

717310: Game Programming

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Overview

- Industry Overview
 - Introduction
 - New Zealand's Game Development Industry
- Game Developer “Culture”
 - Trade Shows
 - Organisations
 - Conferences
- Exercises

History of Computer Games

- Game Industry Sectors:
 - Traditional:
 - Console, Handhelds, “AAA”.
 - Mobile:
 - Smartphone, Tablet.
 - Social:
 - Casual games, Facebook, ...
 - MMO: Massively Multiplayer Online
 - F2P: Free-to-play

History of Computer Games

- Auckland Game Companies:

- Gameloft:

- <http://www.gameloft.com/>

- Ninja Kiwi:

- <http://ninjakiwi.com/>

- Grinding Gear Games:

- <http://www.grindinggear.com/>

- Rush Digital:

- <http://www.rushdigital.co.nz/>



History of Computer Games

- Auckland Game Companies:

- Custard Square:

- <http://www.custardsquare.com/>



- Metia Interactive:

- <http://www.metia.co.nz/>



- Scarlet City Studios:

- <http://www.scarletcitystudios.com/>



- Outsmart:

- <http://www.outsmartgames.com/>



History of Computer Games

- New Zealand Game Companies:

- PikPok / Sidhe: (Wellington)

- <http://pikpok.com/>
 - <http://sidhe.co.nz/>



- Flightless: (Tauranga)

- <http://www.flightless.co.nz/>



- CerebralFix: (Christchurch)

- <http://cerebralfix.com/>



- Digital Confectionaries: (Christchurch)

- <http://www.digitalconfectioners.com/>



History of Computer Games

- New Zealand Game Companies:

- Desolate Spectre (Christchurch)

- <http://www.desolatespectre.com/>



- Runaway (Dunedin)

- <http://www.runawayplay.com/>



- Second Intention (Wellington)

- <http://www.secondintention.com/>



- Also see the NZGDA Studio List:

- <http://www.nzgda.com/studios/>



Game Developer “Culture”

- Websites: Consumer Focused:
 - <http://www.kotaku.com/>
 - <http://ign.com/>
 - <http://www.polygon.com/>
 - <http://nzgamer.com/>
 - <http://www.mcvpacific.com/>
 - <http://www.metacritic.com/>
 - <http://www.gamesradar.com/>
 - <http://www.gamespot.com/>

Game Developer “Culture”

- Websites: Developer Focused:
 - <http://www.gamesindustry.biz/>
 - <http://www.gamasutra.com/>
 - <http://www.gamedev.net/>
 - <http://www.gdcvault.com/>
 - <http://www.develop-online.net/>
 - <http://www.tsumea.com/>

Game Developer “Culture”

- Trade Fair:
 - E3: Electronic Entertainment Expo
 - Annually, May/June.
 - Current Venue: Los Angeles Convention Center



Game Developer “Culture”

- Organisations:

- International Game Developers Association (IGDA)

- <http://www.igda.org/>
 - “Academic Chapters”



- New Zealand Game Developers Association (NZGDA)

- <http://www.nzgda.com/>
 - “The New Zealand Game Developers Association was formed in 2001 to support and develop the video games development industry within New Zealand.”



Game Developer “Culture”

- Organisations continued...
 - Auckland Game Development Meetup
 - <http://www.meetup.com/playmaker/>
 - “We're a group of game developers, programmers, artists, musicians, animators and game enthusiasts that meet to discuss game design and collaborate on computer game projects. Members include students, hobbyists and professional game developers.”
 - Monthly Meetup:
 - Guest Speakers, Game Demos, Networking...
 - First Wednesday of every month.
 - Location: AUT University, City Campus
 - Time: 6:00pm

Game Developer “Culture”

- Conferences:

- Game Developers Conference

- <http://www.gdconf.com/>
 - San Francisco, CA (Yearly in March)
 - GDC Europe: <http://www.gdceurope.com/>
 - GDC China: <http://www.gdcchina.com/>
 - GDC Next: <http://www.gdcnext.com/>
 - GDC Vault:
 - “in-depth design, technical and inspirational talks and slides from the influencers of the game development industry, taken from over 20 years of the worldwide Game Developers Conferences.”



Game Developer “Culture”

- Conferences:

- GCAP: Game Connect: Asia Pacific

- Melbourne, 27 to 28 October 2015
 - <http://gcap.com.au/>
 - <http://gdaa.com.au/>



- NZGDC:

- Auckland, Friday, 11 September 2015
 - Workshops: Thursday, 10 September 2015.
 - Conference: Friday, 11 September 2015.
 - AUT University, Sir Paul Reeves Building
 - <http://nzgda.com/conference/nzgdc2015/>



Exercises

- Recommended Readings:
 - Harris, L. (2014). *New Zealand at a Glance*. Retrieved from <http://www.develop-online.net/news/new-zealand-at-a-glance/0195245>
 - Batchelor, J. (2014). *DayZ creator Dean Hall reveals his post-Bohemia plans*. Retrieved from <http://www.develop-online.net/news/dayz-creator-dean-hall-reveals-his-post-bohemia-plans/0194269>

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