Tripp Barker  
Dr. Rahaf Barakat  
ITEC 4860 Software Development Project  
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Networking Events

# Networking Event One

### What: GGDA Meeting When: 11th February 2025, 6-9:00PM Where: Gwinnett Tech

The meeting started with an hour of networking between students and professionals involved in the video game industry. I connected with a sound designer that has credits to 9 games published on stream who gave great advice on tools I can use to work on my own sound asset creation. I also got the opportunity to assist a freshman student in giving advice on how to stay organized and on track to complete their degree.

A 3-person panel followed up the networking session headed by Todd Harris (co-cofounder of Hi-Rez Studios), Nabil Ismail, and Brian Grayson. The spoke some about their history and how much marketing means to shipping a successful video game product. They advised heavily in making sure you understand your target market before starting on any video game project, and to garner a following of interested players early by building a discord community. The also emphasized the importance of creating relationships with social media influencers that have an audience of your target market.

The last hour of the event was reserved for students to showcase games they developed for a game jam, this served as a further networking session where students and professionals again intermingled and played demo versions of interesting games. The Gwinnett County Public Library also took this time to announce that they will be putting on a Game Jam from March 1st to April 18th which I am considering in participating in.