





Making While Learning To Make



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Who are we?

















July 2015





September 2015 Accelerator Program MDS Studios



Split is Released into Steam Early Access



March 2016

April 2016 June 2016

Prototype & Vertical Slice of Rattletrap Racing



September 2016 (Failed)

Rattletrap PS4 Development & Accelerator



December 2016 Woo, Jobs!

February 2017

November 2015 -February 2016

Split passes Steam Greenlight & Full-time production starts



April 2016

Split Awarded "Best Student Game" At Play by Play



Rattletrap Racing Full time development





November 2016

PAX Aus & Passing Greenlight

July 2015 Development of Split Prototype February 2016 University requires work on new prototypes











A year and a half of challenges

Lack of understanding of full production process

Too much pressure & crunch

No plan/bandwidth for post-release support

Unrealistic expectations of ourselves









A year and a half of learning

We got to experience a full production cycle

We managed to develop 2 commercial games

We were employable

Build strong, lasting relationships with our game-dev community











Tasty Takeaways

For Students

Network & Volunteer

Get industry mentors

Don't let crunch become your norm

Figure out how to support your games before & after release

For Educators

Encourage creative solutions & consider flexibility

Understand the ENTIRE production process

Provide external support

Listen to feedback on programs



GDC



Thanks for Listening!



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