

<u>SATURDAY PANEL ROOM A</u>	<u>SUNDAY PANEL ROOM A</u>
1PM Is FPGA The Future of Retro Gaming? Exploring Analogue Consoles and the MiSTER! - The FPGA chips can be reprogrammed on the fly, allowing for a single piece of hardware to accurately replicate dozens of computers, and consoles. This panel will explore some of the options available to gamers right now, including the popular Analogue consoles and the open source MiSTER project.	1PM Reviews and Questions with Cannot be Tamed - Join Pam of Cannot be Tamed for a sneak peek of her newest retro review. You'll get to see a sneak peek at her upcoming video. Stick around for a Q & A.
2PM Nobody Fails Better Than Nintendo w/ SSFF - Others in the Video game industry have certainly failed harder, but no one's taken failure in stride like Nintendo. Join Derek Alexander from Stop Skeletons From Fighting as we celebrate the ways Nintendo has bounced back from failure.	2PM My Life In Gaming Live - Join Coury and Tri from My Life in Gaming for a Q&A session where you're encouraged to ask about whatever has you stumped when it comes to playing retro consoles on modern TVs, making documentaries or any other new gaming developments.
3PM Toysplosion with Pixel Dan - Join "Pixel Dan" Eardley as he will be presenting a live version of his online series "Toysplosion."	3PM How to Start a Career as a Non Traditional Youtuber - Join Mike Pixley of Treesicle as he explains the ways to begin a YouTube career through skill, communication and organically learning the industry.
4PM Let's Read a 90's Gaming Magazine - Chris of Classic Gaming Quarterly and Coury of My Life in Gaming peruse an old issue of Electronic Gaming Monthly and discuss the games, news, and rumors of the era.	4PM Getting the Best Quality from Classic Consoles for the Right Price - Over 8 years running RetroRGB, Bob has created a path everyone can take to start gaming on classic consoles, that helps them get the best quality from their consoles at any budget.
5PM Worst Video Games Ever Live! -Join Shane & Adam from Rerez as they dive into the worst games and consoles ever made live!	
<u>SATURDAY PANEL ROOM B</u>	<u>SUNDAY PANEL ROOM B</u>
1PM GameDave's Famicorner:Famicom Starter Guide - Join GameDave as he talks the ins and outs of Famicom collecting.	1PM NESmaker - Make Your NES Game - Meet Joe Granato, Creative Director of NESmaker to see how you can use NESmaker to make your own cartridge based, hardware playable NES games no matter your level of experience.
2PM - It Belongs in a Museum: Preserving the History of Games at The Strong - Staff from The Strong in Rochester, NY - home to the International Center for the History of Electronic Games and the Brian Sutton-Smith Library & Archives of Play - discuss the museum's efforts to preserve the history of video games.	2PM ACAM Presents: Ralph Baer, The Father of Video Games - Mike Stulir, VP of the American Classic Arcade Museum (ACAM), will tell the story of the creation of Ralph Baer's TV game technology, and show some of the prototype equipment Ralph donated to ACAM for use in their education program.
3PM The Walking Dead... in Video Games - Zombies became more than just an obstacle in your path with the birth of Resident Evil, and with the Highly acclaimed remake of the sequel fresh in our minds, let's dissect it and similar genre entries!	3PM Classic Gaming Quarterly Q&A - Join Chris Alaimo of Classic Gaming Quarterly for some Q&A about his Youtube show.
4PM Ms. Pac-Man,Food Fight, Quantum, and the rest: Arcade Game Design at GCC - New England has a rich history of video game development. Steve Golson, co-creator of Ms. Pac-Man, tells the story of General Computer Corporation got started by creating the Super Missile Attack enhancement kit for Atari's Missile Command. They went on to create Ms. Pac-Man, Quantum, Food Fight and Jr. Pac-Man. Steve will also discuss the GCC games that were never released.	4PM CT Youtuber Panel - Join some of your favorite Connecticut based Youtubers a Q&A and discussion.
5PM Masters at the Crossroads with Jeff Ryan - Join biographer Jeff Ryan (Super Mario,A Mouse Divided) as he explores the 11th hour creative solutions that companies like Disney, Nintendo and Marvel made which snatched victory from the jaws of defeat.	
6PM Jay Hunter of the Game Chasers Presents: His Q&A! - Discuss game hunting with Jay Hunter and ask him some questions!	
<u>SATURDAY PANEL ROOM C</u>	<u>SUNDAY PANEL ROOM C</u>
1PM New Retro With the Nintendo Switch - Hosted by Jefferey Wittenhagen and Jonathan Polan, The Nintendo Switch is a modern renaissance of retro gaming. From pixel-inspired new masterpieces to revivals of age old franchises, there is a ton to talk about when it comes to Nintendo's newest console.	1PM Digitally Delisted and Game Preservation: How Modern Games Are Being Affected - There's always been a huge push by fans and companies to make sure video games from an era where content wasn't saved with the future in mind, or at least, not in the capacity it is today. But video games of the modern era could be headed backwards down the same path. From lack of online features, to broken games released with a "fix it in post" mentality, and even games removed off the face of the digital only frontier, our panelists will dive deep into discussion on this topic and hear thoughts from the audience during Q&A. Hosted by Mike Levy (Dongled/XVGM Radio) and Jeffrey Wittenhagen (Hagen's Alley Books) with additional surprise special guests from Youtube joining them for the discussion.
2PM XVGM Video Game Music Battle - SNES Vs Genesis - It's a no holds barred comparison between tunes! Listen as Mike Levy and Justin Schneider from XVGM Radio Podcast play video game music from the same game...from both consoles, in a fight only YOU can win!	2PM Kingdom Hearts III: Is it Really?- Having been 10 years since the earliest footage of this game, was it worth the wait? Come share our stories on how it truly was! Or totally wasn't?
5PM M2: Complete Works - Documentary Screening - M2: Complete - Works dives deep into the history of Japanese game developer M2, who are well known for elaborately porting retro games to modern platforms. Stay for a Showing and discuss with the documentary creators from My Life in Gaming.	3PM Modding 101 with Retro Gaming Arts - Join Retro Gaming Arts for a class in modding a number of your video game systems and tips on the skills and equipment needed to do it.