



# Lightning Talks GDC 2018

## Booth 1031 - South Hall

Time	Wed. 21st	Thu. 22nd	Fri. 23rd
10:15 am - 10:35 am	<b>SpatialOS: an introduction</b>  Callum Brighting	<b>SpatialOS: an introduction</b>  Callum Brighting	<b>SpatialOS: an introduction</b>  Callum Brighting
11:45 am - 12:05 pm	<b>Creative possibilities of SpatialOS</b>  Bill Roper	<b>Position and move- ment optimization in SpatialOS</b>  Callum Brighting	<b>Applications of computer science in games: why work at Improbable</b> <i>(For students)</i>  Callum Brighting
01:00 pm - 01:20 pm	<b>SpatialOS: technical vision</b>  Rob Whitehead	<b>Creative possibilities of SpatialOS</b>  Bill Roper	<b>SpatialOS: technical vision</b>  Rob Whitehead
03:15 pm - 03:35 pm	<b>SpatialOS: concepts and Q&amp;A</b>  Callum Brighting	<b>SpatialOS: technical vision</b>  Rob Whitehead	<b>Closed</b>
04:15 pm - 04:35 pm	<b>Live SpatialOS feature development with Unity</b>  Ally Glennie	<b>Live SpatialOS feature development with Unreal Engine</b>  Dave Dolben	<b>Closed</b>