#1reasontobe

WE ARE BACK

GHOST
RECON
COMMANDER
GDC

#1reasontobe

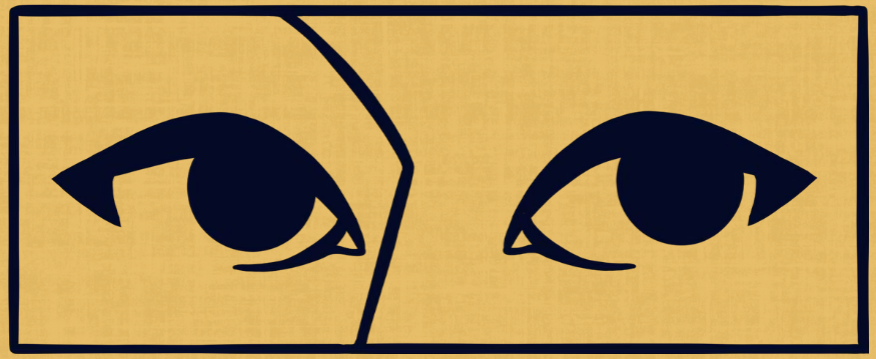
NIGERIA
CHAD
SUDAN
ETHIOPIA
KENYA
SOMALIA
ARABIA
YEMEN
OMAN
SEYCHELLES

Indrani Ganguly

Studio Head & Game Designer, Duronto Games

My #1reasontobe

by Indrani Ganguly (she/they)



duronto games

Am I Chell?

“Successful enough”

The perks of America

A broken system

Miracle

~~Spite~~

Keeping Stories Alive

(or: my #1reasontobe)

by Indrani Ganguly (she/they)

Keeping Stories Alive

(or: my #1reasontobe)

[ ]

Keeping Stories Alive

(or: my #1reasontobe)

(And eventually, my game.)

Keeping Stories Alive

(or: my #1reasontobe)

indrani@durontogames.com | @durontogames | @nonagondice

Isabel Vásquez

Videogame Produce and
CEO, Pink Bear Games

Isabel Vásquez: A Journey of Purpose

Hello, I'm Isabel Vásquez. I'm 42 years old, and at the age of 34, I began my journey of developing video games.

Discovering a New Path

1

Transition from Sales to Game Development

After getting my degree in business administration, I transitioned from being a sales manager to co-founding a video game studio with my then-husband.

2

Success and Lessons Learned

We experienced success with award-winning VR and mobile games, but also learned valuable lessons during a showcase at Gamescom.

3

Life Changes and New Beginnings

After getting divorced and moving to Quintana Roo, I explored a different path in the hospitality sector while managing the studio remotely.

Embracing a Cause

1

Impactful Realization

A talk on identifying child sex tourism deeply impacted me, prompting contemplation on contributing to changing alarming statistics.

2

Addressing a Sensitive Topic

Realizing the importance of prevention and education, I decided to develop a game to educate children about setting boundaries and facilitate parent-child communication.

Overcoming Challenges

Financial Hurdles

Fighting against all developing odds, we faced challenges in obtaining funds and navigating bureaucratic processes in Mexico.

Team Dedication

Despite facing difficulties, the team and the studio were built from wanting to meet the end goal, with support from dedicated professionals.

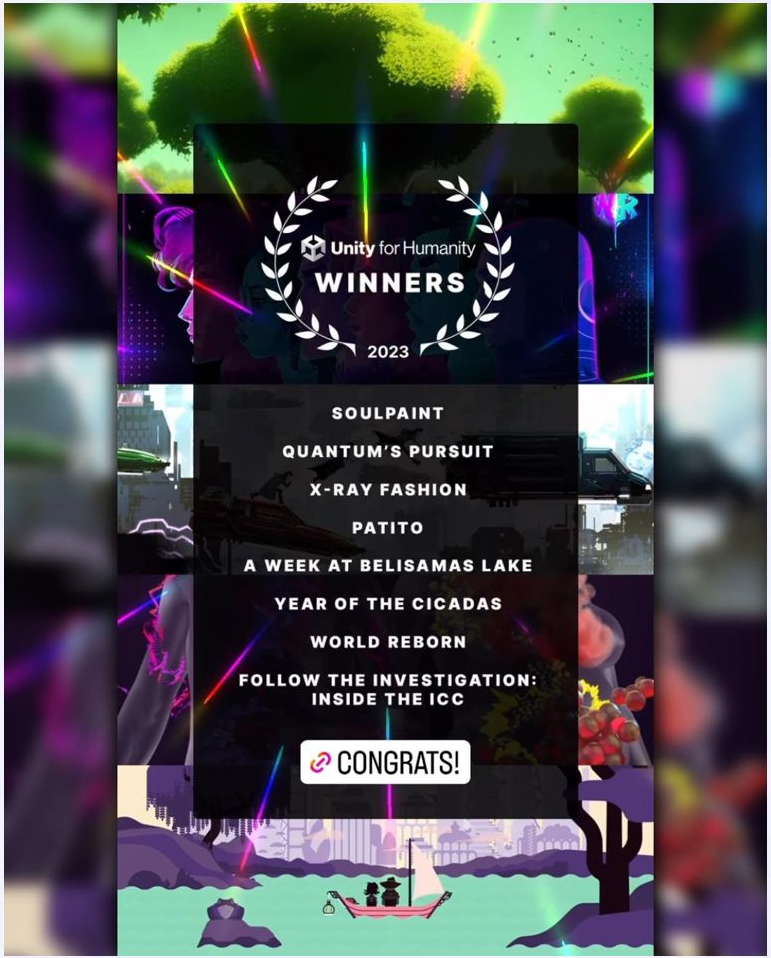
Recognition and Progress

8

Unity for Humanity Winners

25K

Funding Received



Impact and validation

Pink Bear
Producer

Memo
Art Dir.

Yeu
Storyboard Artist

Bruno
Artist

Cupis
Character Artist

Dante
Lead Programmer

Yee
Game Designer

Oscar
Programmer

Jimena
Music & SFX Artist

Nallely
Psychoanalyt consultant

Kim

Jovanny

Psycho - pedagogical advisors

Positive Feedback

Testing the game with a specific organization for the detection and prevention of child sexual abuse confirmed that the game improved communication between a child and his parents.

Project Validation

Winning the Unity for Humanity award and receiving funding validated the importance of the project and its potential impact.

Final Stretch

1

Game Development Progress

We are now on our final stretch to finish “Patito and the Bubbles”, aiming to keep testing and seeking support to reach a larger community.

Gratitude and Hope

Gratitude

I am immensely proud of my team and grateful to the people who collaborated. This game is the beginning of our journey to create games for a better world.

Hope

This full-of-heart video game will keep on looking for support, exposition, and donations from developers, associations, and others that connect with our cause.

THANKS!

isabel_pinkbear

pinkbeargames

@isabel_pinkbear

@pinkbeargames1

isabelpinkbeargames@gmail.com

pinkbeargames.com

Bahiyya Khan

Independent Game Designer, Writer and Filmmaker

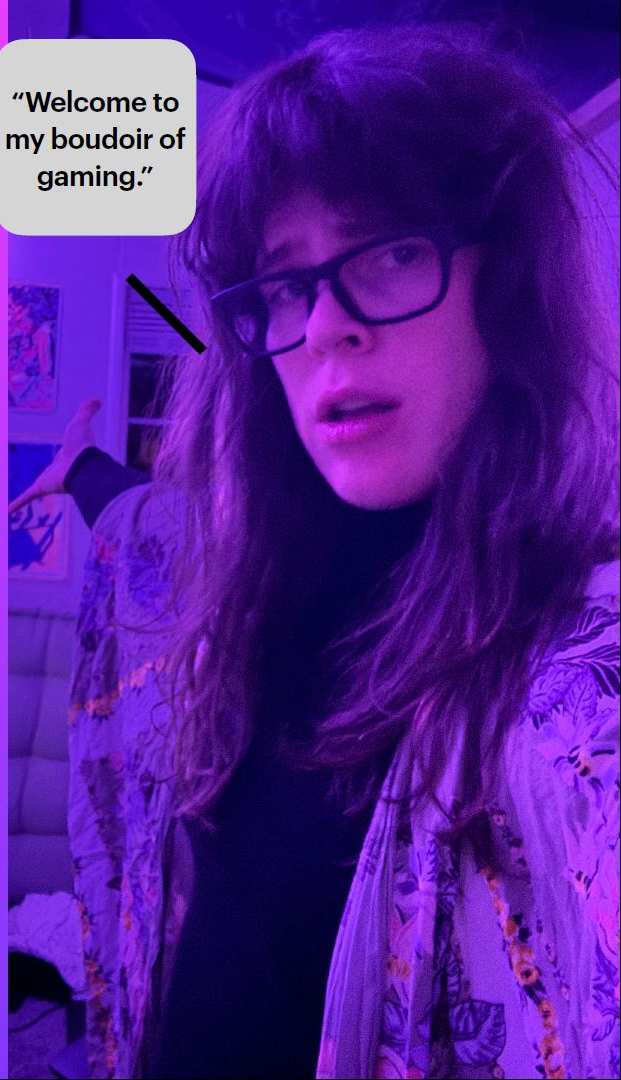
Aevee Bee

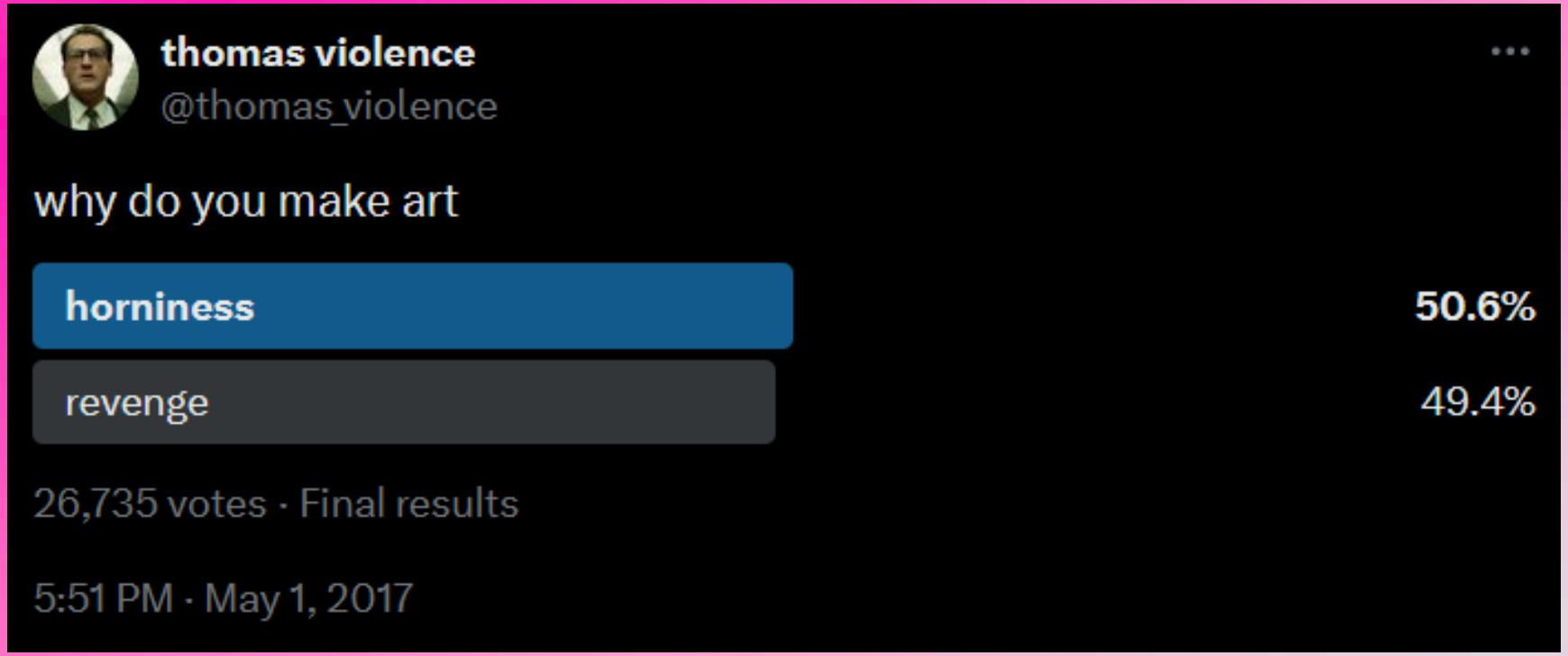
Narrative Designer, Future Club

MY NAME IS AEVEE BEE AND I HAVE MADE SEVERAL GAMES, MOSTLY FOR FREAKS

+ OTHER STUFF I CAN'T TALK ABOUT YOU KNOW HOW IT IS

(I DIDN'T MAKE THIS ONE BUT I WROTE A BUNCH ON IT)




thomas violence
@thomas_violence
why do you make art
horniness
50.6%
revenge
49.4%
26,735 votes · Final results
5:51 PM · May 1, 2017

Me in 2015

LOVE ISN'T ENOUGH FOR ME TO BE HERE ANYMORE

How I defeated Fascism With the Power of Love

by Luigi

Chapter 1: The Power of Love

The first step in my journey was realizing that it is impossible to defeat fascism with the power of love.

thomas violence
@thomas_violence

why do you make art

horniness 0.01%

REVENGE 99.99%

26,735 votes · Final results

5:51 PM · May 1, 2017

WE NEED TO MAKE WEIRDER, ANGRIER, FREAKIER GAMES

How I defeated Fascism With the Power of Love

by Luigi

Chapter 1: The Power of Love

The first step in my journey was realizing that it is impossible to defeat fascism with the power of love.

Chapter 2: The Power of Incredible Violence

WE CAN'T AFFORD TO NOT BE WEIRD

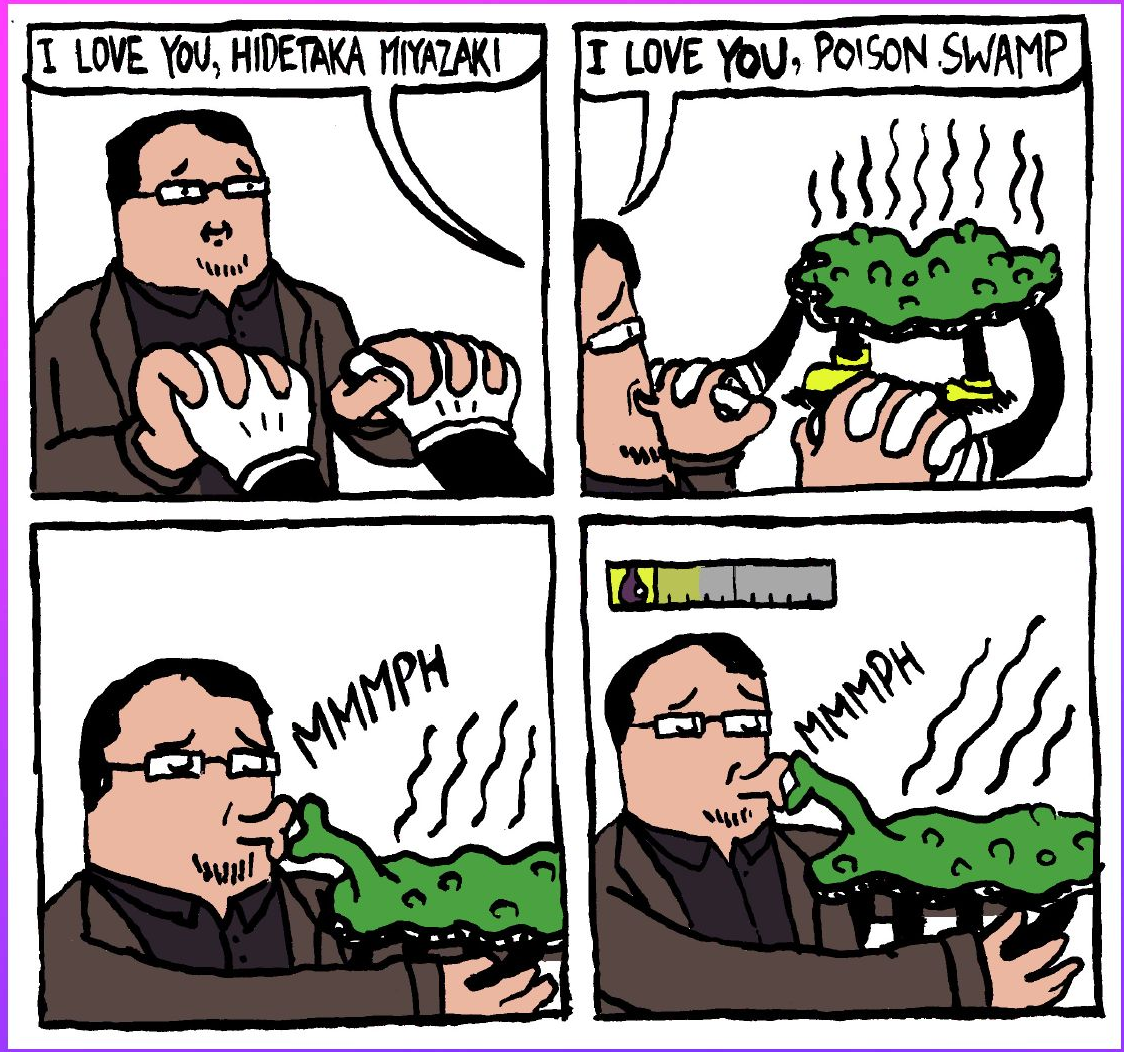
NICHE QUEER FETISHES

POISON SWAMPS

FIGHTING GAME COMBOS

FREAKS WANT GAMES FOR FREAKS

PEOPLE LOVE FEELING BAD



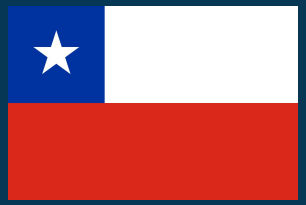
WE HAVE TO DO THIS TOGETHER

Alexandra Marzuqa Giacaman

Software Developer at AyHungry and Musician and Sound Designer at Micromoon Bugs

#1 REASON TO BE

Alexandra Marzuqa Giacaman
Musician / Sound Designer and Full Stack Developer



Music and Sound Design

Transition to Music for Audiovisual

- Films
- Video games
- Sound design

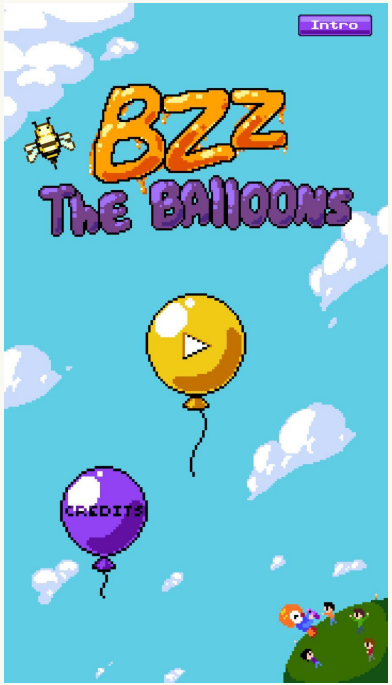
Where it all started…

- Music Production for Video games
- Women Game Jam
- Micromoon Bugs
- Aurora Red Game Dev

Micromoon Bugs

Amazing Amazon

Save the animals from the burning Amazon!



Bzz the Balloons

Help Inka the bee, get rid of the balloons that are getting in her way of pollination.

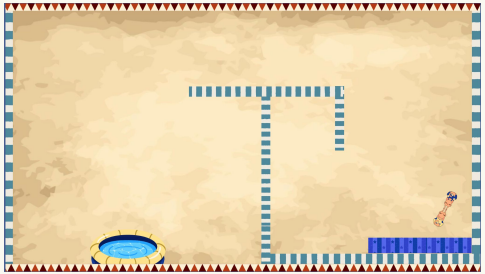
Our Game Jam and non Game Jam Games

GMTK 2021

Lumi & Squishy

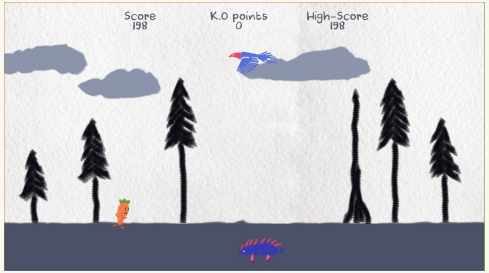
Lumi, an extraterrestrial & Squishy, her IA pet, have crashed
in a theme park in another planet and they must build a new ship to return.

This project was a challenge that we set ourselves as a team to make games again. We had only 4 days to develop it, in the available times we had and we did it! (Jan, 2023)



Circus Cuchito

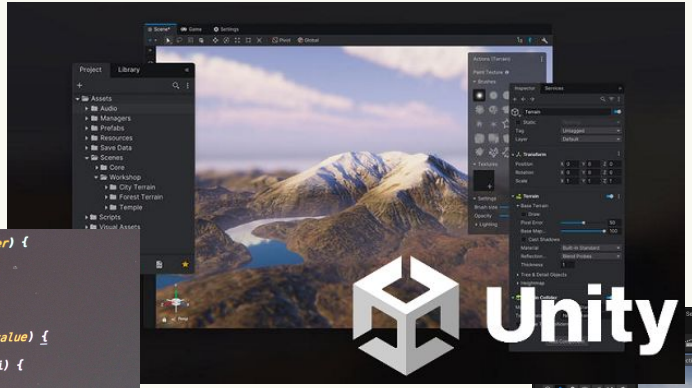
Are they cats? are they children? They are Cuchitos!
Help them get to the pool without bouncing into the spikes!

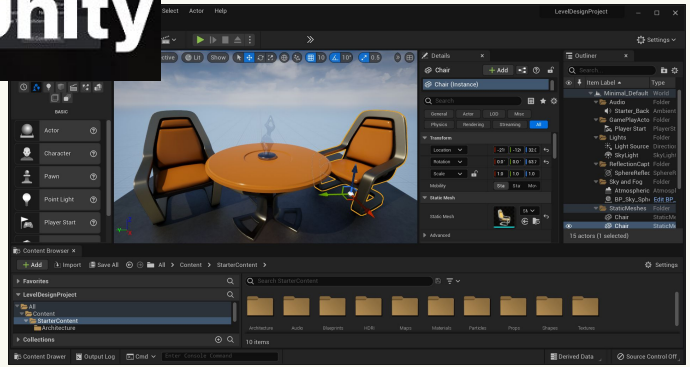


Root Out

In Root Out you play as a living drawing of a carrot. While enjoying your freedom as a vegetable you must avoid predators like slugs and birds by burrowing underground. But be careful too much time underground and your roots won't stop growing and you'll end up blooming!

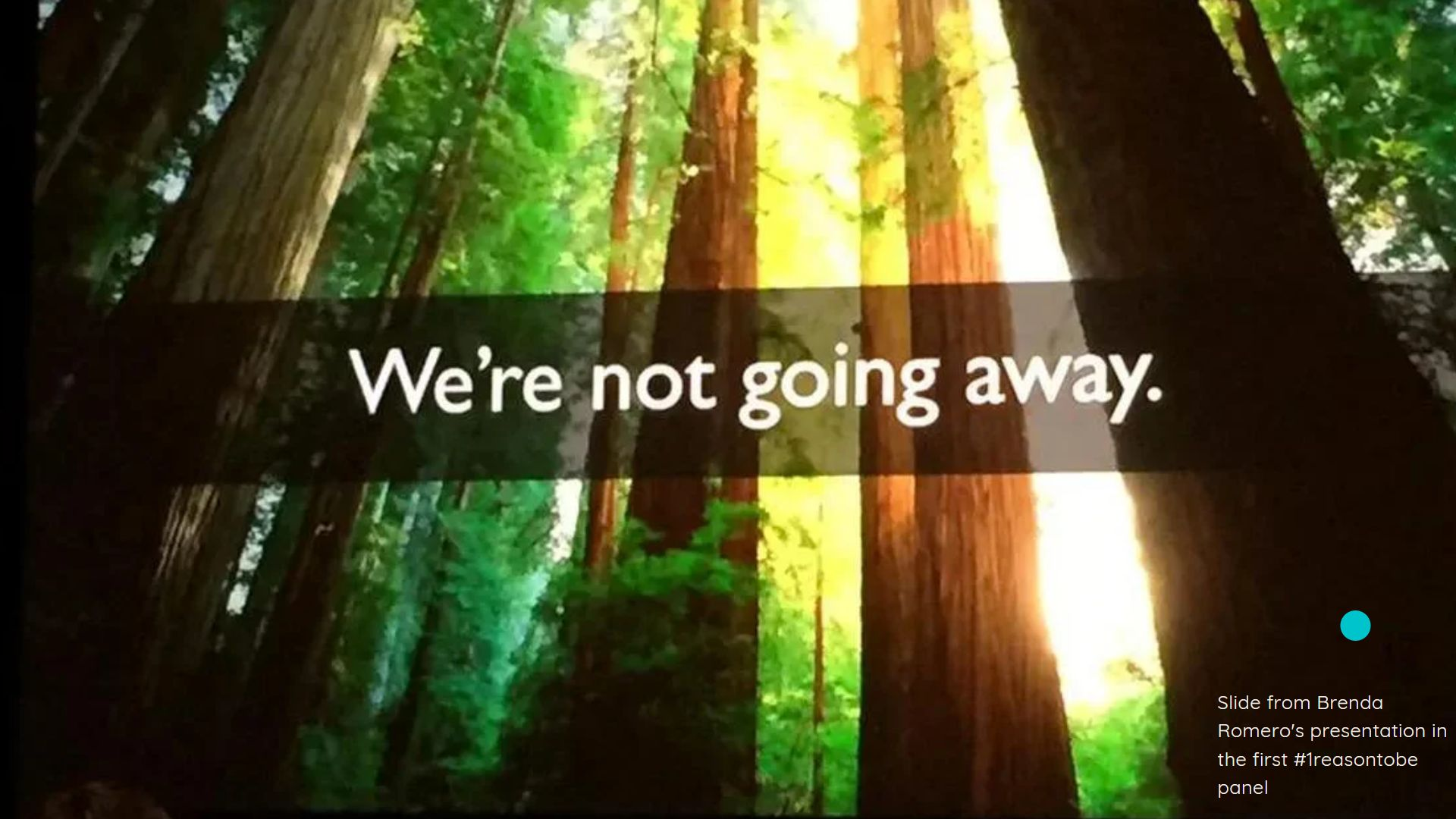
Full Stack Developer





#1 Reason to be

SICK SAD WORLD
LAWNDALE
Sun-Herald
MAYOR INDICTED



Slide from Brenda Romero's presentation in the first #1reasontobe panel