First Meeting—March 26th, 2015

Vermont Game Developers

Shane Celis

Jeff Sprenger

Welcome!
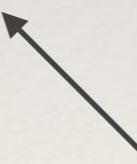
Agenda

- ❖ Introductions

- ❖ Who's this group for?

- ❖ Goals for this group

- ❖ Meeting logistics

- ❖ An idea!

- ❖ Q&A

- ❖ Two five-minute show-and-tells

- ❖ Mingle?

Shane Celis

- Professional software developer formerly

- Academic most recently (evolutionary robotics)

- Now a game developer

Says who?

Jeff Sprenger

What happened to your real job?

- Former VP Research at MBF Bioscience

- Funded By National Science Foundation

- Game developer specializing in Virtual Robotics for Kids

Who is this group for?

Game Developers

More Specifically

- Programmers
- 3D Modelers
- Artists
- Writers
- Game Designers
- Animators
- Concept Artists

- Texture Artists
- Composers
- Musicians
- Sound Designers
- Voice Actors
- Actors
- Game Enthusiasts

Introductions

❖ Name?

❖ Specialty?

   ❖ E.g., programmer, artist, writer, game designer, modeler, animator…

❖ A favorite game?

   ❖ E.g., Super Mario Bros, Nethack, Flappy Bird…

Goals

❖ Informative

❖ Inclusive

    ❖ All video game genres

    ❖ All video game making tools

    ❖ All video game maker skill-levels and genders

❖ Supportive

❖ Respectful

❖ Networking. Find other people with other talents
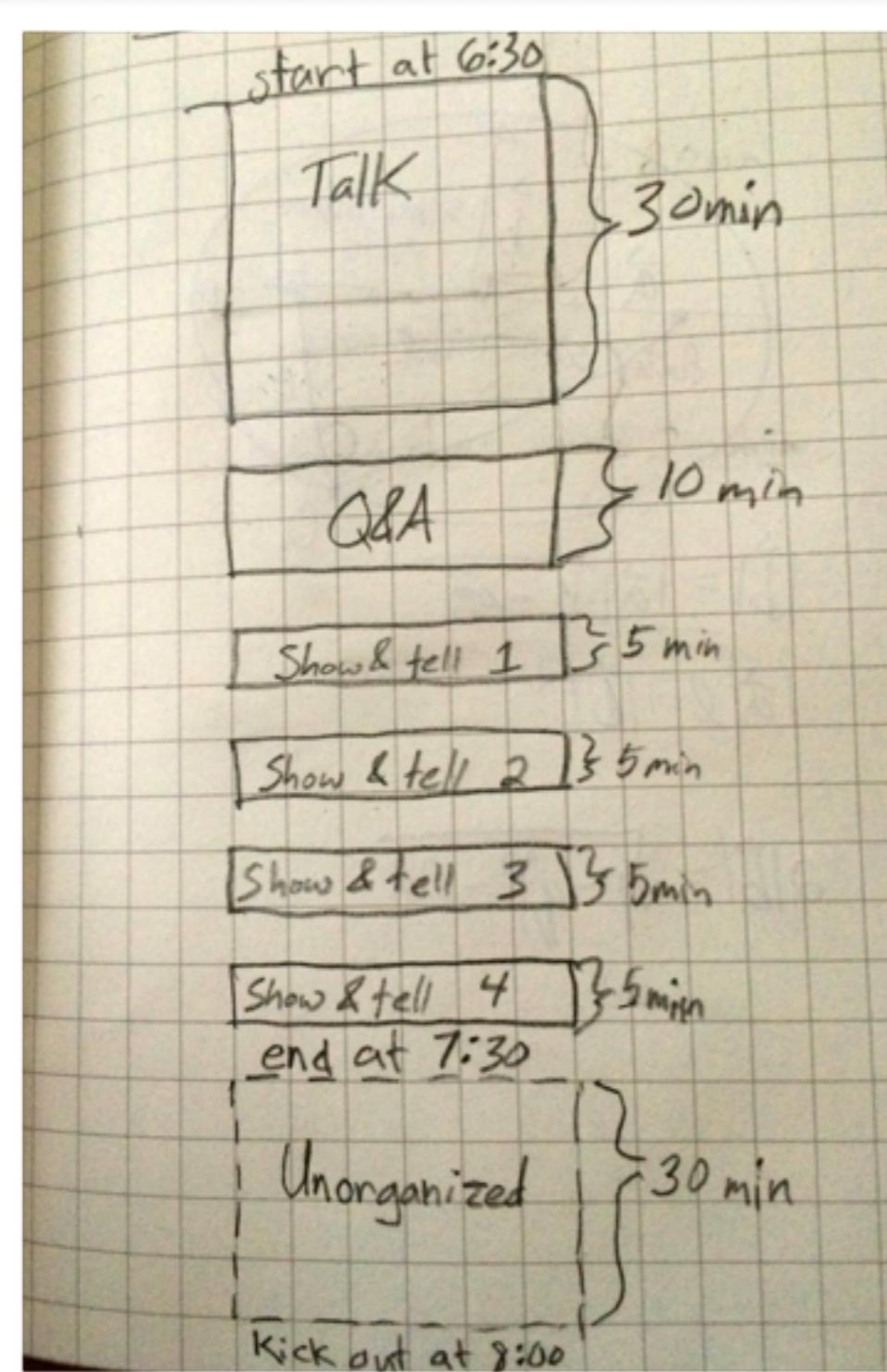
Anti-Goals

* No tool shaming

* Not going to make a group game

* No Non-Disclosure Agreements (NDAs)

Meeting Logistics

❖ When? Every fourth Thursday of the month at 6:30

❖ Where? Here. Farrell Hall, downstairs

❖ Q: Any major issues with these?

Meeting Schedule

Talks

- General talk ideas

  - Technical tutorial (e.g., Unity animation)

  - Postmortem of your game

  - Game analysis of an existing game (e.g., Flappy Bird)

- What talks do you want to hear?

- What talks do you want to give?

What talks do you want to hear?

Show and tell

- Answer the question "Want to see something cool?" in five minutes

- Show us a demo of your game

- Show us a cool tool you found

An Idea!
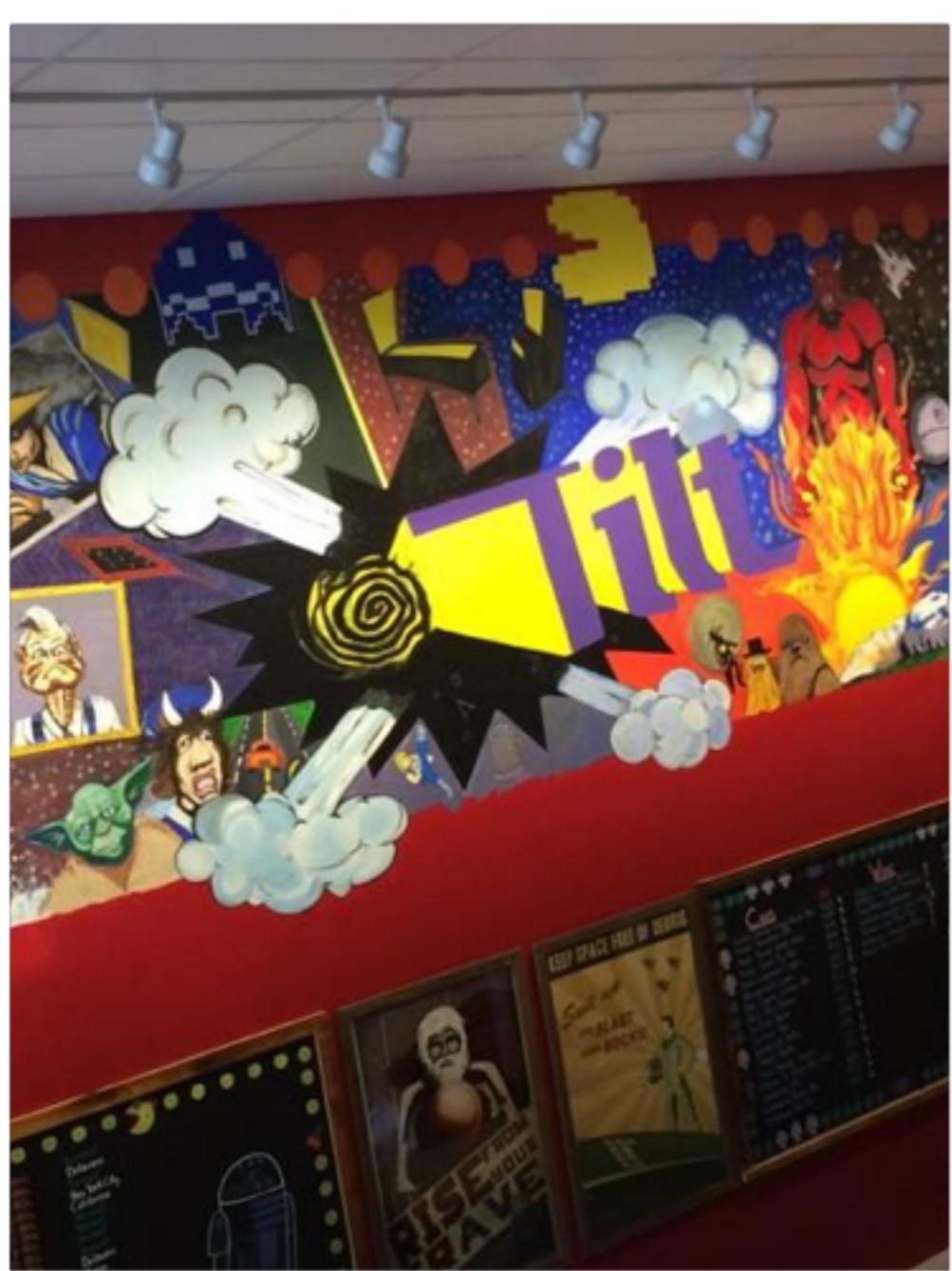
Big Problem: Discovery

❖ Apple App Store has 1,586,304 apps

    ❖ 340,829 active games

    ❖ 374 game submissions per day

                                              http://www.pocketgamer.biz/metrics/app-store/

❖ Cost-per-loyal-user was $2.25 for mobile apps

❖ Cost-per-install was $1.23

        http://venturebeat.com/2014/10/27/the-cost-of-acquiring-mobile-app-users-is-on-the-rise-again/

An idea

- ❖ What if instead of virtual, mass-market advertisements, you did something local, cheap, and real?

- ❖ Like a self-sufficient demo station
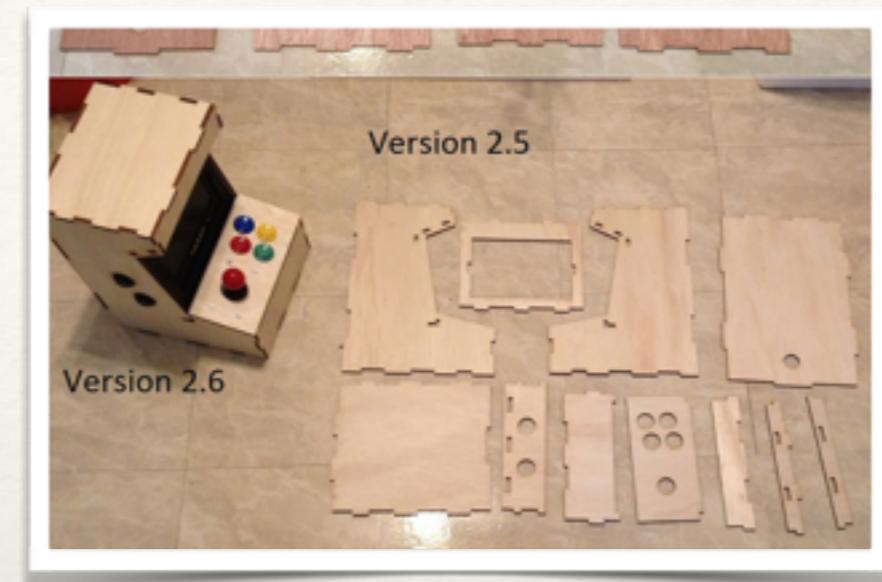
Potential Venues

Small Problem: Demoing
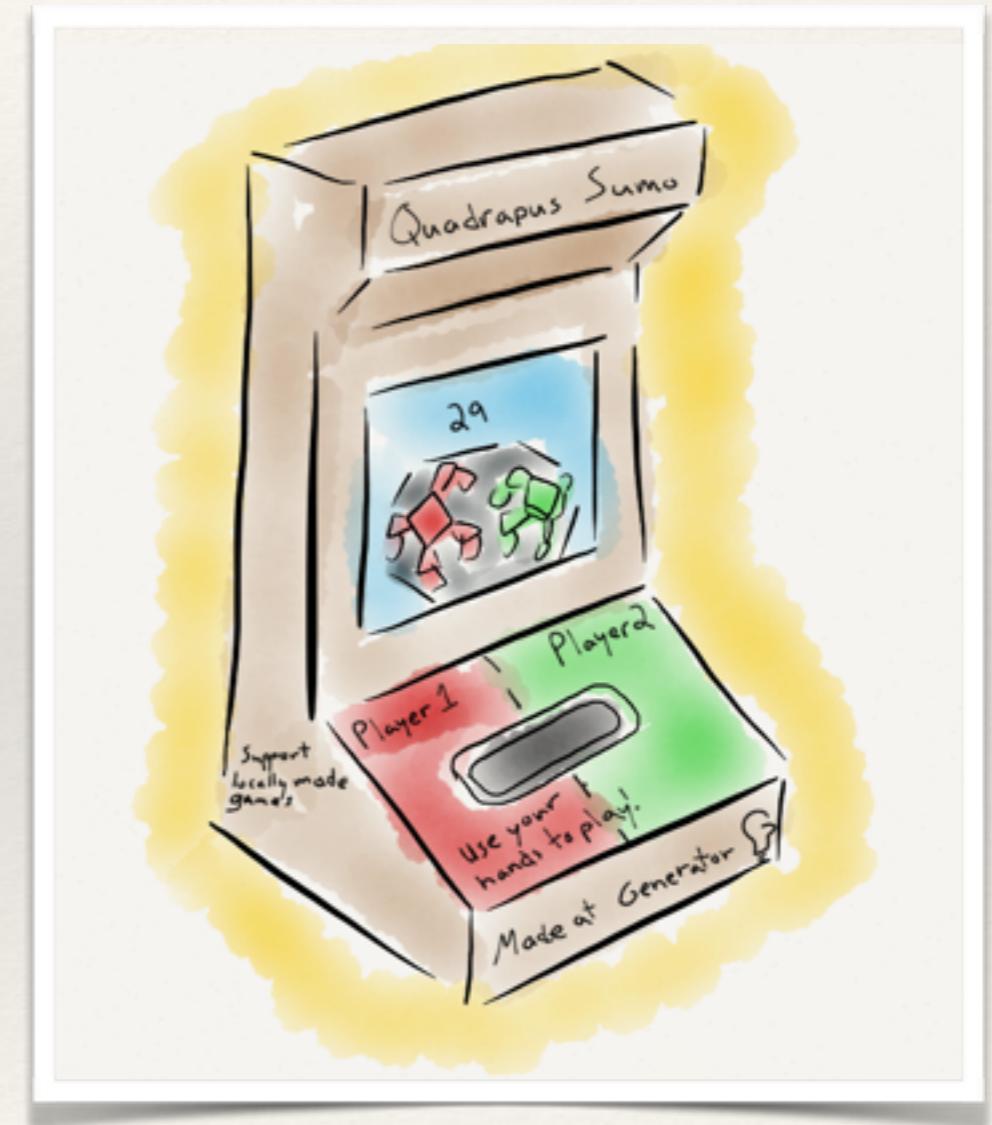
Mini Arcade Cabinet

Mini Arcade Cabinet for Local Games

- ❖ Local game of the month?

- ❖ Cabinet with multiple local games?

- ❖ Support your local game developers!

Q&A

Show and Tell (Slot 1)

Show and Tell (Slot n)

March 26th, 2015

Thanks for coming!
Mingle?

Next meeting Thursday, April 23rd, 2015.

And every fourth Thursday of the month!

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http://meetup.com/Vermont-Game-Developers