Building a community in the 51st state
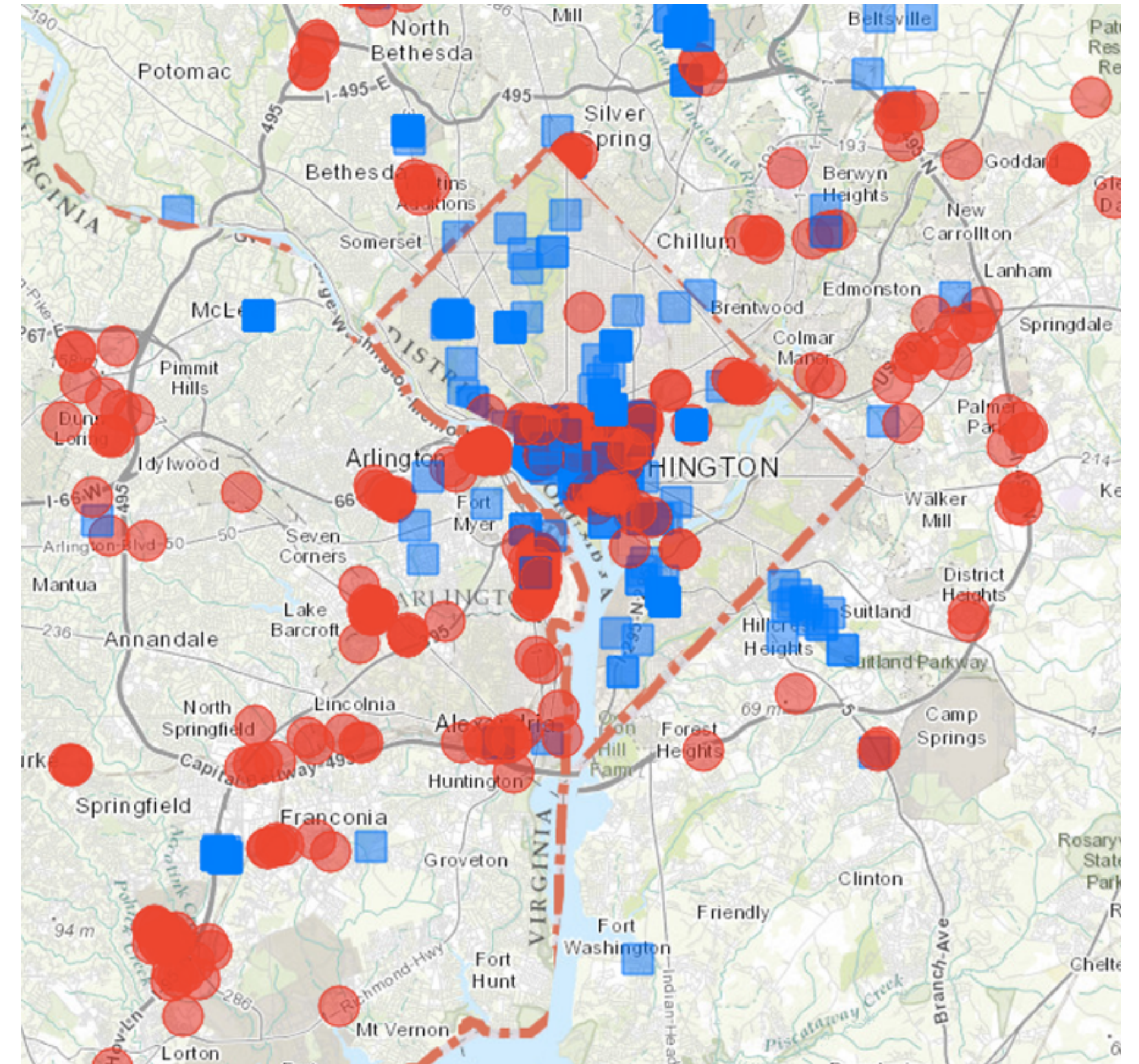
- First Meeting - 8 People in a noisy bar

- Grew to 900 members and meetings of 50 - 100 every month

DC

- Washington is *not* a hub of game development

- Largest form of employment is with Federal Government, Contractors, or NGO

- Transient population

- Many organizations use game development tools

How did we create a community in a place that is focused on a single industry?

- Find what makes your community "tick"

  - DC is competitive and knowledge focused

- Skills focused meetings resonated with developers

- Process focused *not* ideology focused

You don't have to build a community alone

- Forge partnerships with other similar groups in your area.

- Meet with local studios and universities

- Rising tide raises all ships!

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