



The Digital Download

Online Event · Begins May 20th, 2020

Agenda at a Glance

Mix and match from 11 sessions with live Q&A, ranging from customer talks to game infrastructure solution deep dives.

9:00 AM PT	Opening Session			
	Fundamentals	Technical Inspiration	How it's Built	Explore and Interact
9:30 AM PT	Introduction to AWS for game development	Deliver ultra-low latency cloud game streaming over 5G networks	How Ubisoft and Behaviour Interactive migrated game server infrastructures to the cloud	<ul style="list-style-type: none"> • Ask the Expert • Game Tech Demos • Developer Showcase • Community Corner
10:30 AM PT	Engage, retain, and delight players with LiveOps on AWS	Identifying suspicious activity with machine learning powered abuse detection pipelines	Managing the Mayhem: Borderlands 3 Online Services with AWS	
11:30 AM PT	Drive community engagement on Twitch	Build and deploy games faster with CI/CD pipelines	AI Dungeon - Serving a 5GB ML model for 400K players	
12:30 AM PT	Faster, smarter decisions with AWS serverless data analytics	Introduction to AWS for game development (REBROADCAST)	Pushing the boundaries of voice RPGs – A retrospective on Starfinder	
1:30 AM PT	Closing Remarks			