

# XNA Game Studio 3.1

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# Agenda

- What is XNA Game Studio
- Creating a Game
- Creator Community

# What is XNA Game Studio



# Goals

- Enable aspiring game developers
- Make writing games significantly easier
- Provide educational solutions using the Xbox 360

# demo

Games!

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# XNA Game Studio

XNA  
Game Studio

Visual Studio  
2008

Content  
Pipeline

Device  
Management

XNA  
Framework

Application Model

Content Pipeline

Graphics

Audio

Math

Input

Networking

Gamer  
Services

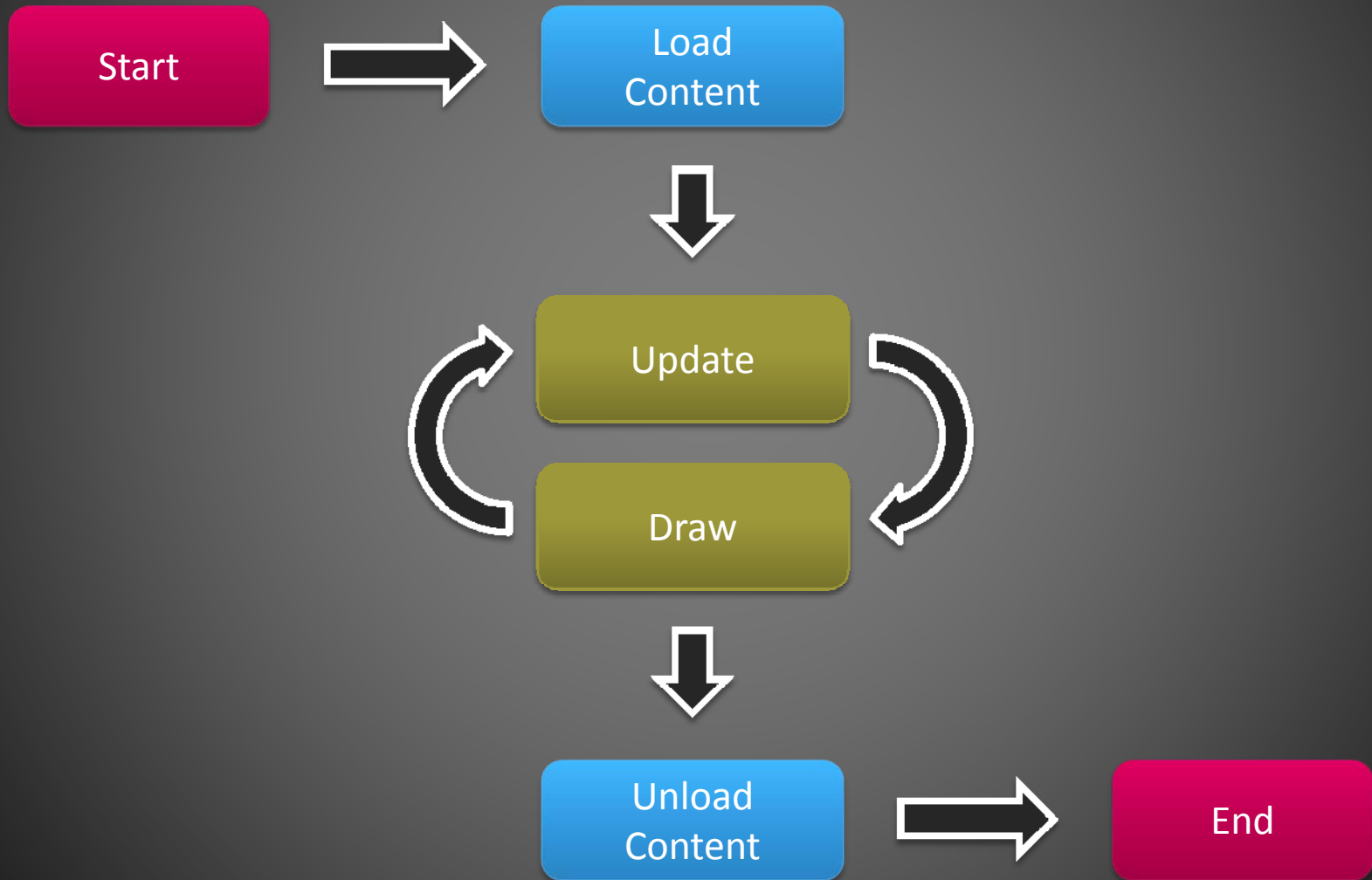
Platform

Windows

Xbox 360

Zune

# Game Flow



# demo

Creating a Game

→ Lindsay Lindstrom



# Creator Community



# Xbox LIVE Indie Games

- Sell your game via Xbox LIVE Marketplace
- Four Steps



- No Portfolio Management
  - You own your IP

# Xbox LIVE Indie Games

- You set the price
  - 200, 400, or 800 MS Points
- Revenue sharing
  - 70% to developer
- Regions
  - Consumers: United States, Canada, England, France, Italy, Spain
  - Creators: All Consumer regions plus Ireland, Norway, Sweden, and the Netherlands

# Q&A

Please use the microphones provided



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