



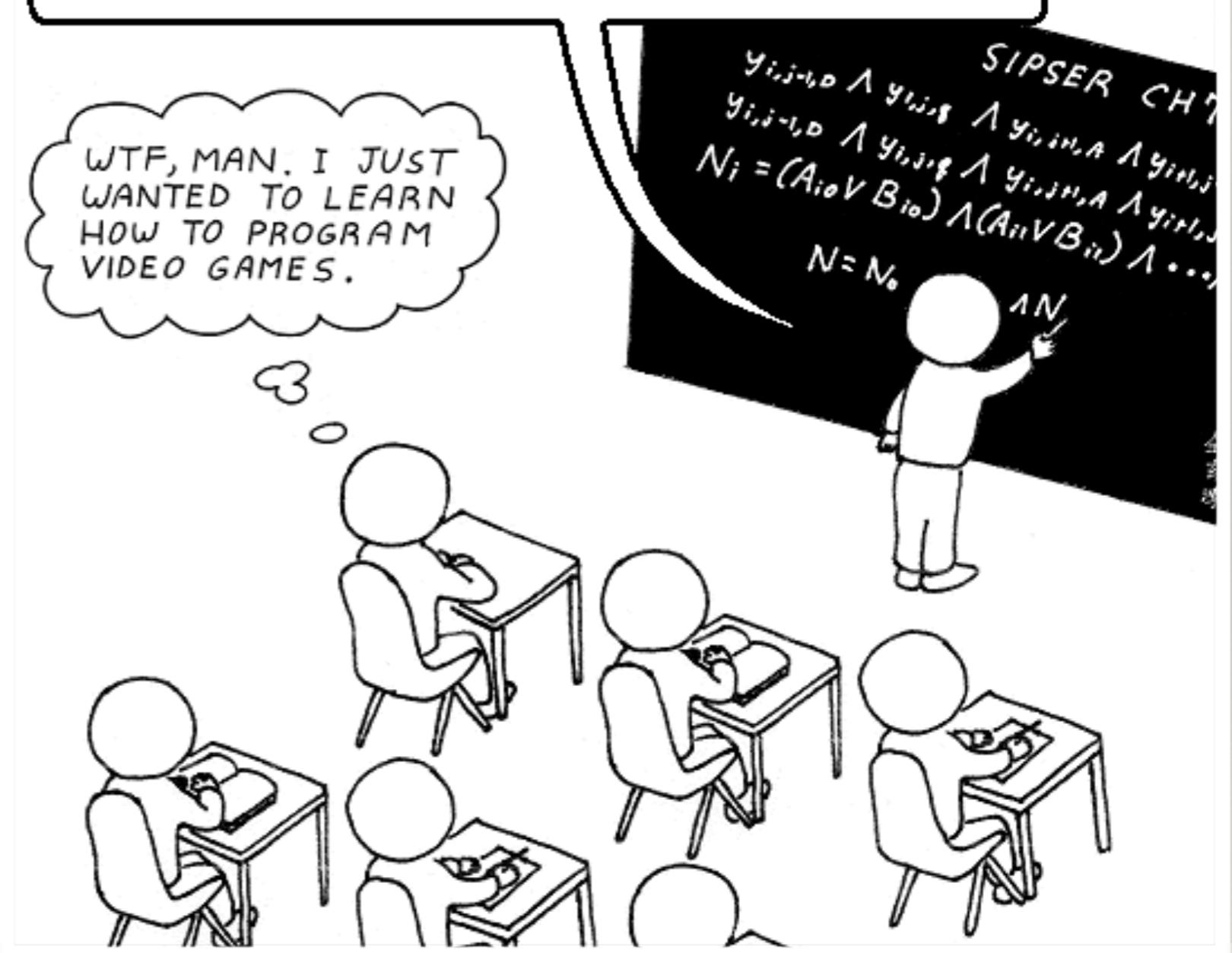
First Meeting—March 26th, 2015

Vermont Game Developers

Shane Celis
Jeff Sprenger

Welcome!

THUS, FOR ANY NONDETERMINISTIC TURING MACHINE M THAT RUNS IN SOME POLYNOMIAL TIME $p(n)$, WE CAN DEVISE AN ALGORITHM THAT TAKES AN INPUT ω OF LENGTH n AND PRODUCES $E_{M,\omega}$. THE RUNNING TIME IS $O(p^2(n))$ ON A MULTITAPE DETERMINISTIC TURING MACHINE AND...



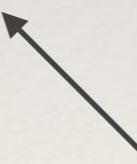
Agenda

- ❖ 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

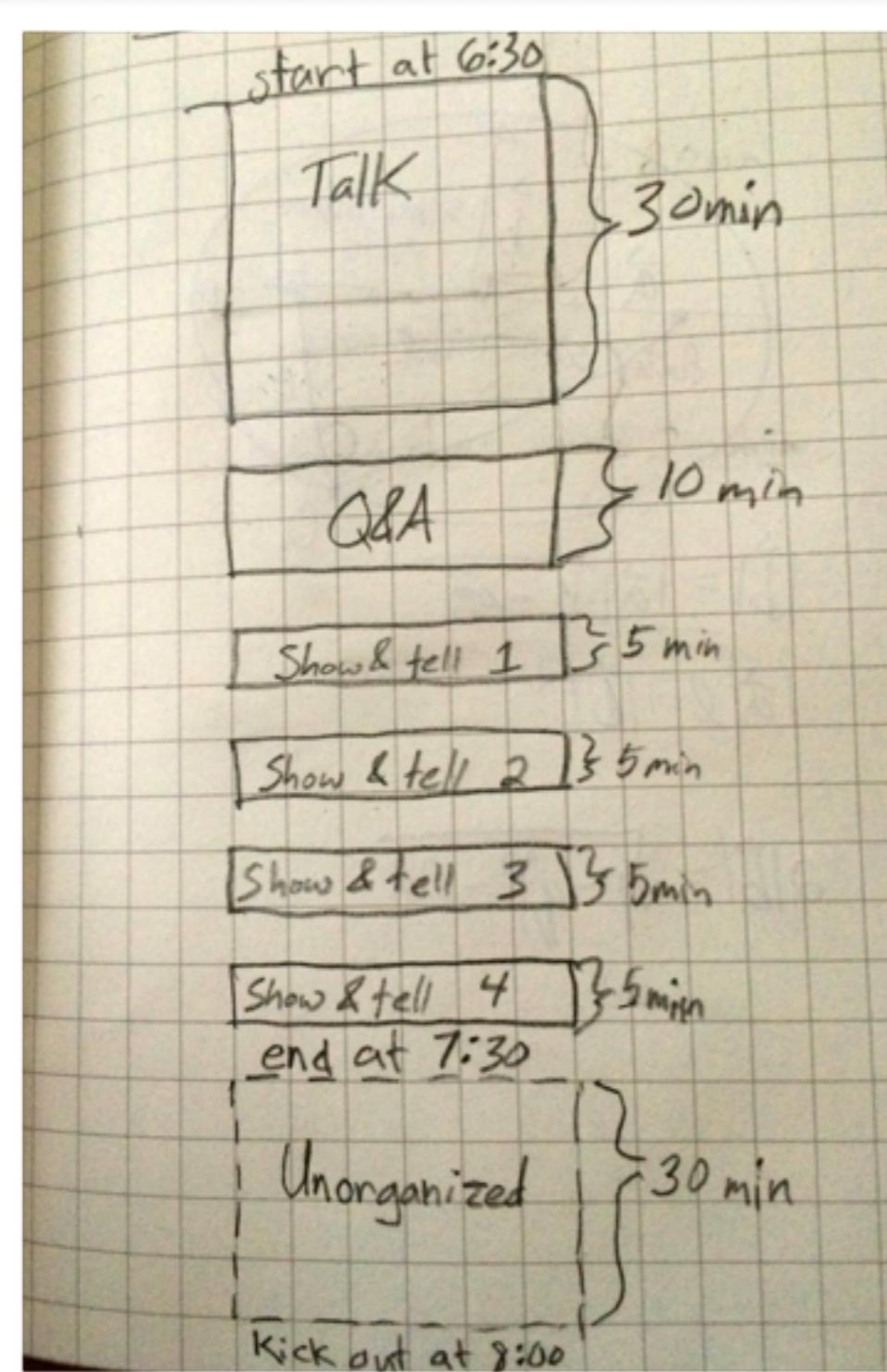
Anti-Goals

- ❖ 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!

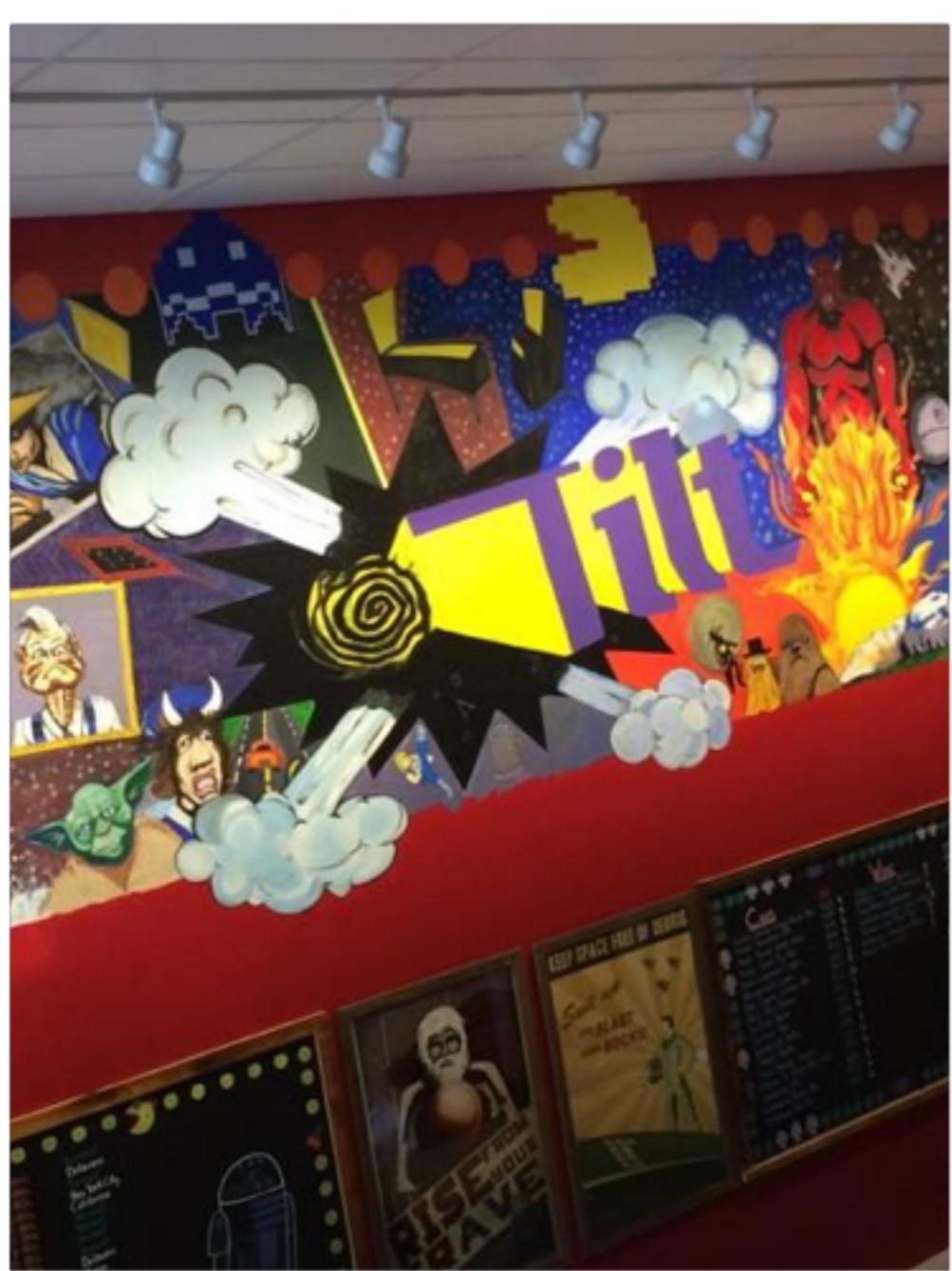
Big Problem: Discovery

- ❖ 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

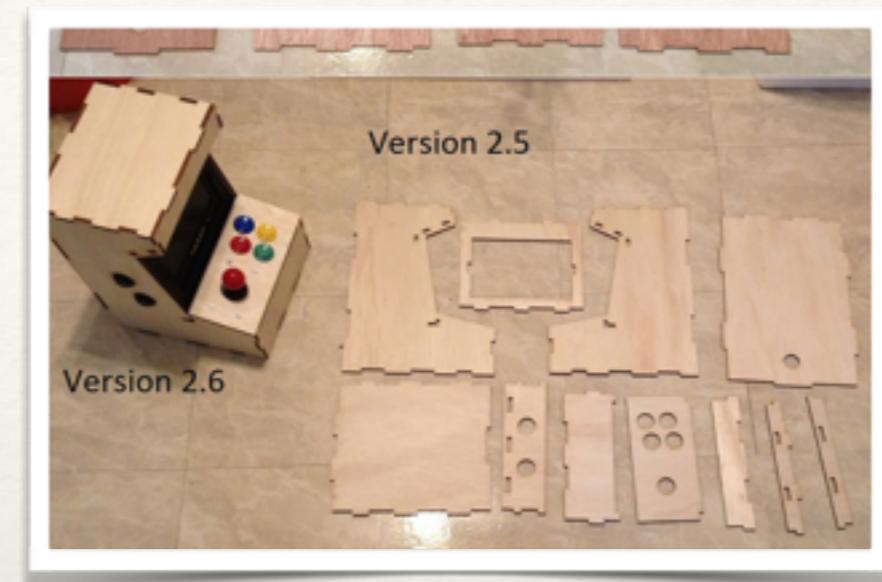
Potential Venues



Small Problem: Demoing

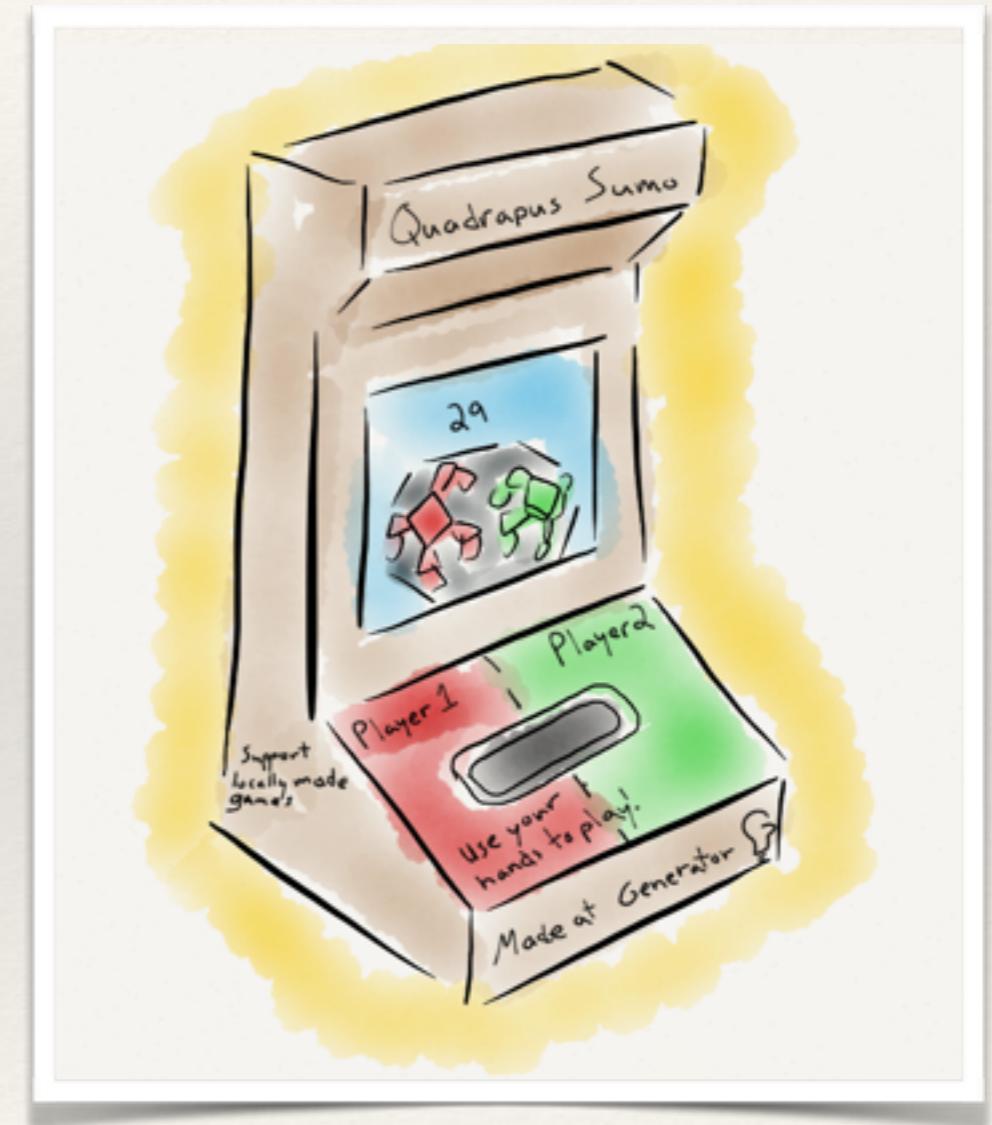


Mini Arcade Cabinet



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!

Shane Celis
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email: shane.celis@gmail.com

Vermont Game Developers

sors Photos Pages Discussions More G

Welcome!

+ SCHEDULE A NEW MEETUP

Upcoming 1 Calendar

First Vermont Game Developers Meetup

Farrell Hall
210 Colchester Avenue, Burlington, VT ([map](#))

 Thu Mar 26
6:30 PM

✓ I'M GOING

6 days left
23 going
0 comments

Want to make games in Vermont? Already doing it? Meet other people like you! Vermont Game Developers meets once a month for a talk or a show-and-tell. Talks might be on... [LEARN MORE](#)

Hosted by: [Shane Celis](#) (Organizer)

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