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Done



Certificate of Incorporation

GAMESCAPE INTERACTIVE NEW ZEALAND LIMITED

837391

NZBN: 9429038186929

This is to certify that GAMESCAPE INTERACTIVE NEW ZEALAND LIMITED was incorporated under the
Companies Act 1993 on the 2nd day of December 1996
and was removed from the register on the 12th day of May 1998.

A handwritten signature in black ink, appearing to read "A".

Registrar of Companies
22nd day of March 2021



Certificate generated 22 March 2021 03:59 PM NZDT



Innovative service wins bank backing

Chch firm launches try-before-you-buy games sales on-line

by Roger Dennis

A Christchurch games retailer will this week launch an innovative on-line service on Cybermall, after becoming the first organisation in New Zealand to receive support from Westpac for credit card transactions over the Net.

The service, devised by Gamescape Interactive, heralds a new era of games buying in New Zealand.

Gamespace directors Michael Widener and Simon St Claire say that shrink-wrapped boxes on store shelves can provide only limited information about a game, and that people will be better informed about products once they have visited the Gamescape Web site.

The site, which is optimised for slow links such as 14.4kbps modems, not only lets users buy software, but also offers reviews, videos of gameplay, and downloadable demonstrations.

"You read the game review, see the video, download the demo, play the game, and then you buy," says Mr Widener.

He says the ability to view a video of actual gameplay is unique. "We did a Yahoo search of 40 game sites around the world and not one had videos."

For a set fee, Gamescape also offers prospective buyers the ability to trial a game for a week before buying.

This approach contrasts with the policies of some Christchurch retailers, who will not accept a returned game once the box has been opened. Mr St Claire says "some games just won't work on some machines", and the "test drive" service is essentially a compatibility test.

Gamespace operates entirely over the Internet and has no physical retail presence. However, it is the banking aspect of the business which will be followed most closely by industry observers.

The initial plan was for revenue to move directly from the buyer's account to Gamescape's account via the bank.

The customer would enter credit card details through a secure server and this information would go directly to the bank which would then credit Gamescape. The only paperwork that Gamescape would see would be the order form.

Inquiries to various banks revealed that the infrastructure needed to implement this plan was not available.

The company has been forced to adopt a pseudo-Internet banking system involving a degree of paper shuffling, and Westpac has thrown its support behind the idea.

Mr St Claire says Gamescape is the only New Zealand company dealing in



PHOTO: DEAN KOZANIC

Simon St Claire, top, and Michael Widener, of Gamescape Interactive, are filling a gap in the retail computer games market.

Internet commerce that Westpac is supporting.

"In effect, we are guinea pigs for the system," he says.

Gamespace hopes that its electronic banking plan will eventually be implemented through further co-operation with Westpac.

The main benefit for the customer is peace of mind, says Mr Widener.

"The customer is essentially doing business with Westpac when doing business with us."

Gamespace has followed another overseas trend by adopting virtual warehousing. It has no warehouse and holds

no stock on its premises. When an order is made, it is forwarded to the distributor, which then sends the game directly to the customer.

"Virtual warehousing is big in the United States," says Mr St Claire.

"Currently nobody is doing it here, and we did have a bit of trouble convincing a couple of distributors."

He believes that the concept will soon be more widely adopted.

Gamespace Interactive can be found at www.gamescape.co.nz

INTERNET ARCHIVE
WayBackMachine

<http://gamescape.co.nz/> | Go | FEB MAR OCT
27 1996 1997 1998 | About this capture

78 captures | 27 Mar 1997 – 26 Jan 2021

EMAIL GAME LIST ORDER TESTDRIVE

Characters 437 Enemies 237 Armour Weapons Spells Potions & Elixirs Special Items Places 547

Command and Conquer: Red Alert

Creatures 104

Crusader

DEATH DRONE™

DeathDrome

Diablo

Duke Nukem 3D

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MICHAEL THOMAS WIDENER Sign Out ⌂

Help ? ⌂ 2

Student

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Student Programmes
BSc Computer Science (Virtual Reality)

Student Number
210202975

Registered modules
02

Assessment entries
00

Ask a question

Ask a question

Notices and events

Online Card Payments issue
[\(Read more\)](#)

Careers Core Content Series: Improve your interview
[\(Read more\)](#)

Key dates

JAN 15 MAR 29

Module Registration Open/Close - April 2021 Session

Computer Science (BSc) - April 2021 Session
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Prepare for your online timed assessments

Preparing for online timed



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By authority of the Board of Trustees and on the recommendation of
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hereby confers upon

Michael T. Widener

the Degree

Bachelor of Science
Multimedia Design and Development

With all rights, privileges, responsibilities, and honors thereto

In witness whereof the Seal of the University and the signatures
of duly authorized officers are affixed to this diploma

Washington, District of Columbia
United States of America

May Eighth, Two Thousand Eleven

Handwritten signature of Henry A. Sie.

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Transaction ID#: 0126927163

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Date Notified: 10/27/2015 19:04 EDT

Status: Confirmed

Fee: \$12.50

INFORMATION YOU PROVIDED

Subject Name: MICHAEL
First Name

THOMAS
Middle Name

WIDENER
Last Name

**Name Used While
Attending School:**
(if different from above)

Date of Birth: 08/26/1970
mm/dd/yyyy

School Name: AMERICAN UNIVERSITY

Degree Award Year: 2011

Attempt To: Verify a degree

INFORMATION VERIFIED

Name On School's Records: MICHAEL T WIDENER

Date Awarded: 05/08/2011

Degree Title: BACHELOR OF SCIENCE

Official Name of School: AMERICAN UNIVERSITY

School Division: COLLEGE OF ARTS AND SCIENCES

Major Course(s) of Study: MULTIMEDIA DESIGN & DEVELOPMNT

(and NCES CIP Code, if available): 090702

Major Concentration: COMPUTING

Dates of Attendance: 09/23/2003 to 05/08/2011

GEORGE LUCAS

THE CREATIVE IMPULSE

To Mike May the
thanks, may
luck be with you.

George Lucas

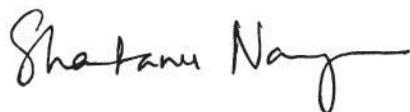


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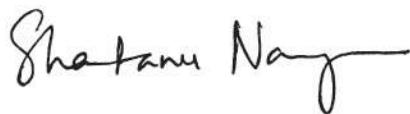
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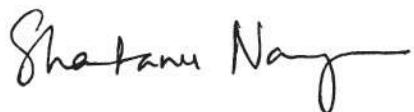
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President and Chief Executive Officer



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Microsoft® Office Specialist

OFFICIAL CERTIFICATION

Issued on: February 6, 2012

Michael Thomas Widener

is officially certified as a Microsoft Office Specialist, having demonstrated proficiency in

Microsoft Office Outlook® 2003

A handwritten signature of Steven Sinofsky in black ink.

STEVEN SINOFSKY
Senior Vice President, Microsoft Office

A handwritten signature of Lutz Ziober in black ink.

LUTZ ZIOB
General Manager, Microsoft Learning

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GEORGE LUCAS

THE CREATIVE IMPULSE

Over the past twenty years, George Lucas and his company Lucasfilm have become synonymous with movie magic. From the stark and disquieting view of the future in *THX 1138* to the wry but sympathetic look back to the 1950s in *American Graffiti*, from the spectacular effects and resonant mythology of *Star Wars* to the rough and robust adventures of *Indiana Jones*, George Lucas has mined the rich ore of fantasy and pushed the limits of film making far beyond what we once thought possible.

Lucas's imagination and his belief in the power of film are revealed not only in his spectacular success as a movie maker but also in his commitment to the art and technology of the moving image. Indeed, the gratitude of the industry was expressed by the Academy of Motion Picture Arts and Sciences when it named George Lucas the 1992 winner of the Irving Thalberg Award for Lifetime Achievement.

The profits garnered by Lucas's films have gone into creating Lucasfilm and LucasArts, companies devoted to technical advances in video and sound editing, motion-picture sound and projection-quality assurance, computer games, theme-park rides, television commercials, and interactive educational systems. Industrial Light and Magic, Lucas's special-effects company, is fast becoming a "star" in its own right, responsible for the amazing scenes in films ranging from *ET* to *Terminator II*.

George Lucas: The Creative Impulse discusses and illustrates all the films in which Lucas has been involved, as well as the many activities of Lucasfilm and LucasArts. Stills, behind-the-scenes shots, and intimate glimpses into the art of the special effect offer a rare visual lesson in how technical feats and human imagination create compelling and enduring art.

The author, Charles Champlin, is currently Arts Editor Emeritus of the *Los Angeles Times*. He joined the paper in 1965 as Entertainment Editor and from 1967 to 1980 was the *Times*'s Principal Film Critic. He is the author of a memoir, *Back There Where the Past Was*, and *The Movies Grow Up: 1940-1980*.

221 illustrations, including 90 plates in full color

Mike:

I'll keep it short as I'm
sure you don't have
much time for
recreational reading
this semester.

Good luck!

Denise

Michael
I Grilled Chicken Breast
I French Fries
I Coke (well done)
(or I PB float)! & hope
you realize your dream
and find yourself behind
a CG station @ 12m
or making movie magic!
Star in touch!
Janice

MIKE-

GO FORTH, AND BUILD
A BETTER MOUSETRAP!
GOOD LUCK! BILL

Mike -- What would we
have done without you?
Thanks for everything. Let us
know what you're doing!

Patty
1 September 84

Mikey -

You're the greatest.

Stay in Touch -

Jule

Mike,
Enjoy your
media quest... and
remember, anything's
possible!
Best wishes,
Susan

Mike
Don't forget us
when you're rich & famous!
I wish you all the best

Hey Mike,
Hakuna Matata!
I hope ya breeze
thru school and work
at KLM life your always
wanted. Keep your always
Don't ever loose your dreams...
It was great inputting
with you. Not
great working
w/ya.
Love,
Rheane



Elvin Sledge

3/15/96

Mike -

Thanks again for your help. You really know your way around computers.

Give me a little time to settle down other bills, then I'll make another appointment with you.

(However, call me if you get information on the scanner drivers -)

- Elvin S.