

GAME ON

> #GO423 SYMPOSIUM: ROUTES
+ DAY ONE: SAT 9 AUGUST 2014

PRESENTED BY



SUPPORTED BY
Platinum sponsor



Gold sponsors



GAME ON SYMPOSIUM IS PROUDLY SUPPORTED BY



9.45AM–10.15AM

The Cube

REGISTRATION

10.15AM–10.30AM

P-512

WELCOME

Welcome and introduction to #GO423 Symposium by truna and Lubi Thomas

10.30AM–11.30AM

P-512

ROUTES: CHOICES MADE AND PATHS TAKEN

Host — Tony Reed

Panel — John Passfield, Morgan Jaffit, George Fidler

Join this very honourable group of industry professionals in a retrospective and reflective moment. Veterans of the local games industry, they've seen it all—from the early days of game making in the garage or bedroom, through the era of big studios, and back to our contemporary indie scene.

11.30–11.45AM

MORNING TEA

11.45AM–12.45PM

P-512

ROOTS: THE EVOLUTION OF A GAMES INDUSTRY

Chair — Christy Dena

Panel — Gordon Moyes, Tony Reed, Jeff Brand

Take a trip down memory lane with seasoned campaigners who have worked at the coalface of game making in Australia. What choices made during this time led to the evolution of the games industry as we know it today?

12.45PM–1.45PM

LUNCH

1.45PM–2.30PM

P-512

FUTURE ROUTES IN GAME TECHNOLOGY: VR AND PROCEDURALITY — WHERE DOES IT GO?

Chair — Ramine Darabiha

Panel — Kieran Lord, Sean Edwards, Alex Norton

The beauty of a well-designed game is that glorious moment when technology and design work hand-in-hand to produce an experience of elegance. This panel invites some daring game makers to talk about the technology that has made their choice of path the one that many will follow in the future.

2.30PM–3.15PM

P-512

FUTURE ROUTES IN GAME STORIES

Chair — Alex Butterfield

Panel — Joshua Boggs, Dan Graf, Christy Dena

These extraordinary game story makers discuss games that tell stories; games that engage the players' imagination through the combination of narrative and play.

3.15PM–3.45PM

AFTERNOON TEA

3.45PM–4.30PM

P-512

DIVERGENT PATHS: FUTURE ROUTES IN GAME SPACES

Chair — Mik Dobebe

Panel — Friedrich Kirschner, Matt Ditton

An in-conversation session giving you the opportunity to hear national and international game-esque practice where the route taken is off the grid.

4.30PM–5.15PM

P-512

JAM ROUTES

Chairs — truna and Lubi Thomas

Panel — Morgan Jaffit, Christy Dena, Matt Ditton, Gordon Moyes, Zac Fitz-Walter

We all love a game jam ... jams are our festivals, our pleasure and sometimes our pain. This panel offers a reflective moment on a jam route undertaken recently by some of our industry's luminaries and ponders what else we can do with Jam.

5.15pm–6.00pm

The Cube

CUBE JAM AWARDS

Join us in a social moment at the end of our first day, some awards, some networking and some delightful company.

6.00pm

CLOSE — SEE YOU TOMORROW!

GAME ON

> #G0423 SYMPOSIUM: ROUTES
+ DAY TWO: SUN 10 AUGUST 2014

PRESENTED BY



SUPPORTED BY
Platinum sponsor



Gold sponsors



GAME ON SYMPOSIUM IS PROUDLY SUPPORTED BY



9.30AM-10.00AM

The Cube

REGISTRATION

Register to attend one of today's workshops.

10.00AM-4.00PM

P-506

OPEN ALL DAY!

HOME GROWN GAMES EXHIBITION

Drop in and grab yourself an iPad or jump onto a PC to play some of our home grown gaming creations. Each station is pre-loaded with some of the hottest games available, new releases and sneak peeks. Be inspired and discover the stories behind the games at our open mic session kicking off at 12.30pm.

10.00AM-3.00PM

P-512

Book at registration

Limited tix available

WORKSHOP WITH ZACHARY LIEBERMAN: LEAVING THE SCREEN

Led by Zachary Lieberman, this workshop will investigate new systems for interaction that move away from the computer screen and into physical space. It will serve as a gentle but thorough introduction to computational approaches, and how software and hardware can be mixed in expressive ways.

10.00AM-12.00PM

P-502

Book at registration

Limited tix available

WORKSHOP 1: MAKEY MAKEY (FOR AGES 8-12)

Interested in designing your own personalised game controller to run a video game? In this workshop you will design and prototype your own MaKey MaKey-activated game controller. A MaKey MaKey is a powerful device and invention kit for the 21st century that can turn everyday objects into touchpads!

P-505

Book at registration

WORKSHOP 2: SMALL AND BEAUTIFUL (FOR AGES 17+)

Presented by John Passfield and Dan Vogt

In a world where a simple core mechanic can turn into a very successful indie game, we all seek that perfect balance between scale and engagement. The workshop is an opportunity for small indie teams, solo developers and emerging gamemakers and students to learn about small and beautiful games.

P-504

Book at registration

Limited tix available

WORKSHOP 3: CODERDOJO (FOR AGES 7-17)

CoderDojo is a global collaboration providing free and open learning to young people, especially in programming technology. It's a volunteer movement oriented around running free not-for-profit coding clubs and regular sessions for young people aged 7-17. Learning through play and creativity, participants are guided by mentors to learn to code, develop websites, apps, programs, games and more.

12.00PM-12.30PM

LUNCH

12.30PM-1.30PM

P-506/506A

OPEN MIC

Be inspired and discover the stories behind the games in the Home Grown Games Exhibition. Come and play the games and chat with the makers.

1.45PM-3.45PM

P-502

Book at registration

WORKSHOP 1: MARKETING YOUR GAME

Presented by Chris Wright (Surprise Attack)

Best suited to small teams or solo developers who have an active project in any stage of development, this practical workshop will take attendees through the positioning process as it applies to their game. This helps with identifying the defining aspects of the game compared to other similar titles, understanding why their players will want to play and keep playing the game, as well as what its brand and personality should be, and developing an elevator pitch.

P-505

Book at registration

WORKSHOP 2: VIDEO GAMES AS THEATRE

Presented by Friedrich Kirschner

In this workshop, we'll be investigating the performative aspects of video-game systems and experience low-technology approaches to procedural storytelling. Participants will create short theatrical video-game-likes to create new insights about interfaces, human/human/machine interaction and participatory storytelling.

P-504

Book at registration

WORKSHOP 3: CODERDOJO (FOR AGES 7-17)

Limited tix available

3.45PM-4.45PM

P-512

FUNDING ROUTES — HOW TO GET A DOLLAR TO MAKE YOUR GAME

Chairs — Tom Murphy

Panel — Lisy Kane (Pozible), Cieron Cody (Screen QLD), Kylie Hickling (Dept of Science, IT, Innovation and the Arts), John Passfield (Right Pedal Studios)

As some routes close, new possibilities and opportunities spring up. What are the pros and cons of the funding routes on offer, from the more traditional grant routes to crowd sourcing?

4.45PM-5.00PM

The Cube

WRAP-UP/FAREWELL