

Game Developers Conference®

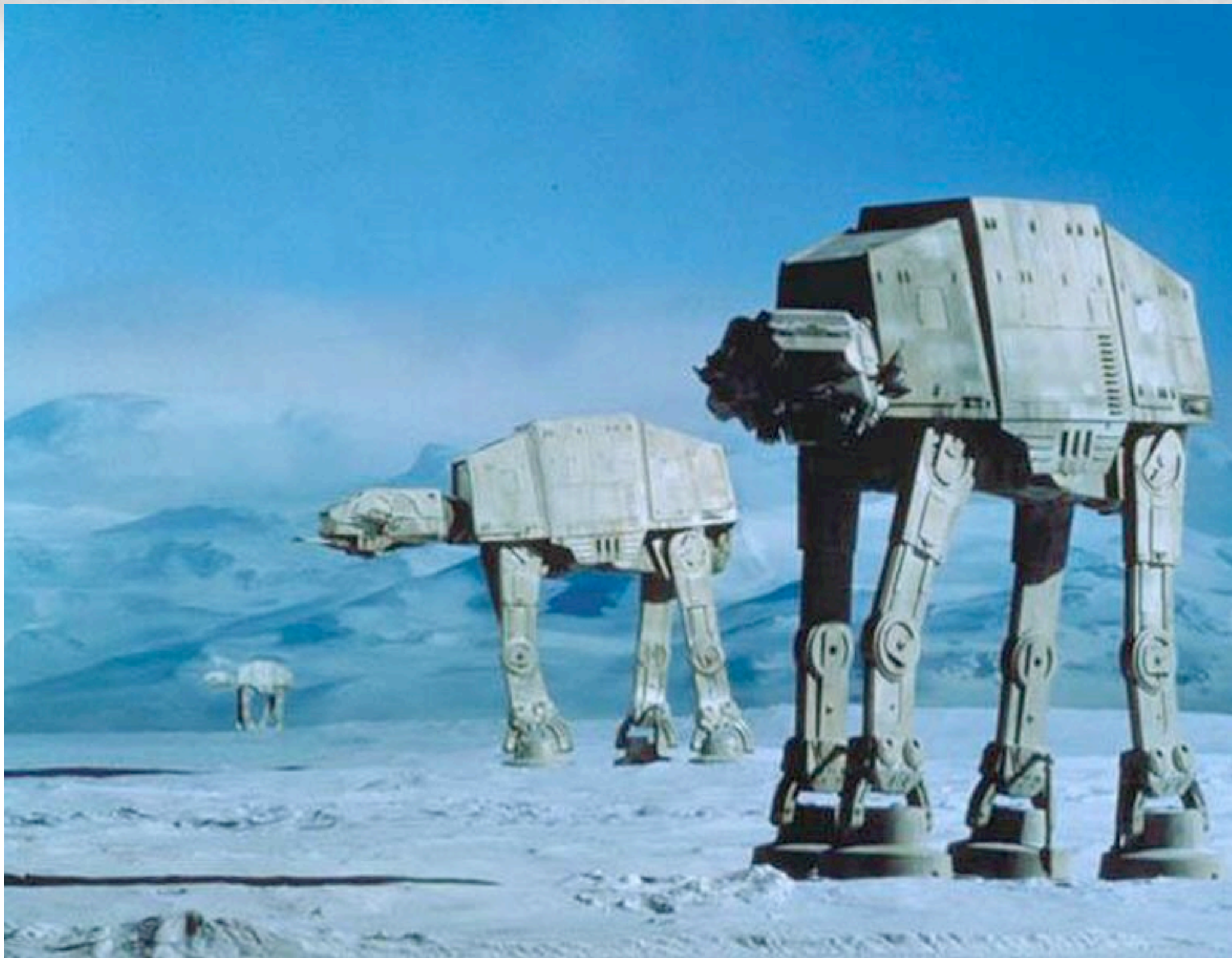
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Moscone Center, San Francisco
www.GDConf.com



INDEPENDENT GAMES
SUMMIT

**Speaking:
Chris DeLeon**





Guided by
limits of
technology

Clunky
Stop-Motion

No Motion
Blur

AMAZING



Perfectly
animated

Straight from
someone's
imagination

FFFFUUUUUUU!



Something about platform studies

(thanks Prof. Bogost)





Kyle
got it

TL;DR

Game Jam



Except...

Game Jam
outside of
Game Jams!

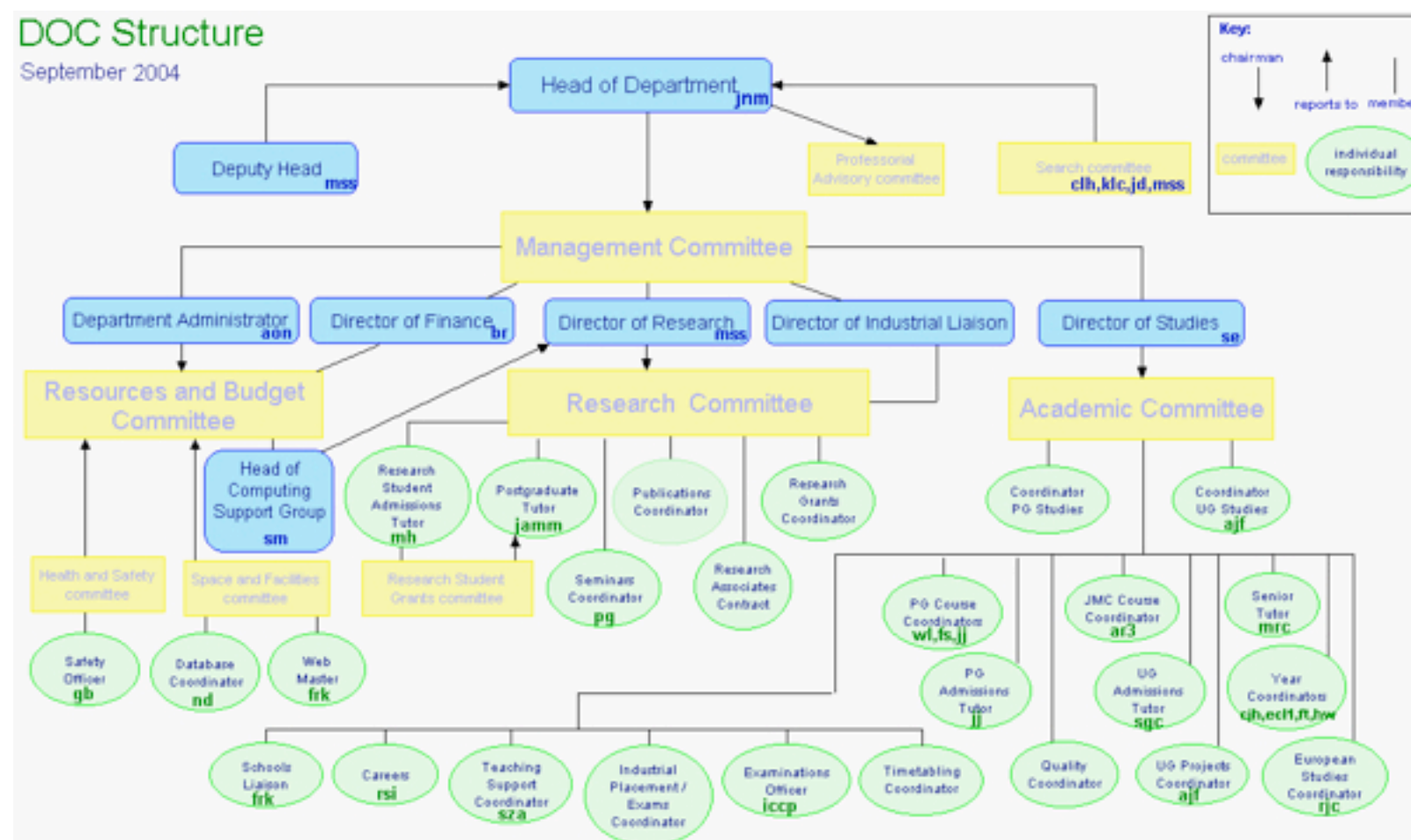


Events that only happen a few times every year and involve the work of others aiming to grow their portfolios is still a reasonably high investment...

Which is cool, and can lead to awesome work.

But full freedom means working alone from the moment the idea strikes until it goes online.

As soon as other people get involved, we're drawn in by assumption based on roles, references, limits of communication, etc.



“OK, so it’s going to be like Mario, except...”



Exploring More than Style

Question/rethink
purpose.

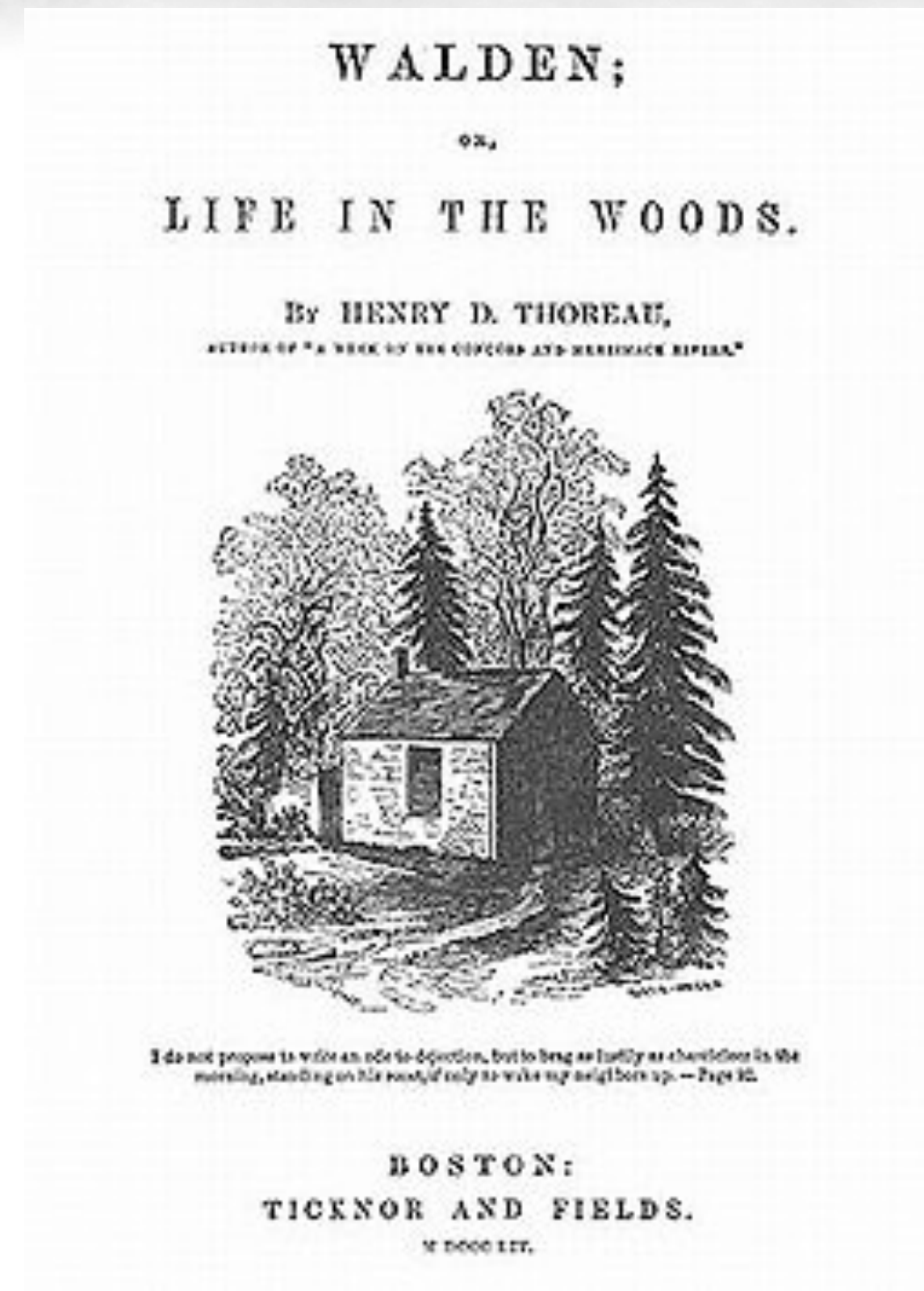
Aim to explore
rather than to
impress.

We can surprise ourselves



WWHDTD?

What Would Henry David Thoreau Do?



Developers are not so much the keepers of fans as fans are the keepers of developers.

The videogames which people praise and regard as successful are but one kind. Why should we exaggerate any one kind at the expense of the others?

We are in great haste to construct a higher fidelity technology; but, it may be, we have nothing important to communicate that requires higher fidelity. As if the main object were to talk elaborately, and not to talk sensibly.

Most of the luxuries, and many of the so-called improvements of videogame technology, are not only not indispensable, but positive hindrances to the elevation of videogame design.

No videogame ever stood the lower in my estimation for having low fidelity graphics, yet I am sure that there is greater anxiety commonly to have fashionable visuals, or at least high definition and 3D graphics, than to have sound meaning.

I desire that there may be as many different videogames in the world as possible; but I would have each developer be very careful to find out and pursue his or her own way, and not a competitor's or a friend's or a professor's instead.

Videogame's capacities have never been measured. So little has been tried.

Our development time is frittered away by detail.

The mass of videogames are developed in quiet desperation.

It is a characteristic of wisdom not to do desperate things.



Thank you.

-Chris DeLeon