

Timetable / Session List

July 22nd

09:20

Venue 1

Organizer

Opening remarks from the organizers

5 points

Opening remarks from the organizers

Hisashi Koinuma / Computer Entertainment Supplier's Association

09:30

Venue 1

Available on YouTube

Keynote Speech

80 points

The evolution of digital infrastructure in a GX society: The "foundation" that developers should know about in the age of cloud and generative AI

Kunihiro Tanaka / Sakura Internet Co., Ltd.

(10:50 - 11:10)

11:10

Venue 1

Regular Sessions

60 points

GD

UX

Storytelling

Everything for the sake of "the most immersive hunting experience": A case study of narrative design in Monster Hunter Wilds

Keisuke Nishi / Capcom Co., Ltd.

Venue 2

Regular Sessions

60 points

BP

AI/ML

Generative AI, AI Agents, What's Next?

Satoshi Kurihara / Keio University

Venue 3

Regular Sessions

60 points

ENGLISH

PRD

CJ/CD

QA

Automated testing

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 Yojibo / DeNA Co., Ltd. Keigo Imai / DeNA Co., Ltd.

Venue 4

Regular Sessions

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.

Venue 5

Regular Sessions

60 points

AC

Proposal for the use of "spatial capture solutions" that generate 3DCG from "real world" in the entertainment industry

Sho Ogura / Sony Corporation Yuta Murata / Sony Corporation Yoshiyuki Ohta / Sony Corporation

Hall 6

Regular Sessions

60 points

ENGLISH

SND

AI/ML

Applied Machine Learning in Voice-Based Moderation Systems

Terry Chen / Modulate Inc. Hiroyuki Masuno / CRI Middleware Co., Ltd.

Venue 7

Regular Sessions

60 points

GD

BP

QA

UX

Game User Research

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 / AIQVE ONE Co., Ltd.

Hall 8

Regular Sessions

60 points

ENGLISH

AND

rendering

NPR Paint-like rendering with real-time ray tracing

Minako Yamahiro / Silicon Studio Corporation

Venue 9

Regular Sessions

60 points

BP

QA

Trends and points to note regarding dark pattern regulations in Japan and overseas that game developers should be aware of

Arata Nomoto / City Yuwa Law Office

Venue 10

Regular Sessions

60 points

ENGLISH

Fast as hell: idTech8 Global Illumination.

Tiago Souza / ID Software

Venue 11	sponsor Workshop60 points PRD ENGLISH	AI Voice Emotion Analysis Changes the Expressions of 3D Characters - Experience a Great Reduction in Man-Hours with the Sample Viewer - Seito Nakamura / CAC Corporation
Venue 12	Available on YouTube sponsor Short Session25 points ENGLISH PRD	Practicing game development support using LLM: Introducing and operating Tencent Cloud's game development LLM solution Liang Zilong / Tencent Japan Co., Ltd.
Epic Room	Available on YouTube sponsor Regular Sessions60 points ENGLISH GD	I know, I know...! Unreal Engine introductory workshop for those with experience in other game engines Kazuhisa Minato / Epic Games Japan
11:40		
Venue 12	Available on YouTube sponsor Short Session25 points ENGLISH	Game servers in the era of "closer placement" - The potential of Akamai's new container service - Taro Oishi / Akamai Technologies, LLC
(12:10 - 13:40)		
13:40		
Venue 1	Regular Sessions60 points ENGLISH AND UI	"Separation of design and logic" in game UI New UI implementation in Monster Hunter Wilds Yuichi Nishio / Capcom Co., Ltd.
Venue 2	Regular Sessions60 points ENGLISH PRD Level Design rendering	Monster Hunter Wilds: Field Drawing System Implementation and Production Tools Hiroshi Suzuki / Capcom Co., Ltd. Masakazu Sakoya / Capcom Co., Ltd. Toru Miyawaki / Capcom Co., Ltd.
Venue 3	Regular Sessions60 points PRD ENGLISH CI/CD	CI/CD environment transformation and effects supporting the development of Pokémon TCG Pocket ~ Complete migration from Jenkins to GitHub Actions Takazumi Shirayanagi / DeNA Co., Ltd.
Venue 4	Regular Sessions60 points BP ENGLISH PRD AI/ML QA Localization	Development of LLM translation tools and their in-house implementation for dealing with overseas customers Masahiro Gunji / WFS Co., Ltd. Nozomi Matsui / WFS Co., Ltd. Ono Yukito / WFS Co., Ltd.
Venue 5	Regular Sessions60 points AC	[Lecture] Tensor Valve Technology for Easily Controlling Odors - Creating New Value by Approaching the Sense of Olfaction - Keisuke Kimura / Sony Corporation
Hall 6	tutorial60 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.
Venue 7	Regular Sessions60 points GD BP	10 million downloads achieved through trial and error: A new graduate takes on a hyper-casual game Shunichi Kito / Kayac Corporation Kaku Shisei / Kayac Corporation Mana Kitamura / Kayac Co., Ltd. Yuji Tanigawa / Kayac Co., Ltd.
Hall 8	Regular Sessions60 points ENGLISH server	ABEMA's architecture for supporting large-scale events Katsutoshi Nagaoka / AbemaTV Inc. Junpei Tsuji / AbemaTV Inc.
Venue 9	Regular Sessions60 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 Kazuhiro Kobayashi / Kids Project Inc. Masahiro Shitara / Udekikikaku Co., Ltd.
Venue 10	Regular Sessions60 points ENGLISH PRD AI/ML	Autonomous Driving Simulation: Where We Are Now and Where We're Headed Yoshihito Takashima / Tier IV, Inc.
Venue 11	sponsorRegular Sessions60 points ENGLISH	Build a winning game with AWS! Observability and cloud practices Yoshikazu Okawa / New Relic, Inc. Hiroko Umezu / Amazon Web Services Japan, LLC

Venue 12 Available on YouTube **sponsor** Regular Sessions 60 points **ENGLISH** **PRD**

Make game development more comfortable! Perforce's new features create a "wait-free work environment"

Yuki Kon / Toyo Corporation

Epic Room Available on YouTube **sponsor** Regular Sessions 60 points **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

(14:40 - 15:00)

15:00

Venue 1 Regular Sessions 60 points AND GD UI

Monster Hunter Wilds: The scope is wider than you think!? UI art work and concepts

Nozomi Komura / Capcom Co., Ltd.

Venue 2 Regular Sessions 60 points | **ENGLISH** rendering

Monster Hunter Wilds Meshlet Rendering Pipeline

Jin Mishima / Capcom Co., Ltd.

Venue 3 Regular Sessions 60 points PRD GD BP UX

How to develop a large-scale game while working remotely: The case of Pokémon TCG Pocket

Ai Takeuchi / DeNA Co., Ltd. Imabeppu Dennis Yukio / DeNA Co., Ltd.

Venue 4 Regular Sessions 60 points BP PRD AI/ML server

Supporting game development using LLM and systematically promoting the use of generative AI

Kanai Dai / Cygames, Inc. **Tatsuya Kasahara** / Cygames, Inc. **Keita Tsuzuki** / Cygames, Inc.

Venue 5	Regular Sessions	60 points	AC
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[Lecture] "Non-electrical interaction" designed from materials

Kentaro Yasu / NTT Corporation

Hall 6 Regular Sessions 60 points **SND**

Volume control using real-time audio processing - How to make delicious seaweed (waveform) -

Shuji Kowata / Prisma-ton Co., Ltd.

Venue 7 Regular Sessions 60 points GD BP UX Storytelling

What is experience-based entertainment? ~A new genre that expands mutually~

Junichi Ishikawa / Elements Ltd.

Hall 8 Regular Sessions 60 points **ENGLISH** **BP** GaaS

"Roblox" development environment and its efficiency - The beginning of development of a huge platform with over 85 million DAU

Keita Tanji / NeXtreme Studio

Venue 9 Regular Sessions 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 Togami / PHI Law Office **Hiroto Ando** / PHI Law Office

Venue 10 Short Session 25 points **BP**

Consider an environment where people who want to play games can do so

Takaki Kobayashi / SmileBoom Inc. **Norifumi Ono** / Tokyo International University of Technology **Tsukasa Nakamura** / Hokkaido Medical Center/Unigames

Venue 11 **sponsor** Regular Sessions 60 points **ENGLISH**

Unity Object Fundamentals

Keihiro Takahashi / Unity Technologies Japan Co., Ltd.

Venue 12 Available on YouTube **sponsor** Regular Sessions 60 points **ENGLISH** **AND**

"YEBIS 4 finally released! Evolution of optical effects and the latest convenient functions"

Masaki Kawase / Silicon Studio Corporation

Epic Room Available on YouTube sponsor Regular Sessions 60 points ENGLISH

Kenjiro Kuwano / Epic Games Japan

Tomiyasu Toshinori / Runway Agency Inc. Kaoru Nagai / Runway Agency Inc.

(16:00 - 16:40)

16:40

Venue 1 Regular Sessions 60 points **ENGLISH**

Yuichi Sakatani / Capcom Co., Ltd.

Toshiaki Ishihara / Capcom Co., Ltd. **Kazuki Kawato** / Capcom Co., Ltd.

Asahi Shin / Bunka Fashion College

Atsuki Yagi / Sega Corporation Futoshi Yokoshima / Sega Corporation

Koji Hasegawa / CyberAgent Inc. / Hub Systems LLC

Shinsuke Shimura / DIALOG IN THE DARK JAPAN

Sloth Cat / Kenta Ogasawara / Sloth Cat Games

Kotaro Inoue / gumi Inc. Yugo Shimizu / gumi Inc.

Yuichi Toyama / TAITO Corporation **Rin Hamada** / Hamster Co., Ltd. **Kazuhito Udezu** / BANDAI NAMCO Entertainment Inc.

Edgar Handy / Independent

Keita Watanabe / Sting Co., Ltd. **Akira Kamuro** / CRI Middleware Co., Ltd. **Yusuke Urushibata** / CRI Middleware Co., Ltd.

Akio Takeda / Celsys, Inc. **Puranarico** / Sumzap Inc.

William Bernard / Epic Games Japan

(17:40 - 18:00)			
18:00			
Venue 1	Regular Sessions	60 points	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 / Witch & Wizards Co., Ltd.			
Venue 2	Regular Sessions	60 points	ENGLISHANDFACINGrendering
"VORTEXEL" is a GPU geometry ecosystem that integrates wind fluids, physics behavior, heat propagation, etc. to support the VFX of Monster Hunter Wilds			
Teppei Yoneyama / Capcom Co., Ltd.			
Venue 3	Regular Sessions	60 points	ENGLISHPRDQAserverAutomated testing
Unraveling the "why?" questions during development! Telemetry measurement platform and its use in Pokémon TCG Pocket			
Yuto Otake / DeNA Co., Ltd.			
Venue 4	Regular Sessions	60 points	ENGLISHPRDAI/MLLocalization
Tool development methods using "local" natural language processing AI - Introducing and applying local AI that is familiar and safe			
Hiroto Hayashi / Sega CorporationTake Meitou / Sega Corporation			
Venue 5	Regular Sessions	60 points	ANDPRDFACINGrendering
Dispatcher system for job management and render farm operation supporting film and game cinematic creation			
Takamasa Matsunari / Marza Animation Planet Inc. Han So-yeon / Marza Animation Planet Co., Ltd. Natsumi Kasagi / Marza Animation Planet Inc.			
Hall 6	Regular Sessions	60 points	SNDENGLISH
Automation Technology to Keep Fighting: The Efforts of the Technical Sound Team			
Minamo Takahashi / BANDAI NAMCO Studios Inc. Tetsuichi Nakanishi / BANDAI NAMCO Studios Inc. Shuji Kowata / Prismaton Co., Ltd.			
Venue 7	Short Session	25 points	GDPRDUXStorytelling
The Future of VR Games – The Caligulasm of Best-Selling Games and the Madness of Developers			
Hiroyuki Ikeda / MyDearest Inc.			
Hall 8	Short Session	25 points	ENGLISHANDFACINGrendering
Further improving the quality of video production for "Uma Musume Pretty Derby"! ~Tools that realize abundant material output and improved production flow~			
Naoya Kadera / Cygames, Inc.			
Venue 9	Regular Sessions	60 points	BPAAC
Expanding the preservation and utilization of game development materials - From legal issues such as copyright to the process of holding an exhibition -			
Yoichiro Miyake / Square Enix Co., Ltd. Takashi Ohana / Ritsumeikan University / Game Exhibition Association / National Museum of Art Makoto Matsuda / Matsuda Patent Office / Game Donation Association / Game Gift Library			
Venue 10	Panel discussion	60 points	GDENGLISHPRDAND
Video Games Development in the West: The Panel			
Marcelon Julien / Orion Productions KK Christopher Totten / Nightmare Friends Tiago Souza / ID Software Guillaume Hansari / KEYWORDS Mark Manuelo / BLACK TOWER STUDIOS			
Venue 11	Available on YouTube	sponsor	Regular Sessions60 pointsENGLISHGD
The evolution of Project SEKAI and Diarkis			
Takahashi Shinya / Diarkis Co., Ltd. Hiroki Ito / Colorful Palette Co., Ltd. Okumura Kairi / Diarkis Co., Ltd.			
Venue 12	Available on YouTube	sponsor	Regular Sessions60 pointsPRD
Creating a team that is "distant yet close" - How to become "the talent needed at development sites" through remote work			
Reika Tsuchiya / CySphere Inc. Kohei Takahashi / CySphere Inc. Kazuya Matsunaga / CySphere Inc.			
Epic Room	Available on YouTube	sponsor	Regular Sessions60 pointsENGLISHPRD
Claire Obscure: Expedition 33 - The technical choices and challenges behind a wide-ranging production with a small team of four programmers and UE5 -			
Axel Riffard / Epic Games Japan Guillaume Broche / Sandfall Interactive Tom Guillermin / Sandfall Interactive			
18:30			
Venue 7	Short Session	25 points	GDBP
In-house indie strategy! The path to making a VR game a moderate hit			
Noriaki Shibuya / MyDearest Co., Ltd.			
Hall 8	Short Session	25 points	ENGLISHPRDQAAutomated testingrendering
Visual Regression Testing using Unity Graphics Test Framework			

July 23

09:30

Venue 1

Regular Sessions60 points

GD

GaaS

UX

How to create a mini-game project that makes use of the worldview of Heaven Burns Red

Hiromu Kikuoka / WFS Co., Ltd.

Venue 2

Regular Sessions60 points

AND

ENGLISH

FACING

rendering

Digital card expression and production method for Pokémon TCG Pocket

Yuma Handa / DeNA Co., Ltd. Satoru Nagaya / Creatures Inc. Masashi Yamamoto / DeNA Co., Ltd. Takaya Hirota / DeNA Co., Ltd.

Venue 3

Regular Sessions60 points

ENGLISH

PRD

QA

server

Automated testing

The "Monster Hunter Wilds" network revolution connects hunters

Yoshinori Nishitani / CAPCOM CO., LTD. Hiroo Chikushi / CAPCOM CO., LTD. Shingo Matsudo / CAPCOM CO., LTD.

Venue 4

Regular Sessions60 points

ENGLISH

PRD

AI/ML

Building an environment to accelerate the use of generative AI: In-house LLM infrastructure and license monitoring

Takeshi Sakazume / TriAce Co., Ltd.

Venue 5

Regular Sessions60 points

PRD

AND

UI

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.

Hall 6

tutorial60 points

SND

Learn the basics of Foley from a Foley artist! Foley sound design that doesn't depend on the studio environment

Masafumi Watanabe / evance Inc.

Venue 7

Regular Sessions60 points

GD

BP

UX

Storytelling

How to make a game that invades everyday life: ARG game design

Junichi Ishikawa / Elements Ltd. Masaru Kiyoki / IGDA Japan

Hall 8

Regular Sessions60 points

ENGLISH

rendering

Understanding multi-light rendering: An introduction to efficient light sampling techniques

Sho Ikeda / AMD Japan Co., Ltd.

Venue 9

Regular Sessions60 points

BP

Legal points regarding publishing contracts for indie games

Kotaro Maeno / City Lights Law Office

Venue 10

Regular Sessions60 points

ENGLISH

AI/ML

The pivot to graphics ML: Case study in ML-Based Productization

Jason Lacroix / AMD Japan Co., Ltd.

Venue 11

Available on YouTube

sponsor

Short Session25 points

From Japan to the World: "Global Payment Strategies to Maximize Revenues"

Ding Zhen/Jon Jin / Xsolla Japan

Venue 12

Available on YouTube

sponsor

Short Session25 points

ENGLISH

How Square Enix uses Datadog to support its "Ember Storia"

Takahito Kawasaki / Datadog Japan LLC Yoshinori Munetahara / Orange Cube Co., Ltd. Yoshizaki Iku / Kinoko LLC

Venue 13

Available on YouTube

sponsor

Regular Sessions60 points

AND

Introducing the Cloth Simulation Setup Workflow with Havok Cloth

Yosuke Sora / Havok Taichi Yokoyama / Creek & River Co., Ltd. Shota Tajima / Creek & River Co., Ltd. Hasegawa Sozo / Creek & River Co., Ltd.

10:00

Venue 11

Available on YouTube

sponsor

Short Session25 points

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.			
Venue 12	sponsor Short Session 25 points	ENGLISH	
The need for measures against cheats and pirated copies in games: Considering measures for Windows PC games			
Hirofumi Yamato / DNP Hypertech Co., Ltd.			
(10:30 - 10:50)			
10:50			
Venue 1	Regular Sessions 60 points	ENGLISH	rendering
Heaven Burns Red Rendering Pipeline Update			
Akihiro Noguchi / WFS Co., Ltd.			
Venue 2	Regular Sessions 60 points	ENGLISH	CI/CD server
The technology behind Pokémon TCG Pocket's online battles			
Shintaro Seki / DeNA Co., Ltd.			
Venue 3	Regular Sessions 60 points	PRD ENGLISH	AI/ML QA Automated testing Level Design
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. Yasuhiro Imoto / Capcom Co., Ltd.			
Venue 4	Regular Sessions 60 points	ENGLISH PRD GD	AI/ML
Using large-scale language models to support script creation for in-game dialogue			
Hirotaka Tatefuku / Cygames, Inc.			
Venue 5	Regular Sessions 60 points	PRD	
Use it today! Essential communication skills for game development			
Harumi Yamaguchi / DeNA Co., Ltd.			
Hall 6	Regular Sessions 60 points	SND	UX
Accessible sound design that doesn't impair UX			
Naka Kawakami / Nihon University			
Venue 7	Regular Sessions 60 points	GD PRD	UX
Psychology that game developers should know that isn't just "tidbits"			
Yohei Uchise / Unity Technologies Japan Co., Ltd. Hideyuki Takahashi / Otemae University			
Hall 8	Regular Sessions 60 points	ENGLISH PRD	QA UX server
Aiming to improve the download experience for users around the world! Multi-CDN system and unified evaluation method			
Daisuke Yamaguchi / KLab Inc. Takeshi Akaoka / KLab Inc.			
Venue 9	Regular Sessions 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.			
Daichi Saito / WiseSerious Co., Ltd. Jini / Game Seminar			
Venue 10	Regular Sessions 60 points	ENGLISH PRD	AI/ML
The AI era: Trends and Tools you should know about			
Marcelon Julien / Orion Productions KK			
Venue 11	Available on YouTube sponsor Regular Sessions 60 points	ENGLISH	AND
Maximize graphics performance with flexible virtual geometry			
Alexis Weiss / Virtuos			
Venue 12	Available on YouTube sponsor Regular Sessions 60 points	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 / CyberAgent, Inc. Kazutomo Niwa / Game Server Services Inc.			
Venue 13	Available on YouTube sponsor Regular Sessions 60 points	BP	
Red Bull gives wings to the gaming scene.			
Yu Matsui / GrooveSync Inc.			

Venue 2

Organizer

Lightning Talk30 minutes

CEDEC Lightning 2025

CEDEC Lightning 2025 / CEDEC Steering Committee

Venue 1

Regular Sessions60 points

GD

Storytelling

The potential and essence of ensemble drama adventure games

Jiro Ishii / Storytelling Co., Ltd.Kitajima Gyotoku / Synthese Co., Ltd.

Venue 2

Regular Sessions60 points

PRD

ENGLISH

QA

Localization

A localization system that realizes "unconscious collaboration" between development and translation teams, supporting the global expansion of "Puella Magi Madoka Magica Exedra"

Hiroshi Harada / WFS Co., Ltd. Isao Shinohara / WFS Co., Ltd.

Venue 3

Regular Sessions60 points

ENGLISH

PRD

AI/ML

QA

Automated testing

"Monster Hunter Wilds" pushes the boundaries of game development! An automated play system that makes full use of cutting-edge technology

Kazuki Abe / Capcom Co., Ltd. Naohiro Nomura / Capcom Co., Ltd. Keita Ishihara / Capcom Co., Ltd.

Venue 4

Regular Sessions60 points

ENGLISH

AI/ML

rendering

NeuralPVS: A next-generation object culling system using neural networks in Gran Turismo 7

Yu Chengzhong / Polyphony Digital Inc. Hajime Uchimura / Polyphony Digital Inc.

Venue 5

Regular Sessions60 points

AND

Animation (3D)Combat Design

Sharing know-how on creating sword fights and battle scenes with motion actors

Hideki Sugiguchi / Motion Actor Co., Ltd. Kaneko Toya / Motion Actor Inc. Mao / Motion Actor Co., Ltd.

Hall 6

Regular Sessions60 points

SND

Adaptive Music in Star Wars: Outlaws

Wilbert Roget II / RogetMusic, LLC

Venue 7

Regular Sessions60 points

AC

"Oshikatsu" as co-creation: Fieldwork in fandom communities

Daisuke Okabe / Tokyo City University

Hall 8

Regular Sessions60 points

ENGLISH

server

Introducing a case study of QUIC implementation for real-time communication in games

Ryo Takehara / Sega CorporationDai Matsuzaki / Sega CorporationTakashi Fujimura / Sega Corporation

Venue 9

Regular Sessions60 points

BP

PRD

A manga artist researches indie game developers over the course of a year, revealing their career paths

Harumaki Arai / Self-employedTakaaki Ichijo / HeadHigh Inc.

Venue 10

Panel discussion60 points

ENGLISH

PRD

AC

Video Game Technology in the West: The Panel

Marcelon Julien / Orion Productions KKEdgar Handy / IndependentTiago Souza / ID SoftwareJason Lacroix / AMD Japan Co., Ltd. Guillaume Hansari / KEYWORDS

Venue 11

Available on YouTube

sponsor

Regular Sessions60 points

BP

PRD

How to create an "urban legend dismantling center" where restrictions are a weapon

Mari Hayashi / Shueisha Games Inc. Hahahaha Oden / Hakaba BunkoMOCHIKIN / Graveyard LibraryKikkyaw / Graveyard LibraryAda P / Graveyard Library

Venue 12

Available on YouTube

sponsor

Regular Sessions60 points

GD

Redesigning the game for the second time in the development of "Shadowverse: Worlds Beyond" DCG ~ Balancing ease of play and competitiveness ~

Takayuki Miyashita / Cygames, Inc.

Venue 13

Available on YouTube

sponsor

Regular Sessions60 points

AND

Sonic x Shadow Generations: Animation and production techniques that bring out the charm of the characters

Shugo Goda / Sega CorporationKoichi Shibuya / Sega Corporation

Venue 2

Regular Sessions60 points

AND

Animation (3D)rendering

A thorough analysis of the special move effects in "Puella Magi Madoka Magica Magia Exedra"! -The attention to detail required to maximize the charm of the characters and deliver them to fans-		
Yuki Shintani / WFS Co., Ltd. Shuntaro Kaneko / WFS Co., Ltd. Fumiya Sasaki / WFS Co., Ltd.		
Venue 3	Regular Sessions 60 points	PRD ENGLISH AI/ML server
Connecting the technology of "Monster Hunter Wilds" to the future! History and prospects		
Kota Fukasawa / Capcom Co., Ltd. Shinichi Inoue / Capcom Co., Ltd.		
Venue 4	Regular Sessions 60 points	ENGLISH AC AI/ML GaaS server
Bringing the Benefits of Reinforcement Learning to User Experience - Behind the Scenes of Edge AI Development in Managed Games		
Shintaro Takemura / DeNA Co., Ltd. Kosuke Sakami / DeNA Co., Ltd. Naoki Murakami / DeNA Co., Ltd.		
Venue 5	Regular Sessions 60 points	PRD ENGLISH GaaS QA Automated testing
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 / Akatsuki Games Inc. Ryunosuke Koyama / Akatsuki Games Inc.		
Hall 6	Regular Sessions 60 points	SND GD UX
Pokémon TCG Pocket: Sound design concept for digitally expressing Pokémon cards		
Harumi Yamaguchi / DeNA Co., Ltd. Ayumi Ito / Creatures Inc.		
Venue 7	Regular Sessions 60 points	GD BP UX
Gameful design methodology for the web-based cyber-attack countermeasure app "Tachikoma Security Agent"		
Masato Hara / Kayac Co., Ltd. Kazutoshi Watanabe / Kayac Co., Ltd.		
Hall 8	tutorial 60 points	ENGLISH AND rendering
Introduction to Intermediate Graphics: Efficient Meshlet Rendering Using Mesh Shaders		
Yoshiaki Ishibashi / PlatinumGames Inc.		
Venue 9	Regular Sessions 60 points	BP ENGLISH
Lessons from Godot: Leveraging open source to regain Japan's technological independence		
Darin Bifani / W4 Games Limited		
Venue 10	Regular Sessions 60 points	GD Level Design
Principles of Spatial Design for Game Designers		
Christopher Totten / Nightmare Friends		
Venue 11	Available on YouTube sponsor Regular Sessions 60 points	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 poncle		
Mono / Monolith Lilith / Monolith Nao Shibata / Nao Games		
Venue 12	Available on YouTube sponsor Regular Sessions 60 points	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 / Algomatic Inc. Akira Shimizu / Algomatic Inc. Ryuta Yazawa / Algomatic Inc.		
Venue 13	Available on YouTube sponsor Regular Sessions 60 points	PRD
Project management techniques for "NINJA GAIDEN 4" supported by Flow PT		
Manabu Murakami / PlatinumGames Inc. Seiya Azuma / PlatinumGames Inc.		
(15:40 - 16:20)		
16:20		
Venue 2	Regular Sessions 60 points	GD Storytelling
Murder Mystery Game Design		
Masashi Hikita / Murder Mystery Writers of Japan		
Venue 3	Regular Sessions 60 points	AND Level Design
The world of ELDEN RING revealed through the background layout		
Hidenori Sato / FromSoftware Co., Ltd. Reiji Katahira / FromSoftware, Inc.		
Venue 4	Short Session 25 points	PRD ENGLISH AI/ML
How to use tools and LLM: This is how we do it at Playable!Mobile		
Manabu Okajima / Morikatron Co., Ltd.		

Venue 5	Regular Sessions	60 points		PRD	ENGLISH	CI/CD	QA	
The evolution of the foundation that supports mobile game development: The secret to mass-producing a reproducible development line								
Kazunori Tamura / QualiArts Inc.								
Hall 6	Short Session	25 points		ENGLISH	AC	rendering		
Anti-aliasing in sampling for striped textures								
Takashi Imakirei / Tokyo Polytechnic University								
Venue 7	Short Session	25 points		PRD	ENGLISH	GaaS	QA	Localization
Multilingual workflow for Pokémon TCG Pocket, a managed title								
Akira Furukawa / DeNA Co., Ltd. Kazuki Nakatani / DeNA Co., Ltd.								
Hall 8	Regular Sessions	60 points		ENGLISH	GaaS	server		
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 Shinya Nishizaka / Amazon Web Services Japan, LLC								
Venue 9	Regular Sessions	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!								
Hiroyuki Oboda / SNK Corporation								
Venue 10	Panel discussion	60 points		BP	GaaS			
Community Building and Social Connection for Game Developers: Reaching Global Audiences on Discord								
Ross Lajeunesse / Discord Inc. Kazuya Takeuchi / NAVICUS Co., Ltd.								
Venue 11	Available on YouTube	sponsor	Short Session	25 points		ENGLISH	GD	
How Chinese AI is Changing Game Development: A Practical Approach to Improving Development Efficiency and Creating Value								
Yuichi Fujikawa / Alibaba Cloud Japan Services Co., Ltd.								
Venue 12	Available on YouTube	sponsor	Regular Sessions	60 points		ENGLISH		
Design and implementation of an analysis platform that combines real-time analysis and data management								
Shunta Yoshida / Thinking Data Co., Ltd. Qiu Zhaofeng / Thinking Data Co., Ltd.								
Venue 13	Available on YouTube	sponsor	Regular Sessions	60 points		PRD	AND	
Interview with the next generation of technical artists: How to use Maya in your pipeline								
Teruyuki Watanabe / Autodesk, Inc. Masashi Shimojima / PlatinumGames Inc. Tomoaki Taguchi / Creek & River Co., Ltd.								
16:50								
Venue 4	Short Session	25 points		ENGLISH	PRD	AI/ML	GaaS	
"Useful!" Creating an AI model to automatically detect inappropriate posts - How to create training data								
Murakami Saiwai / Sega Corporation Futoshi Yokoshima / Sega Corporation								
Hall 6	Short Session	25 points		ENGLISH	AND	FACING	rendering	
HDR Color Grading in Monster Hunter Wilds								
Oshiro Tanaka / Capcom Co., Ltd.								
Venue 7	Short Session	25 points		AC				
[Lecture] Introduction to an artificial ecosystem for creating Zowazowa								
Ryunosuke Hirai / Dentsu Inc.								
Venue 11	Available on YouTube	sponsor	Short Session	25 points		ENGLISH		
~Starting expansion into Asia with AlibabaCloud~ AlibabaCloud Improves game development efficiency by combining cutting-edge generative AI functions with cloud-native databases								
Hironobu Izumi / Alibaba Cloud Japan Services Co., Ltd.								
(17:20 - 17:40)								
17:40								
Venue 1	Available on YouTube	Organizer	CEDEC AWARDS	80 points				
CEDEC AWARDS 2025 Announcement and Award Ceremony								
CEDEC Steering Committee / Computer Entertainment Supplier's Association								

09:30

Venue 1Keynote Speech80 points

"Monster Hunter Series" 21 Years of Continuation and Strategies

Ryozo Tsujimoto / Capcom Co., Ltd.

(10:50 - 11:10)

11:10

Venue 1Regular Sessions60 pointsANDENGLISHGDFACINGStorytelling

How the "Gakuen Idolmaster" community was created: Directing techniques and creative production systems that shine within constraints

Masami Uno / QualiArts Inc. Takayuki Sugimura / QualiArts Inc. Yutaro Yamashiro / QualiArts Inc.

Venue 2Regular Sessions60 pointsANDENGLISHFACINGrendering

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.

Venue 3Regular Sessions60 pointsENGLISHCombat DesignserverLevel Design

A case study of competitive multiplayer game development using ECS x Netcode for Entities in "Fesba+"

Daisuke Abe / COLOPL, Inc.

Venue 4Regular Sessions60 pointsACENGLISHGDAI/ML

Tutorials driven by player curiosity: The metaverse reveals new ways to play games with AI agents

Mitsuri Yanagawa / Cluster Inc. Yuichi Hiroi / Cluster Inc. Kunihiko Ogura / Cluster Co., Ltd.

Venue 5Regular Sessions60 pointsPRDENGLISHGaaSQAAutomated testing

How automated testing becomes effective in mobile games: An organizational approach to putting automated testing into operation

Naoki Sumita / QualiArts Inc. Hiromi Tanaka / QualiArts Inc.

Hall 6Regular Sessions60 pointsENGLISHSNDserver

Live performance from a remote location! Transmission technology for jamming with a local live band

Toshiyuki Ono / Cover Corporation

Venue 7Regular Sessions60 pointsANDENGLISHFACINGUILocalization

Creating UI with Houdini

Wataru Tada / BANDAI NAMCO Studios Inc. Yukihiro Mishina / BANDAI NAMCO Studios Inc.

Hall 8Lecture canceledShort Session25 points

Efficient management and optimization of particle systems with Prefab Variants

Venue 9Regular Sessions60 pointsBP

How to read the statistical data for live game streaming in Japan

Ayuha Nakamura / Distribution Technology Research Institute

Venue 10Round Table60 pointsGDPRDUX

Creating a place to talk about "fun"! Game design internal study roundtable

Satoi Daiki / Square Enix Co., Ltd. Shinya Yasuaki / Square Enix Co., Ltd.

Venue 11Available on YouTubesponsorRegular Sessions60 pointsSND

Fighting the discomfort of Japanese voices: lessons learned from re:voix studio and efforts made so far

Masato Ushijima / Sonologic Design Inc. Makoto Shimano / Sonologic Design Inc. Toshinari Miyauchi / Sonologic Design Inc.

Venue 12Available on YouTubesponsorShort Session25 pointsENGLISH

Introducing Google Cloud's generative AI solution with in-game LLM implementation patterns

Taiga Murakami / Google Cloud Japan, LLC Yoshimasa Kataoka / Google Cloud Japan, LLC

Venue 13Available on YouTubesponsorShort Session25 pointsENGLISH

Bandai Namco Entertainment x Infrastructure Company: The Ultimate Team: Reducing the Burden on Development Engineers and Maximizing Fun

Ken Nakajima / grasys Inc. Shintaro Kawahara / BANDAI NAMCO Entertainment Inc.

11:40

Hall 8Short Session25 pointsENGLISHPRD

Package management and development methods for parallel development of multiple projects in Unity

Chang Yong-ru / Rasengle Co., Ltd.			
Venue 12	Available on YouTube	sponsor	Short Session 25 points ENGLISH
The Age of AI Creating AI: Methods for Creating Self-Reproducing Agents			
Wonha Shin / Google Cloud Japan, LLC Kazuki Abe / Capcom Co., Ltd.			
Venue 13	Available on YouTube	sponsor	Short Session 25 points BP PRD
Sentiment Analysis AI Proposes Evolution of Previsualization in Game Production			
Hayate Sato / ZEAL Corporation Masahiro Kawai / ZEAL Corporation			
(12:10 - 13:40)			
13:40			
Venue 1	Regular Sessions	60 points ENGLISH	GaaS server
The back-end system behind "Gakuen Idolmaster"			
Hikaru Suzuki / QualiArts Inc.			
Venue 2	Regular Sessions	60 points AND	FACING rendering
Shader creation know-how from Monster Hunter Wilds artists			
Yasuyuki Takagi / Capcom Co., Ltd.			
Venue 3	Regular Sessions	60 points GD	Combat Design Level Design
"Astro Bot" Fast-paced 3D level design			
Hiroaki Yatoku / Sony Interactive Entertainment Inc.			
Venue 4	Regular Sessions	60 points PRD GD	AI/ML
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.			
Venue 5	Regular Sessions	60 points PRD ENGLISH	AI/ML CI/CD QA Automated testing Localization
Understanding the field and making it happen! Developing web services to streamline game development and continuously improving them to promote their use			
Jokke Taehyun / Cygames, Inc.			
Hall 6	Regular Sessions	60 points BP	QA
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 Katsuhiro Harada / BANDAI NAMCO Studios Inc. Takaaki Shirai / Game Accessibility Research Team IGL			
Venue 7	Regular Sessions	60 points AND	Animation (3D)
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			
Hall 8	Regular Sessions	60 points ENGLISH PRD	CI/CD QA Automated testing
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			
Keita Nakamura / Grasshopper Manufacture Co., Ltd.			
Venue 9	Regular Sessions	60 points BP PRD	QA Game User Research
Growth marketing to compete on a global scale ~Game development and marketing combine to grow~			
Masaya Murakami / Here and There LLC			
Venue 10	No delivery	Round Table 60 points AND	UI
Game UI Roundtable			
Akimitsu Kino / Surfis Co., Ltd. Masao Ueda / Capcom Co., Ltd. Ryuma Araki / Cygames, Inc.			
Venue 11	Available on YouTube	sponsor	Regular Sessions 60 points 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 / PingCAP Inc.			
Venue 12	Available on YouTube	sponsor	Regular Sessions 60 points SND ENGLISH
Introduction to Spatial Audio with Wwise and Unreal / Latest Update on Wwise 2025.1			
Hiroshi Goda / Audiokinetic, Inc.			
Venue 13	Organizer	Regular Sessions	60 points

[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 / Computer Entertainment Supplier's Association Kyoko Hirano / BANDAI NAMCO Studios Inc. Yukie Nishikawa / CyberConnect2 Inc.			
(14:40 - 15:00)			
15:00			
Venue 1	Regular Sessions 60 points	GD GaaS QA Storytelling	Story/Worldview Survival Strategy of "Co-op Word RPG Kotodaman" Celebrating Its 7th Anniversary Sho Yoshioka / MIXI, Inc.
Venue 2	Organizer Regular Sessions 60 points	[Special Feature] CEDEC's Present and Future - CEDEC Town Hall Meeting 2025 - Kanai Dai / CEDEC Steering Committee Yuki Ooi / CEDEC Steering Committee Takanori Kaneko / CEDEC Steering Committee	
Venue 3	Regular Sessions 60 points	ENGLISH Animation (3D) rendering	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.
Venue 4	Regular Sessions 60 points	ENGLISH GD QA UX Level Design	Infinite play experience! On-device level generation using deep reinforcement learning in "Hello Kitty March Match" Koya Ihara / CyberAgent, Inc. Kazuya Kuroda / CyberAgent, Inc.
Venue 5	Short Session 25 points	PRD GaaS QA	Quality improvement initiatives through performance verification of live service game QA Ono Ikuya / WFS Co., Ltd. Daisuke Teshigawara / WFS Co., Ltd.
Hall 6	Short Session 25 points	SND ENGLISH	Development and operation of a lightweight sound manager for Unity: An optimal design for small titles Takashi Tanaka / MyDearest Co., Ltd.
Venue 7	Regular Sessions 60 points	AND rendering	What is a Lighting Artist? Yuko Mizoguchi / BANDAI NAMCO Studios Inc. Masayuki Suzuki / BANDAI NAMCO Studios Inc. Yu Kobayashi / BANDAI NAMCO Studios Inc.
Hall 8	Regular Sessions 60 points	ENGLISH UI UX	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.
Venue 9	Regular Sessions 60 points	BP	Content marketing to improve brand power: How to utilize information assets in a gaming company Tomoho Washiyama / Cygames, Inc.
Venue 10	Round Table 60 points	BP PRD	Visualizing the childcare roadmap and sharing knowledge! [Working Parent Roundtable 2025] Mayumi Moro / Sega Sammy Holdings Inc. Kataro Honjo / monoAI technology Inc. Yosuke Kikukawa / Sega Corporation Kozue Suzuki / Sega Corporation
Venue 11	Available on YouTube sponsor Regular Sessions 60 points	SND	The story of young employees who made a name for themselves with CRI ADX —The challenge of sound production— Yoshiteru Omachi / CRI Middleware Co., Ltd. Kanaya Ohki / BANDAI NAMCO Studios Inc. Tsubame Ao / BANDAI NAMCO Studios Inc. Lihito Tsuboi / BANDAI NAMCO Studios Inc.
Venue 12	Available on YouTube sponsor Short Session 25 points	ENGLISH	Evolving gaming infrastructure with Akamai Cloud: Edge network x GPU x K8s - Cloud design and implementation points that balance AI inference and high-speed delivery - Yutaka Mori / Akamai Technologies, LLC
Venue 13	Available on YouTube sponsor Short Session 25 points	ENGLISH	Easy-to-use controls for natural swaying effects! Silicon Studio Bone Dynamics Yasuaki Shintori / Silicon Studio Corporation Cao Ziyuan / Silicon Studio Corporation
15:30			
Venue 5	Short Session 25 points	PRD BP QA	A social quality approach to protect your business: The secret to avoiding the risk of a backlash Teruaki Hanabusa / DeNA Co., Ltd. Joji Hayashi / DeNA Co., Ltd. Toshiko Kogai / DeNA Co., Ltd.

Hall 6	Short Session 25 points	ENGLISH	SND	server		
Measuring input latency in games and how it changes when using remote play, and how to deal with it						
Seto Daiki / Sega Fave Co., Ltd. Mitsuteru Watanabe / CRI Middleware Co., Ltd.						
Venue 12	sponsor	Short Session 25 points	ENGLISH			
Fighting Behind the Scenes of Games: Akamai's Security Threats and Cygames' Practical Countermeasures						
Taisei Komatsu / Akamai Technologies, LLC Futoshi Sato / Cygames, Inc.						
Venue 13	Available on YouTube	sponsor	Short Session 25 points	PRD	BP	
AI localization: WOVN.games helped COLOPL's "God Hunter Tsukuyomi" get localized						
Hiroya Fujimura / Wovn Technologies Inc. Kevin Yusuke Saito / COLOPL, Inc. Hiroshi Tadokoro / Wovn Technologies Inc.						
(16:00 - 16:40)						
16:40						
Venue 1	Regular Sessions 60 points	GD	Combat Design	Level Design		
"Rise of the Ronin" ~ Bakumatsu open world team NINJA action! ~						
Hayato Shibuya / Koei Tecmo Games Co., Ltd. Takeo Fujisaki / Koei Tecmo Games Co., Ltd. Takayuki Saga / Koei Tecmo Games Co., Ltd.						
Venue 2	Regular Sessions 60 points	ENGLISH	Animation (3D)			
Procedural posture correction for monsters in Monster Hunter Wilds						
Soichi Uchiyama / Capcom Co., Ltd. Daisuke Yagyu / Capcom Co., Ltd.						
Venue 3	Regular Sessions 60 points	ENGLISH	AND	FACING	rendering	
Tekken 8: Development and optimization using Unreal Engine 5 Niagara - Maintaining 60 FPS						
Ryota Kinoshita / BANDAI NAMCO Studios Inc.						
Venue 4	Short Session 25 points	GD	BP	AI/ML	UX	Storytelling
A new era of interaction born from ChatGPT and games: Learning from the "Exciting AI Interrogation Game": Business and game design using generative AI						
Yuki Yamada / Moshimo Box Co., Ltd.						
Venue 5	Regular Sessions 60 points	PRD	ENGLISH	AI/ML	QA	Automated testing
Automating QA using generative AI in arcade card game production: Realizing an efficient checking process using AI						
Ryo Yamanaka / Techflag Inc. Yoshihiro Okamoto / BANDAI NAMCO Experience Inc.						
Hall 6	tutorial 60 points	AC	ENGLISH			
A guide to mathematics for game programmers - Continuous optimization						
Isamu Hasegawa / Square Enix Co., Ltd. Maeda Koki / Kyushu University Shizuo Kaji / Kyushu University/Kyoto University Hiroyuki Ochiai / Kyushu University						
Venue 7	Regular Sessions 60 points	AND	ENGLISH	FACING	UX	rendering
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 / TxD (Spin Inc.) Tsuguo Izumi / TxD (Rise Co., Ltd.)						
Hall 8	Regular Sessions 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 Hisada / CRI Middleware Co., Ltd.						
Venue 9	Regular Sessions 60 points	BP				
The current state of game shows and game developer conferences in emerging countries						
Sho Sato / Rudimus Co., Ltd.						
Venue 10	No delivery	Round Table 60 points	ENGLISH	server		
Roundtable 2025: Exploring the Best Options for Real-Time Communication Protocols in the Gaming Industry						
Ryo Takehara / Individual Yuki Goto / Individual						
Venue 11	Available on YouTube	sponsor	Short Session 25 points	ENGLISH		
Putting it into practice with "Faaast Penguin"! Improving game development efficiency through cloud gaming						
Shun Sasaki / Historia Co., Ltd. Kenta Komoriya / Amazon Web Services Japan, LLC						
Venue 12	Available on YouTube	sponsor	Regular Sessions 60 points	AND	ENGLISH	
Procedural Game Content Creation Bootcamp 2025 Houdini Engine						
Kenichi Taki / SideFX Damien Pernui / SideFX						

Venue 13	Available on YouTube	sponsor	Regular Sessions	60 points	BP		
The "Lies" of Smartphone Game Marketing in 2025: A Must-See for Producers and Directors, the New Common Sense in Game Marketing							
Masaaki Kamon / CyberAgent, Inc.							
17:10							
Venue 4	Short Session	25 points	GD	ENGLISH	AI/ML	UX	
An infinite adventure story woven by humans and AI! The mechanism behind the creation of a gaming experience unique to "Labyrinth of Words" and AI							
Rikito Takahashi / Morikatron Co., Ltd. Yuuma Hayase / Morikatron Co., Ltd.							
Venue 11	Available on YouTube	sponsor	Short Session	25 points	ENGLISH		
How to create a new way of playing live games: Learning from the development of SuraPong Coliseum how to develop games that integrate streamers and viewers							
Daito Imoto / Mirrativ Inc.							
(17:40 - 18:00)							
18:00							
Venue 1	Regular Sessions	60 points	ENGLISH	PRD	CI/CD	GaaS	QA
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.							
Venue 2	Regular Sessions	60 points	AND	AI/ML	FACING	Animation (3D)	
Monster Hunter Wilds monster character setup using muscle simulation and machine learning							
Moroboshi Misaki / Capcom Co., Ltd. Sakuya Mizutani / Capcom Co., Ltd.							
Venue 3	Regular Sessions	60 points	GD	ENGLISH	AI/ML	UX	Combat Design
"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.							
Venue 4	Workshop	60 points	PRD				
[Retrospective Workshop] It's not just about deciding to try! Experience a retrospective that focuses on emotions!							
Kentaro Masuda / SCRUMMASUDAR Kazunori Morita / KDDI Agile Development Center, Inc.							
Venue 5	Short Session	25 points	PRD	GD	QA	UX	Game User Research
Game QA practice case using heuristic evaluation							
Yukihiro Yamamoto / WFS Co., Ltd.							
Hall 6	Regular Sessions	60 points	GD	SND	UX		
Increase KPI by 1.5 with the power of BGM! The first sound effects in the darts industry that can also be used in game development							
Mitsutake Hama / Dartslive Inc.							
Venue 7	Regular Sessions	60 points	AND	ENGLISH	rendering		
The technology behind "ANISAMA V-Shin 2024" - Recreating a real-life concert and a live music event using the AR system -							
Ken Mizoguchi / BALS Corporation Yujiro Ito / BALS Corporation							
Hall 8	Short Session	25 points	ENGLISH	server			
Practicing and learning from load testing on "Puella Magi Madoka Magica Magia Exedra"							
Junya Etsuda / WFS Co., Ltd.							
Venue 9	Regular Sessions	60 points	BP	PRD			
13 technical lectures held per year! Secrets to revitalizing in-house technology dissemination							
Haruhiko Iribe / CyberConnect2 Inc. Kanta Shiramizu / CyberConnect2 Inc.							
Venue 10	Organizer	Regular Sessions	60 points	GD			
PERACON 2025 Results & Post-Game Review							
Takashi Tokita / Square Enix Co., Ltd. Yohei Uchise / Unity Technologies Japan Co., Ltd. Kiyoyoshi Yasuraku / BANDAI NAMCO Studios Inc. Saki Hiramatsu / Dimps Co., Ltd.							
Venue 11	Available on YouTube	sponsor	Regular Sessions	60 points	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. Nerurkar / Abstract							
Venue 12	Available on YouTube	sponsor	Regular Sessions	60 points	ENGLISH		
The back-end technology and mechanisms behind FINAL FANTASY VII EVER CRISIS multiplayer							
Sota Mino / Applibot Inc.							

Venue 13	sponsor Short Session	25 points	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 / BrainPad Inc. Takashi Kitamura / ADK Marketing Solutions Inc.			
18:30			
Venue 5	Short Session	25 points	PRD BP QA Game User Research
Case study of user testing in a small development studio			
Takuro Konno / Voca Game Studio Inc.			
Hall 8	Short Session	25 points	ENGLISH GaaS server
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 Uratani / AltPlus Inc.			
Venue 13	Available on YouTube sponsor Short Session	25 points	ENGLISH
Introducing the latest Havok features: High-resolution simulation at low cost in many ways			
Tadahiro Manmoto / Havok			

*Please note that the schedule is subject to change.