable / Session List

July 24th

Interactive Sessions

	Venue 1	Venue 2	Venue 3	Venue 4	Venue 5	Hall 6	Venue 7	Hall 8	Venue 9	Venue 10	Venue 11	Venue 12	Venue 13
8:30 Opening													
09:30	Keynote Speech "Monster Hunter Series" 21 Years of Continuation and Strategies Ryosho Tsujimoto / Capcom Co., Ltd. 80 points	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません	セッションはありません
20 minute break (10:50 - 11:10)													
11:10	AND ENGLISH GO How the "Gakuen Idolmaster" community was created: Directing techniques and creative production systems that shine within constraints Masami Ueno / Quakero Inc. Takayuki Sugimura / Quakero Inc. He 1 60 points	AND ENGLISH Cloud rendering in Monster Hunter Wilds: Shader techniques that achieve dynamic changes and a wide variety of looks while also aiming for low load, high quality, and no glitches Tahara / Capcom Co., Ltd. 60 points	ENGLISH A case study of competitive multiplayer game development using ECS x Netcode for Entities in "Fesba+" Daisuke Abe / COLOPL, Inc. 60 points	AC ENGLISH GO Tutorials driven by player curiosity: The metaverse reveals new ways to play games with AI agents Mitsuru Yanagawa / Cluster Inc. Yutshi Hirai / Cluster Inc. He 1 60 points	PRD ENGLISH How automated testing becomes effective in mobile games: An organizational approach to putting automated testing into operation Naoki Sumita / Quakero Inc. Hiromi Tanaka / Quakero Inc. 60 points	ENGLISH SNO Live performance from a remote location! Transmission technology for jamming with a local live band Toshiyuki Ono / Cover Corporation 60 points	AND ENGLISH Creating UI with Houdini Wataru Tada / BANDAI NAMCO Studios Inc. Yukihiko Mishina / BANDAI NAMCO Studios Inc. 60 points	Lecture canceled Efficient management and optimization of particle systems with Prefab Variants 25 points	BP How to read the statistical data for live game streaming in Japan Ayuka Nakamura / Distribution Technology Research Institute 60 points	GO PRD Creating a place to talk about "fun"! Game design internal study roundtable Sato Daiki / Square Enix Co., Ltd. Shinya Yasuaki / Square Enix Co., Ltd. 60 points	sponsor SNO Fighting the discomfort of Japanese voices: lessons learned from re-vox studio and efforts made so far Masato Ushijima / Sonologic Design Inc. Makoto Shimano / Sonologic Design Inc. He 1 60 points	sponsor ENGLISH Introducing Google Cloud's generative AI solution with in-game LLM implementation patterns Taiga Murakami / Google Cloud Japan, LLC Yoshimasa Katataka / Google Cloud Japan, LLC 25 points	sponsor ENGLISH Bandai Namco Entertainment x Infrastructure Company: The Ultimate Team: Reducing the Burden on Development Engineers and Maximizing... Ken Nakajima / gnapo Inc. Shintaro Kawahara / BANDAI NAMCO Entertainment Inc. 25 points
11:40						ENGLISH PRD Package management and development methods for parallel development of multiple projects in Unity Chang Yong-Pil / Raverge Co., Ltd. 25 points					sponsor ENGLISH The Age of AI Creating AI: Methods for Creating Self-Reproducing Agents Worshi Shin / Google Cloud Japan, LLC Kazuki Abe / Capcom Co., Ltd. 25 points	sponsor ENGLISH Sentiment Analysis AI Proposes Evolution of Previsualization in Game Production Hayate Sato / ZEAL Corporation Masahiro Kawai / ZEAL Corporation 25 points	
(11:50 - 12:10)													
13:40	ENGLISH The back-end system behind "Gakuen Idolmaster" Hikaru Suzuki / Quakero Inc. 60 points	AND Shader creation know-how from Monster Hunter Wilds artists Yasuyuki Takagi / CEDEC Steering Committee 30 minutes	GO "Astro Bot" Fast-paced 3D level design Hirosaki Yatsuka / Sony Interactive Entertainment Inc. 60 points	PRD GO Even small studios that can't afford to hire AI engineers can compete! Strategies and examples of using AI in game development Yusuke Shimizu / Blast Edge Games Inc. 60 points	PRD ENGLISH Understanding the field and making it happen! Developing web services to streamline game development and continuously improving them to promote their use Jukka Teshigahara / Cygames, Inc. 60 points	BP From game accessibility to a co-created society – From an initiative where people with disabilities, supporters, and developers create games together – Taku Miyake / NEXT VISION Public Interest Incorporated Association Daisuke Aiba / Aichi University of Education He 2 60 points	AND Small movements, lack of sharpness, inability to decide on a pose, lack of originality... A solution for in-game animators' problems Masataka Ishiguro / No affiliation 60 points	ENGLISH PRD Get started with Gauntlet + Python! How to create an automatic processing load measurement system for Unreal Engine projects that can be made by small to medium-sized teams Kaito Nakamura / Grasshopper Manufacturing Co., Ltd. 60 points	BP PRD Growth marketing to compete on a global scale –Game development and marketing combine to grow– Masaya Murakami / Here and There LLC 60 points	AND Game UI Roundtable Akimitsu Kido / Surika Co., Ltd. Masao Ueda / Capcom Co., Ltd. He 1 60 points	sponsor ENGLISH Capcom's Common Platform Supporting AAA Titles - How to Build a Scalable, Non-stop Platform with TIDB - Katsuki Fukui / Capcom Co., Ltd. Masanori Hayashi / FunGAP Inc. 60 points	sponsor SNO ENGLISH Introduction to Spatial Audio with Wwise and Unreal / Latest Update on Wwise 2025.1 Hirosaki Goda / Audioteknic, Inc. 60 points	Organizer [Special event by the organizer] In order to attract talented people to the industry! Efforts to support the development of the next generation Yoshinori Tsuchida / Comcept Entertainment Supporter's Association Kyoko Hirano / BANDAI NAMCO Studios Inc. He 1 60 points
(12:10 - 13:40)													
15:00	GO Story/Worldview Survival Strategy of "Co-op Word RPG Kotodaman" Celebrating Its 7th Anniversary Sho Yoshikawa / MXL Inc. 60 points	Organizer [Special Feature] CEDEC's Present and Future - CEDEC Town Hall Meeting 2025 - Kanai Dai / CEDEC Steering Committee Yuki Doi / CEDEC Steering Committee He 1 60 points	ENGLISH Fun to touch! Behind the scenes of Astro Bot's physics simulation and graphics Takumi Yoshida / Sony Interactive Entertainment Inc. Futoshi Yamaguchi / Sony Interactive Entertainment Inc. 60 points	ENGLISH GO Infinite play experience! On-device level generation using deep reinforcement learning in "Hello Kitty March Match" Koya Ihara / CyberAgent, Inc. Kazuya Kuroda / CyberAgent, Inc. 60 points	PRD Quality improvement initiatives through performance verification of live service game QA Ono Ryoja / WFS Co., Ltd. Daisuke Teshigahara / WFS Co., Ltd. 25 points	SNO ENGLISH Development and operation of a lightweight sound manager for Unity: An optimal design for small titles Takashi Tanaka / McConnect Co., Ltd. 25 points	AND What is a Lighting Artist? Yuko Mizoguchi / BANDAI NAMCO Studios Inc. Masayuki Suzuki / BANDAI NAMCO Studios Inc. He 1 60 points	ENGLISH Building and operating a driving simulator for evaluating automobile UI/UX using game technology Ryo Aramaki / Woven by Toyota Co., Ltd. Kenichiro Tsuji / Woven by Toyota Co., Ltd. 60 points	BP Content marketing to improve brand power: How to utilize information assets in a gaming company Tomohito Washiyama / Self-employed 60 points	BP PRD Visualizing the childcare roadmap and sharing knowledge! [Working Parent Roundtable 2025] Mayumi Morio Orion Productions KK Kataro Honjo / Independent He 3 60 points	sponsor SNO The story of young employees who made a name for themselves with CRI ADX —The challenge of sound production— Yoshihiro Omachi / CRI Middleware Co., Ltd. Kenya Ono / BANDAI NAMCO Studios Inc. He 2 60 points	sponsor ENGLISH Evolving gaming infrastructure with Akamai Cloud. Edge network x GPU x K8s - Cloud design and implementation points that... Yutaka Mori / Akamai Technologies, LLC 25 points	sponsor ENGLISH Easy-to-use controls for natural swaying effects! Silicon Studio Bone Dynamics Divine Bird Tai Zhangji Soga Corporation Cao Ziyuwei Soga Corporation 60 points
15:30					PRD BP A social quality approach to protect your business: The secret to avoiding the risk of a backlash Teruaki Handabuchi / DATA Co., Ltd. Joji Hayashi / DATA Co., Ltd. He 1 25 points	ENGLISH SNO Measuring input latency in games and how it changes when using remote play, and how to deal with it Sato Daiki / Soga Free Co., Ltd. Mitsuharu Watanabe / CRI Middleware Co., Ltd. 25 points				sponsor ENGLISH Fighting Behind the Scenes of Games: Akamai's Security Threats and Cygames' Practical Countermeasures Takeshi Komatsu / Akamai Technologies, LLC Futoshi Sato / Cygames, Inc. 25 points	sponsor PRD BP AI localization: WOVN games helped COLOPL's "God Hunter Tsukuyomi" get localized Hiroya Fujimori / WOVN Technologies Inc. Kenji Yasuda Sato / COLOPL, Inc. He 1 25 points		
(15:40 - 16:20)													
16:40	GO "Rise of the Ronin" – Bakumatsu open world team NINJA action! – Hayato Shibuya / Koei Tecmo Games Co., Ltd. Takeo Fujisaki / Koei Tecmo Games Co., Ltd. He 1 60 points	ENGLISH Procedural posture correction for monsters in Monster Hunter Wilds Seichi Uchiyama / Capcom Co., Ltd. Daisuke Yagyu / Capcom Co., Ltd. 60 points	ENGLISH AND Tekken 8: Development and optimization using Unreal Engine 5 Niagara - Maintaining 60 FPS Ryota Kinoshita / BANDAI NAMCO Studios Inc. 60 points	GO BP A new era of interaction born from ChatGPT and games: Learning from the "Exciting AI Interrogation Game": Business and game design... Yuki Yamada / Mishino Box Co., Ltd. 25 points	PRD ENGLISH Automating QA using generative AI in arcade card game production: Realizing an efficient checking process using AI Ryo Yamataka / Tecktag Inc. Yoshihiro Okamoto / BANDAI NAMCO Entertainment Inc. 60 points	AC ENGLISH A guide to mathematics for game programmers - Continuous optimization Isamitsu Hasegawa / Tokyo Polytechnic University Maeda Koki / Nippon University He 2 25 points	AND ENGLISH You're there now! Lighting effects that enhance the realism of Hololive's real-life concerts and AR concerts Akira Hirano / Cover Corporation Takayuki Yoshida / Toi (Spin Inc.) He 1 60 points	ENGLISH Don't be afraid of your own file extensions! How to handle file formats not supported by game engines - Unity Edition Tomomi Hsada / CRI Middleware Co., Ltd. 60 points	BP The current state of game shows and game developer conferences in emerging countries Sho Sato / SMK Corporation 60 points	ENGLISH Roundtable 2025: Exploring the Best Options for Real-Time Communication Protocols in the Gaming Industry Ryo Takehara / Individual Yuki Goto / Individual 60 points	sponsor ENGLISH Putting it into practice with "Faast Penguin"! Improving game development efficiency through cloud gaming Shun Sasaki / Hattori Co., Ltd. Kenta Komoriya / Amazon Web Services Japan, LLC 25 points	sponsor AND ENGLISH Procedural Game Content Creation Bootcamp 2025 Houdini Engine Kenichi Taki / SotaX Damien Pernu / SotaX 60 points	sponsor BP The "List" of Smartphone Game Marketing in 2025: A Must-See for Producers and Directors, the New Common Sense in Game Marketing Masaki Kamori / CyberAgent, Inc. 60 points
17:10				GO ENGLISH An infinite adventure story woven by humans and AI! The mechanism behind the creation of a gaming experience unique to... Rikito Takahashi / Hovartan Co., Ltd. Yuuma Hayase / Hovartan Co., Ltd. 25 points						sponsor ENGLISH How to create a new way of playing live games: Learning from the development of SurPong Coliseum how to develop games that integra... Daigo Imoto / Minato Inc. 25 points			
(17:40 - 18:00)													
18:00	ENGLISH PRD PC/CS version released with minimal changes! A multi-platform example of "BLEACH Brave Souls," a mobile-only title Kenta Tsunemi / KLab Inc. Junpei Suzuki / KLab Inc. 60 points	AND Monster Hunter Wilds monster character setup using muscle simulation and machine learning Moroboshi Misaki / Capcom Co., Ltd. Sakuya Mizutani / Capcom Co., Ltd. 60 points	GO ENGLISH "Street Fighter 6" - A fun and fun experience that allows you to improve by playing against an AI that mimics the player Naohiro Yasuhara / Capcom Co., Ltd. 60 points	PRD [Retrospective Workshop] It's not just about deciding to try! Experience a retrospective that focuses on emotions! Kentaro Masuda / SCREAMLUGAR Kazunori Morita / KDCI Alpha Development Center, Inc. 60 points	PRD GO Game QA practice case using heuristic evaluation Yukihiro Yamamoto / WFS Co., Ltd. 25 points	GO SNO Increase KPI by 1.5 with the power of BOAT! The first sound effects in the darts industry that can also be used in game development Mitsutake Hama / Darnlive Inc. 60 points	AND ENGLISH The technology behind "ANISAMA V-Shin 2024" - Recreating a real-life concert and a live music event using the AR system - Ken Mizoguchi / SALS Corporation Yujiro Ito / SALS Corporation 60 points	ENGLISH Practicing and learning from load testing on "Puella Magi Madoka Magica Magia Exedra" Junya Etsuda / WFS Co., Ltd. 25 points	BP PRD 13 technical lectures held per year! Secrets to revitalizing in-house technology dissemination Haruhiko Iribe / CyberConnect2 Inc. Kanta Shiramizu / CyberConnect2 Inc. 60 points	Organizer GO PERACON 2025 Results & Post-Game Review Takashi Tokita / Square Enix Co., Ltd. Yohai Uchida / Unity Technologies Japan Co., Ltd. He 2 60 points	sponsor ENGLISH BP 3D Creations for High-Growth Markets: Discover scalable, cutting-edge solutions for real-time 3D data optimization, texturing, asset management, and collaborative app and game development Manfred M. Neurkar / Absent 60 points	sponsor ENGLISH The back-end technology and mechanisms behind FINAL FANTASY VII EVER CRISIS multiplayer Sota Mito / Applio Inc. 60 points	sponsor ENGLISH BP Introducing a practical model of game production and AI utilization: An ethics-checking AI agent born from the spirit of "failure is fine" Yosuke Matsumoto / Bnaphid Inc. Takashi Kitamura / ADK Marketing Solutions Inc. 25 points
18:30					PRD BP Case study of user testing in a small development studio Takuro Kondo / Vice Game Studio Inc. 25 points		ENGLISH A challenge for the title in its 6th year of operation! A "good tempo" transition from Aurora to TIDB for rhythm game apps only! Kazushige Urutani / Aethra Inc. 25 points				sponsor ENGLISH Introducing the latest Havok features: High-resolution simulation at low cost in many ways Tadahiro Mamoto / Hawk 25 points		

*Please note that the schedule is subject to change.

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