

SUNDAY 14 September	Studio 1 - THE BIG ROOM	Studio 2 - THE PILLARS	Studio 3 - UPSTAIRS	Studio 4 - THE BACK ROOM	Studio 5 - THE BOARD ROOM	Studio 6 - BOARD ROOM TOO	Studio 7 - CLASSROOM	AVIJOZI GAME EXPO	DRONE ZONE	BEAN BAG GARDEN	EXHIBITORS EXPO	SUNDAY 14 September						
09:00	ON-SITE REGISTRATION OPEN											09:00						
10:00	Scriptwriting: Trends and Narrative Structures TracyLee Rainers	AVIJOZI 2025 Show Us Your Reel / Portfolio Reviews Leo Silly-Pelissier (Animation Director), Rob van den Bragt (CCO: Chocolate Tribe)	Youth Mobilisation & Employment in the Creative Space Tebogo Moolusi	Unreal Engine (2-day Bootcamp) Presented by Manan Shastri (Green Rain Studios) (India) In partnership with Chocolate Tribe (20 pax)	AI Course Comfy UI for VFX & Animation (2-day Course) Presented by Nicolas Erba (Digital District) & Dr. Sechaba Maape (Wits) Facilitated by IFAS x AVIJOZI NPC x CHOCOLATE TRIBE (15 pax)	Pitching for the \$10,000 Global Game Jam Facilitated by Glenn Gillis (Games for Change Africa) & AVIJOZI NPC (60 pax)	Incubation and Developing Business Skills for Creatives Nicole Grey (ALX)	Indie Gaming Competition		Film Screenings	Exhibition Stands including AFDA Animation School Afrogeek Cabbow Studios Chocolate Tribe IMM School of Marketing KZN DTEA SAE	10:00						
11:00							Framing the Location as a Character Mandlakayise Dube (Pambili Media)	Game Development & Training: Namibian Case Study Vaughan Weiss & Tutelani Ilonga (Namibia)				Producing 2D Animation Jenna Glen & Nick Cloete (Mind's Eye)	Producing the 1st Unreal Engine Animated Feature Film Freddy "Dom Fred" Lounana (France)	eSports Tournament Intro		11:00		
	How to Tell Grounded Stories Karabo Lediga (Writer & Director of Sabbatical)	Can Animation be Produced Sustainably? Moderator: Rob van den Bragt Patrick Caligiuri, Leo Silly-Pelissier, Lola Atkins, Jenna Glen, Nompoti Vilakazi	Forging Global Partnerships through Cultural Diplomacy as a Non State Actor Lesley Donna Williams				Indie eSports Tournament						12:00					
12:00																		
13:00																		
LUNCH												LUNCH						
13:45	Current state of AI in Animation, Film and VFX Hilton Treves & Rob van den Bragt (CCO: Chocolate Tribe)	Concept Art - The Art Behind the Action Katlego Molaung (Deadkats)	Managing Creative Impulses: The Actor vs The Producer Wandile Molebatsi (Coal Stove)	Unreal Engine (2-day Bootcamp) Presented by Manan Shastri (Green Rain Studios) (India) In partnership with Chocolate Tribe (20 pax)	AI Course Comfy UI for VFX & Animation (2-day Course) Presented by Nicolas Erba (Digital District) & Dr. Sechaba Maape (Wits) Facilitated by IFAS x AVIJOZI NPC x CHOCOLATE TRIBE (15 pax)	Pitching for the \$10,000 Global Game Jam Facilitated by Glenn Gillis (Games for Change Africa) & AVIJOZI NPC (60 pax)	Rorisang Glow Up: From Cringe High School Anime phase to rising South African animation icon Kabelo Maake (Cabbow Studios)	Indie Game Development Kushal Sethji (Pineapple on Pizza)		Panel: Directing Epics: Shaka Itembe Moderator: Kyle Sibanda Zeno Peterson (Cinematographer & Director) & Adze Ugah (Writer, Producer & Director)	AVIJOZI 2025 Portfolio Review Industry Readiness Keen to share your reel for in person reviews? Drop by Buthano Pictures and get industry advice.	13:45						
15:00	Writing Authentically Local, for A Global Audience Busi Matonsi (Stained Glass TV)	Owning the Narrative: Artists, AI & Building Ethical Practice in a Shifting Landscape Adwoa Ankomah (Electric South)	The Artist-Owned VFX Studio: Training, Incentive, and the Future of Post Eugen Olsen (Alpha VFX)				TBA	Indie eSports Tournament										
16:15								Winner of Lucky Draw for Nintendo Switch 2 Gaming Winner Announcement Programme Closing It's a Wrap!!!				16:15						