



September 13, 2014

Donate



74 DAYS 22 HOURS 45 MINUTES 55 SECONDS

Fest Features Speakers Sponsors Media Registration About Contact

Directions



September 14, 2013

Donate



Fest Features Speakers Sponsors Media Registration About Contact

2013 Info. 2014 coming soon!

2013 BostonFIG DevTalks

BostonFIG DevTalks is a specially programmed track of educational sessions designed for game developers at all levels.

Located at Stratton Student Center – Building W20, 3rd Floor – Mezzanine Lounge

**guidebook**  
**Boston Festival of Indie Games 2013 has gone mobile!**  
 Download our mobile guide on Guidebook.



Carl Callewaert, Lead Product Evangelist at Unity Technologies.

Creating Multi-Platform Game and Graphics Optimization

10:20 am

Learn how to create 3D games in one dev cycle and tricks and tips on graphic optimization to target a wide range of mobile.



Todd Marks, CEO of Mindgrub

The Essential Steps For Mobile Games Success!

11:10 am

In the early years, putting a cool game in the store was all you needed to do. Today, with millions of apps and games available for download, Mindgrub has found that there are six key ingredients to rising above the noise and creating a successful mobile game. In this presentation Todd Marks will discuss the steps taken when releasing a game in order to drive downloads, increase popularity, and get a ROI.

Recent Tweets

- DEADLINE! Submit 2014 #BostonFIG #gamedev talk/panel ideas by 11:59PM TONIGHT (Monday 6/30)! <http://t.co/KOBDi9xHKF> <http://t.co/z6TIRKi91s> 1 hour ago
- We're still looking for interesting, interactive talks and panel ideas to add to our Festival Programming Lineup!... <http://t.co/eyTYQjclzu> 3 days ago
- RT @shadesofsilver : Calling all game journalists & writers! Attend the 2014 #BostonFIG & get the scoop on hundreds of amazing indie games h... 3 days ago
- RT @LittleWorldsInt : Big news for next month! -> The

Counting Kingdom in the Indie Prize Showcase at Casual Connect <http://t.co/fHLnFeML9Y> ... 3 days ago



Darren Korb, Audio Director at Supergiant Games

Let's Compose: with Darren Korb

12 pm

Darren, composed for the critically-acclaimed game title Bastion, will give insights into his composing and production workflow, in front of a live audience! Be a part of the process as Darren creates a new piece of music with your help.



Jim Brown, Lead Level Designer at Epic Games

Once Upon a Time: Giving Players the Freedom to Create Their Own Story

12:50 pm

Designers spend much of their time coming up with environments, game mechanics and combat encounters that help tell their game's story. But there's a second story to each game, the one created by the individual player's moment-to-moment actions in the game. With these two conflicting stories going on (the authored storyline and the more organic player's story), which takes precedence and can they co-exist within the framework of a single video game? This talk examines the popular techniques for storytelling in games and attempts to explain how almost everybody has it wrong.



Paul Neurath, game entrepreneur and co-founder of Looking Glass Studios

The Good the Bad and the Ugly of Game Startups

1:40 pm

Now gearing up for his 4th independent game startup in over three decades, Paul has seen most everything a game startup can throw at you. In this talk, he shares the good, the bad, and the ugly of what you are likely to encounter. He will also lay out some key strategies that can help manage through the inevitable challenges of building a game studio, and better enjoy when things are running smoothly.



Michael Cummings, Technical Evangelist at Microsoft

Intro to Game Development on Windows 8

2:30 pm

Attendees will learn about the various tools and technologies that can be used to build games for Windows 8. Each tool presented will be demoed. Additionally, requirements for publishing to the Windows Store will be discussed and how to Monetize and Market your Games.



Tom Krcha, Sr. Creative Cloud Evangelist at Adobe

Tune Your Game Designer/Developer Workflows

3:20 pm

Boost your game designer/developer asset creation workflow and save hours. Learn tips & tricks to extract data from Photoshop and Illustrator effectively and fast to use them within the code. Understand how to get GPU-ready 2D skeletal animations for games from Flash Pro timeline animations. Bring your graphical assets quickly to major platforms including HTML5/PhoneGap, ActionScript/Flash and Obj-C/Cocos2D and deploy on various devices.



## John O'Leary, Account Supervisor at TriplePoint

### How To Do Your Own PR (and When Not To)

4:10 pm

There have never been more opportunities for indie developers to successfully self-publish a game. From the Apple App Store to Steam to a new focus on indies from the major consoles, it's now realistic for a studio to conduct an international launch, reach gamers and build a community without working through a traditional publisher. Not to say that doing it yourself is easy – it can be daunting to add a responsibility like marketing to what you are already doing to make the best game possible. PR is often referenced as a marketing tool indies should focus on. But what is PR, why should you do it – and how? In this presentation, John O'Leary from TriplePoint PR will draw on recent projects to share some best practices for doing PR for mobile, PC and console games.



## Darren Shield, Attorney at Zussman Law

### Intellectual Property Law and Game Development

5 pm

Why should you avoid putting "Scrolls" in the title of your game? What are the pitfalls of using Creative Commons-licensed music in your game? Why should you care about privacy? Game development intersects with the intellectual property law in many ways. Get up to speed on the legal issues you need to build your game. This session covers some of the IP issues you'll encounter in video game development. Topics will include copyright, trademark, the creative commons, as well as privacy issues every game developer should be aware of. Whether you are an experienced designer, new to game development, or just interested in the law, this session will arm you with the legal knowledge necessary to take your game to the next level.



## Jen Looper, Boston Corona SDK Ambassador

### Create 2D Cross-Platform Games with Corona SDK: Code Less, Play More

5:50 pm

Casual mobile games are setting monetization records and attracting a huge audience. Corona SDK Ambassador Jen Looper, will show mobile developers how they can use Corona SDK to build a Candy Crush-style game, with sophisticated effects and gameplay, in under 1 hour! Jen will do a code walkthrough and cover how to work with a physics engine, handle touch events, implement game logic, provide score keeping, and make use of in-game audio. She'll use only 9 functions and just over 500 lines of simple code to create an impressive end result.

## 2013 The BostonFIG Indie Lightning Round

Lecture hall room #10-250 (Building 10, second floor)

Located in the **Maclaurin Buildings** – Building 10 is the Great Dome, overlooking Killian Court

12:20pm

*10 Indie Game developers explain how being independent still means being part of a community*

Being independent doesn't mean going it alone – 10 independent game developers will give inspirational, practical advice about how indie developers and fans, together, can create a strong independent games community. These speakers come from Boston, New York City, Montreal, Philadelphia, as well as far off Europe and the Internet.

## Host

---



### Ichiro Lambe

---

Ichiro is Founder and President of Dejobaan Games, LLC, an independent Boston-area game development studio. Isn't that fantastic? He's worked in the industry since 1993, co-founding Worlds Apart Productions (later Sony Online Entertainment Denver) in 1995 and Dejobaan Games in 1999.

## Speakers

---



### Sean Baptiste

---

**Building a Spotlight to Share – about livecast “Drink from the Fire Hose”**

Sean is a nine year veteran of the games industry having worked in everything from QA to Tech Art to PR/Marketing and development. He currently works at Cambridge developer Fire Hose Games (Go Home Dinosaurs, Slam Bolt Scrappers) on some new awesome projects. He produces the weekly “Drink from the Fire Hose” livecast on Twitch which focuses on showcasing other indies and their great projects.



### Michael Carriere

---

**Growing communities, the purposes they serve, and why they are a good use of time**

Michael Carriere is the founder of Zapdot, the creator of the Indie Game Collective and a leader of the Boston Indies. The Indie Game Collective aims to help local indies develop their studios and games through criticism and mentorship. His studio, Zapdot, has collaborated with multiple studios building serious, free-to-play, PC and mobile games.

&nbsp;



&nbsp;

## Saleem Dabbous

**Collaborating, the Montreal indie scene, and the importance of emotional support in a community**

Saleem Dabbous is co-founder of KO-OP Mode, a small studio that focusses on collaborative and experimental game development inspired by indie music record labels. He also co-organizes the Mount Royal Game Society – a community non-profit that provides a social context and base of support for independent and aspiring Montreal-area game developers.



## Lindsay Grace

**No dev environment exists without a healthy development community, and no game exists without an audience**

Lindsay Grace is an Associate Professor of Game Design at American University in Washington, DC. He is the former Armstrong Professor at Miami University, a top 25 game design program as ranked by Princeton Review. There he founded and directed the Persuasive Play Lab and the Games Center at Miami University. This year his indie game, Wait, was selected in the 10th Anniversary Games for Change Festival's Hall of Fame, as one of the 5 best games for social impact in the last decade. Lindsay has been making small indie games off and on since he was 10 years old. His students have produced prize-winning indie games Don't Kill the Cow, An Occurrence at Owl Creek, Warp Tunnel and others.



## Jenna Hoffstein

**Game jams, and how they're valuable for both students and industry professionals**

Jenna is a local game designer who, after a number of years in the industry, has recently founded her own one-woman studio called Monster & Glitch. Jenna focuses on developing games that are beautiful, meaningful, and full of personality.



## Zoe Quinn

**Internet communities: how you can still participate in a huge and vibrant game dev community**

Zoë Quinn is an independent game developer, community organizer, fire performer, and future skeleton. She is best known for her work on Depression Quest, and is about to launch an experimental game-webcomic hybrid project called Tidbytes. She has 99 problems and being a decaying organism aware of it's own mortality in a society run by money that she can't escape from is one.



## Seth Sivak

---

### The value of feedback from other game developers

Seth started in the industry as an Engineer and has been a Product Manager, Lead Designer and Executive Producer. He has worked at a start-up called Conduit Labs, Zynga, Disney and is currently the CEO of a new game studio, Proletariat Inc.



## William Stallwood

---

### Game development in Philly in the past four years

Creative Director  
Cipher Prime Studios

Auditorium, Fractal, Pulse, Splice, Intake



## Brianna Wu

---

Brianna Wu is Head of Development at Giant Spacekat, and specializes in Maya and Unreal. She likes running, racing motorcycles and dance music.

## 2013 Back in the Dungeon – A conversation with Brian O'Halloran and Ethan Gilsdorf on how D&D changed their lives

### BostonFIG Main Theater

Lecture hall room **#10-250** (Building 10, second floor)

Located in the **Maclaurin Buildings** – Building 10 is the Great Dome, overlooking Killian Court

4:30pm

Digital gaming all began with graph paper dungeons, a handful of dice and the Monster Manual. Join actor Brian O'Halloran ("Dante Hicks" in Clerks) and writer and critic Ethan Gilsdorf (author of Fantasy Freaks and Gaming Geeks) as they geek out about the importance and impact of Dungeons & Dragons and other RPGs and tabletop games on the gaming industry, and how these old-school games changed their lives for good, not evil (mostly). There'll also be giveaways of Ethan's book and other goodies We'll end with a Q&A, book signing, and autograph session immediately following the event.

## Speakers

---



## Ethan Gilsdorf

---

Ethan Gilsdorf is a journalist, memoirist, critic, poet, teacher and 17th level geek. He wrote the award-winning travel memoir investigation, *Fantasy Freaks and Gaming Geeks: An Epic Quest for Reality Among Role Players, Online Gamers, and Other Dwellers of Imaginary Realms*. He writes on arts, pop culture, gaming, geek culture and travel for *New York Times*, *Boston Globe*, *Salon.com*, *BoingBoing.net*, *PsychologyToday.com*, *Washington Post* and *wired.com* and dozens of other publications worldwide. A core contributor to the blog "GeekDad" at *wired.com*, his blog "Geek Pride" is seen on *PsychologyToday.com*, and he is a regular contributor to Boston NPR affiliate WBUR's *Cognoscenti* blog. He is also a book and film critic for the *Boston Globe*, and is the film columnist for *Art New England*.

As an expert on geek culture, Gilsdorf frequently appears on TV, radio and Internet media, including *PBS Off Book*, *The Discovery Channel*, the French TV network *Arte*, and several nationally-syndicated National Public Radio programs and in documentary films. He lectures at universities, schools, libraries, film festivals, gaming conventions and book festivals worldwide. Also an award-winning poet, Gilsdorf is co-founder of *Grub Street's* Young Adult Writers Program (YAWP) and teaches creative writing and journalism workshops for adults at *Grub Street*, where he also serves on the Board of Directors.



## Brian O'Halloran

---

Brian O'Halloran has been performing in film and theater for over 20 years. With his first film role being "Dante Hicks" in popular filmmaker Kevin Smith's 1994 indie hit *Clerks*, it is a role he is arguably most known for. Brian has worked with some of the film industry's best in *Mallrats*, *Chasing Amy*, *Dogma*, *Jay and Silent Bob Strike Back*. He voiced the role of Dante for the animated series *Clerks on ABC*, then returned to the role of Dante in the film *Clerks 2*. He was recently seen in Kevin Smith's TV show *Comic Book Men* on AMC.

Brian starred in the title role of the very dark comed, *Vulgar*. He owned a flower shop for the demented in the film *Drop Dead Roses*, and tackled the role of a former TV superhero in the film *The Junior Defenders*. He recently took a turn towards the horror genre sort of in Steven Mena's film *Brutal Massacre - a comedy* a mock-u-mentary look at the making of a horror film. Brian was seen in M. Night Shyamalan's *The Happening* and James L. Brooks comedy *How do you know?* with Paul Rudd and Reese Witherspoon. He currently appears in the suspense thriller *Miss December*. At this time, he has three film productions in pre-production stage of development.

Brian has been an avid gaming enthusiast since childhood, from the days of Colecovision. While growing up, he also played role-playing and table games. Brian has followed the gaming industry closely ever since. Having an automotive engineer for a father, he delved into what made things work. As the PC industry grew and gaming went to the PC platform, Brian started building his own computers with friends. Always wanting the best, he would be constantly upgrading his PC with new parts. In true gamer style, he and his friends would spend birthdays and holidays having LAN parties for days. Gaming is a topic and a hobby Brian enjoys to this day and still builds his own computers for himself and friends.

## 2013 Boston: The Cradle of Narrative Games

---

### BostonFIG Main Theater

Lecture hall room #10-250 (Building 10, second floor)

Located in the **Maclaurin Buildings** – Building 10 is the Great Dome, overlooking Killian Court

6:45 pm

Boston has a long tradition of developing amazing games with gripping stories, and was home to two companies that are an essential reference on creating narrative simulations. This panel features key members of this tradition, from companies like Infocom, which created games such as the Zork series or Wishbringer, and Looking Glass Studios, home to series such as *Ultima Underworld*, *System Shock* and *Thief*.

## Speakers

---



### Terri Brosius

---

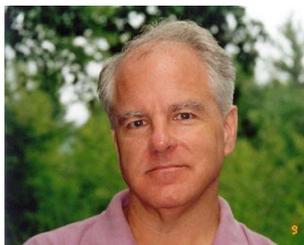
Terri Brosius is happy to have worked for Looking Glass, Ion Storm, Electronic Arts, Tiger Style, and Arkane. She is the voice of Shodan and Delacroix in the *System Shock* series, and the voice of Viktoria in the *Thief* series. Terri has writing credits on the *Thief* games, *Dishonored*, *Waking Mars*, and more. She currently teaches piano to unsuspecting youngsters, and continues to write for games when all the stars align. Terri is a mom, plays keys and sings backups for The Vivs, is an expert crocheter, and has an unreasonable fear of hornets.



### Austin Grossman

---

Austin Grossman is the author of two novels, *You* and *Soon I Will Be Invincible*. He is also a game designer whose credits include *System Shock*, *Deus Ex*, *Epic Mickey* and *Dishonored*. His writing has appeared in *Granta*, the *Wall Street Journal*, and the *New York Times*.



### Dave Lebling

---

Dave Lebling is best known as a co-author of *Zork* (in which he created the "grue") and a founder of Infocom. While at Infocom he co-authored *Zork I*, *Zork II*, *Zork III* and *Enchanter* with Marc Blank, and wrote *Spellbreaker*, *Starcross*, *Suspect*, *The Lurking Horror* and *James Clavell's Shogun*. He graduated from MIT and worked for over ten years at the MIT Laboratory for Computer Science there, where he co-authored *Maze* (the first FPS played on the ARPANET) and *Trivia*. Since the demise of Infocom he has worked on graphic story editing and newsroom computer systems for Avid, home-based multi-media web services at Ucentric, a voice- and touch-driven medical advice system at Gensym. He is a sometime Principal Investigator and Senior Principal Engineer at BAE Systems, where he is helping DARPA reinvent networking.



### Brian Moriarty

---

Now Professor of Practice at the Interactive Media and Game Development, WPI, Brian Moriarty authored three of the original Infocom text adventures, *Wishbringer*, *Trinity* and *Beyond Zork*. His first graphic adventure *Loom* was published by Lucasfilm Games. He collaborated with Ron Cobb on the design of *Loadstar* for Rocket Science, and is enigmatically credited with "Additional Additional Story" for Steven Spielberg's *The Dig*. He has designed, engineered and/or produced games and toys for numerous publishers including THQ, Ubisoft and Mattel.



## Matthew Weise (Moderator) \_\_\_\_\_

A game designer and writer, Matthew Weise is an now independent developer after being Narrative Designer at Harmonix for the upcoming *Fantasia: Music Evolved*. Before that, Matthew was Game Design Director for the Singapore-MIT GAMBIT Game Lab for five years. His writings on narrative game design have appeared in various books, online publications, and can be found regularly on his blog *Outside Your Heaven*.

### SIGN UP FOR NEWSLETTER

Sign up to receive updates regarding the Boston Festival of Indie Games!

Email Address\*

First Name

Last Name

\* = required field

### POLICY

Boston Festival of Indie Games is dedicated to a harassment-free conference experience for everyone. Our anti-harassment policy can be found [here](#).