



Game On Symposium: Space to Place
3-4 August – QUT SEC Building, P Block, Garden's Point
 2 George Street, Brisbane 4000

Opening Night Aug 2nd		The Block – CIP KG
6.00 – 8.00	Symposium Launch	See map for details
Day 1 Aug 3rd THE CUBE		P Block – SEC GP
Time	Activity	Room
10.00	Welcome	
10.05	<p>WHY we (cannot not) make games?</p> <p><i>Meg Summers / Anthony Wood (Screwtape Studios), Nicole & Jason Stark (Disparity Games), Robert Wriedt & Liam O'Sullivan (WalkThru Walls)</i></p> <p>A panel of local indie game devs chat about why they make games and why they simply cannot stop themselves making games even if it does involve shoving the cat off the sofa to make room for a studio space.</p>	P413
10.45	<p>WHO (else) makes games?</p> <p><i>Ben Huxton, Punya Huxton (Minimega), Sarah Smith (Smithsoft) Hans van Vliet (7bithero), Jason Nelson</i></p> <p>We think we all know who our game makers are...or do we? This panel invites some folks who make games as a pleasurable side line in a different business, those who make different forms of games and those who make games for more profound reasons.</p>	P413a
11.30	Morning Tea – tea, coffee biscuits	
11.45	<p>WHERE to make games (the answer is Brisbane)</p> <p><i>Chair: Tony Reed. Panel: Morgan Jaffit (Defiant), George Fiddler (Kixeye), John Passfield (Right Pedal Studios)</i></p> <p>The changing Australian game development scene and the evolving small studio shape has meant that new studios are often faced with having to move interstate. This panel invites the RPS accelerator folks and our own local indie publisher and recipient of Screen Aus funding to talk about local opportunities and why they stay in Queensland. Is it really only for the weather?</p>	P413
12.30	<p>The industry through the eyes of the GDAA</p> <p><i>Tony Reed (GDAA)</i></p>	P504
1.15	Lunch	
2.00	<p>Workshop</p> <p><i>John Passfield (Right Pedal Studios), Kieran Lord, Peter Laurie (River City Labs)</i></p> <p>Making Games – Getting to that difference How to take an existing game genre and add that 'something' that helps differentiate it from other games?</p> <p>Kieran Lord and John Passfield will workshop some techniques to help you develop different mechanics and scenarios that can be applied to any game.</p>	P413a
4.00	End of Day 1 – See you tomorrow at 10am!	

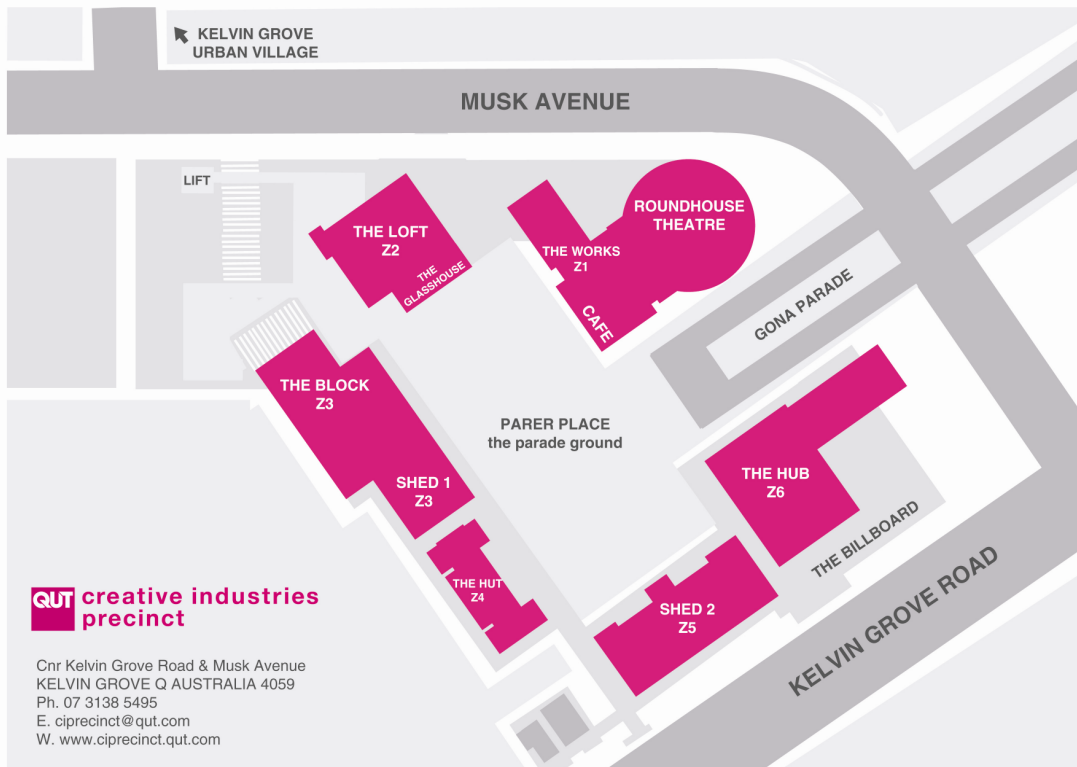
DAY 2 Aug 4 th The CUBE		
Time	Activity	Room
10.00	<p>Classic Post Mortem – Flight of the Amazon Queen</p> <p><i>John Passfield (Right Pedal Studios)</i></p> <p>Flight of the Amazon Queen (FOTAQ) is a classic point and click adventure for MS-DOS and Amiga made by Interactive Binary Illusions in Brisbane, released in 1995. The game was re-released for the iPhone / iPad in 2009. In the spirit of the GDC 'classic post mortem' style join us for an in depth look at the game, some stories about its era, its process and perhaps even some insights into the revitalisation of the genre.</p>	P419
11.00	<p>Classic Post Mortem - Fruit Ninja</p> <p><i>Luke Muscat (Halfbrick Studios)</i></p> <p>'Fruit Ninja came out in 2010 for iPod and iPhone devices and became an instant classic for its Brisbane based studio. The player slices fruit! The game is joyful and addictive and has subsequently been ported to a range of other platforms. Come and hear the story of the game told by Halfbrick's chief creative officer and the brains behind Fruit Ninja, Jetpack Joyride and Monster Dash.</p>	P419
12.00	Lunch	
12.45	<p>Panel – New Start-Ups – New Tech</p> <p><i>Alex Norton (Visual Outbreak), Sean Edwards (Shovsoft)</i></p> <p>The current indie studio scene and the need for the small – fast – indie development cycle does not mean we have to play safe. Both Alex Norton (Malevolence – The Infinite RPG) and Sean Edwards (Lunar Flight) have been very successful exploring the potential of new technologies and new ways of making the game experience.</p>	P419
1.30-3.30	Open Mic The Cube	Games Lounge – Show N Tell P Block – Level 4
1.30	Sanatana Mishra	<p><i>Collectanks, Species: Artificial, Metal Dead Encore, Malevolence, Trojan, Mission of Mercy, Assault Android and more!</i></p>
1.45	Justin Carter	
2.00	Jason Stark	
2.15	Dom Drysdale	
2.30	Anthony Summers	
2.45	Derek van Tonder	
3.00	Alex Norton	
3.15 – 4:00	Gameplay	
4.00	End game – Thank you for coming!	

Game On is supported by:



Maps

Kelvin Grove – The Block



Gardens Point – The Cube

