I have been developing games in Microsoft XNA game studio for about a year and half now. I find it a very easy and powerful tool for developing video games for the beginners, I am willing to share my knowledge and experience through technical community.

If I become a MSP I can help my fellow friends to learn about Microsoft XNA game studio. I can help the community, provide an environment in which we can develop skills and acquire the knowledge about game development.

I will make them aware of different game development competitions like Imagine Cup, Independent Game Festival for students. I began developing games as Imagine Cup entrant.

I will encourage the community toward rapid prototyping, like making games under a week and participating in monthly competitions held by Experimental Game play Projects. I have participated in this monthly project by making games in less than a week and found out that XNA is the best tool for game development.

I can contribute to technical community with resources and information through technical blog or forum, posting different tutorials and trouble shootings to help them with the game development in XNA and discuss about latest games, competitions and technologies.

If I become a MSP I can help my friends to learn about XNA. Make them aware of different game development competitions like Imagine Cup, Independent Game Festival for students. Encourage the community toward rapid prototyping, like making games under a week and participating in monthly competitions held by experimentalgameplay.com. Contribute resources and information through technical blog or forum, posting different tutorials and trouble shootings to help them with the game development in XNA.