

PRESENTS

LEVEL UP

LEARN / CREATE / CONNECT / PLAY

PRACTICAL
SKILLS FOR
REAL-WORLD
GAME
DEVELOPMENT



GAMES MARKETING WORKSHOP

WITH JACQUELINE BURGESS
10AM – 12PM

Learn how market research can improve your game's chances, understand your players and make informed marketing decisions.



KICKSTARTER CAMPAIGN BUILDER

WITH JAY TOPPING
1PM – 2PM

Breaks down the key elements of a Kickstarter campaign and helps you start building one for your project. Walk away with a campaign outline you can continue after the session.



12 PRINCIPLES OF GAME FEEL

WITH BRADLEY HENNESSEY
2.30PM – 3.30PM

Explore 12 principles for understanding and improving the player experience, from feel and feedback to communication and impact.



**SCREENHUB
NAMBOUR**
sunshinecoast.games



140 Currie Street
Nambour QLD 4560



Saturday, October 24th
2026



TICKETS ON SALE NOW

GAMES.
PEOPLE.
POSSIBILITIES.