

*First Meeting—March 26th, 2015*

# Vermont Game Developers

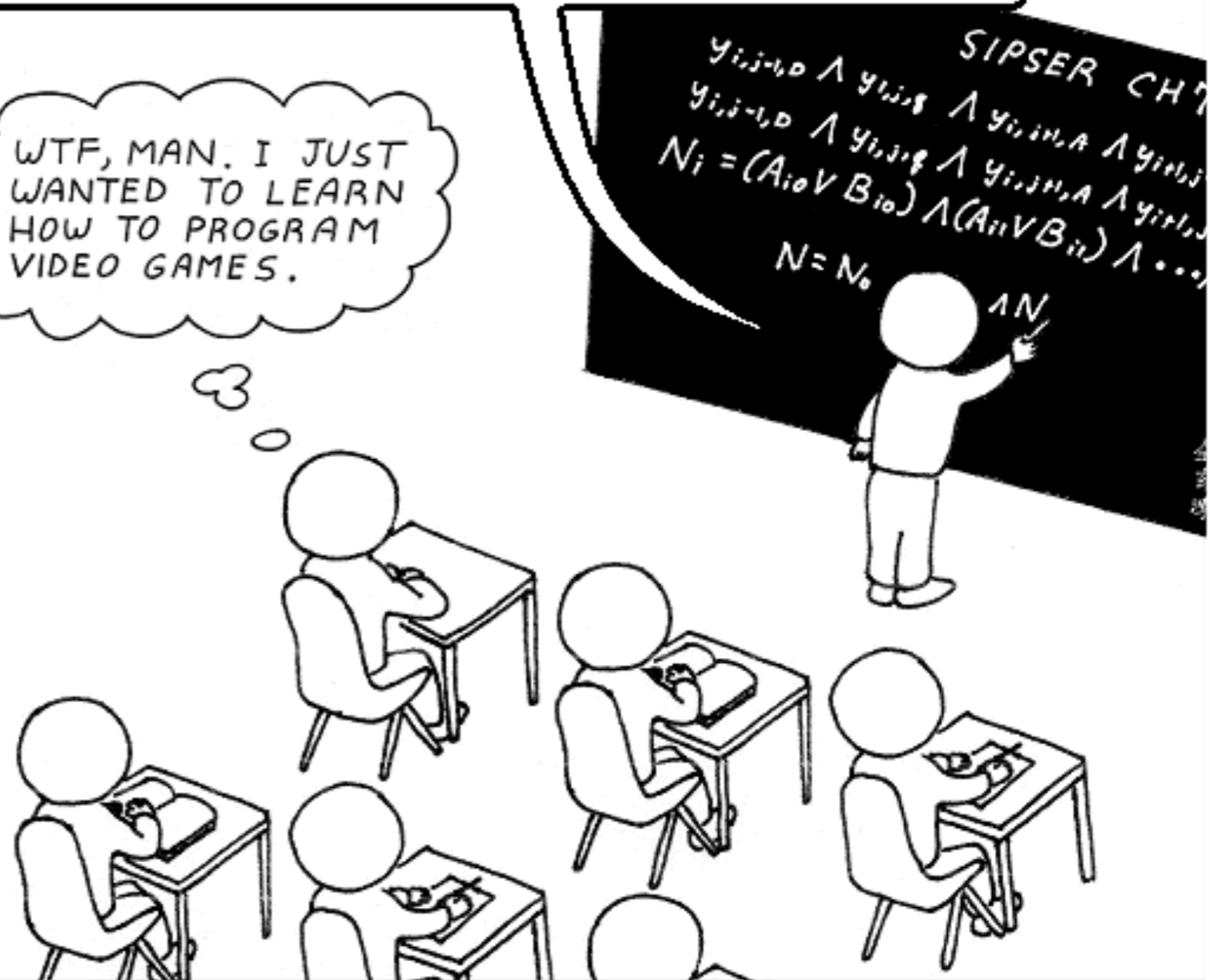
Shane Celis  
Jeff Sprenger



Welcome!

THUS, FOR ANY NONDETERMINISTIC TURING MACHINE  $M$  THAT RUNS IN SOME POLYNOMIAL TIME  $p(n)$ , WE CAN DEVISE AN ALGORITHM THAT TAKES AN INPUT  $w$  OF LENGTH  $n$  AND PRODUCES  $E_{M,w}$ . THE RUNNING TIME IS  $O(p^2(n))$  ON A MULTITAPE DETERMINISTIC TURING MACHINE AND...

WTF, MAN. I JUST WANTED TO LEARN HOW TO PROGRAM VIDEO GAMES.



---

# Agenda

---

- ❖ Introductions
- ❖ Who's this group for?
- ❖ Goals for this group
- ❖ Meeting logistics
- ❖ An idea!
- ❖ Q&A
- ❖ Two five-minute show-and-tells
- ❖ Mingle?

---

# Shane Celis

---

- ❖ Professional software developer formerly
- ❖ Academic most recently (evolutionary robotics)
- ❖ Now a game developer

*Says who?*






---

# Jeff Sprenger

---

*What happened to your real job?*



- ❖ Former VP Research at MBF Bioscience
- ❖ Funded By National Science Foundation
- ❖ Game developer specializing in Virtual Robotics for Kids

---

Who is this group for?

---

Game Developers

---

# More Specifically

---

- ❖ Programmers
- ❖ 3D Modelers
- ❖ Artists
- ❖ Writers
- ❖ Game Designers
- ❖ Animators
- ❖ Concept Artists
- ❖ Texture Artists
- ❖ Composers
- ❖ Musicians
- ❖ Sound Designers
- ❖ Voice Actors
- ❖ Actors
- ❖ Game Enthusiasts



---

# Introductions

---

- ❖ Name?
- ❖ Specialty?
  - ❖ E.g., programmer, artist, writer, game designer, modeler, animator...
- ❖ A favorite game?
  - ❖ E.g., Super Mario Bros, Nethack, Flappy Bird...



---

# Goals

---

- ❖ Informative
- ❖ Inclusive
  - ❖ All video game genres
  - ❖ All video game making tools
  - ❖ All video game maker skill-levels and genders
- ❖ Supportive
- ❖ Respectful
- ❖ Networking. Find other people with other talents

---

# Anti-Goals

---

- ❖ No tool shaming
- ❖ Not going to make a group game
- ❖ No Non-Disclosure Agreements (NDAs)



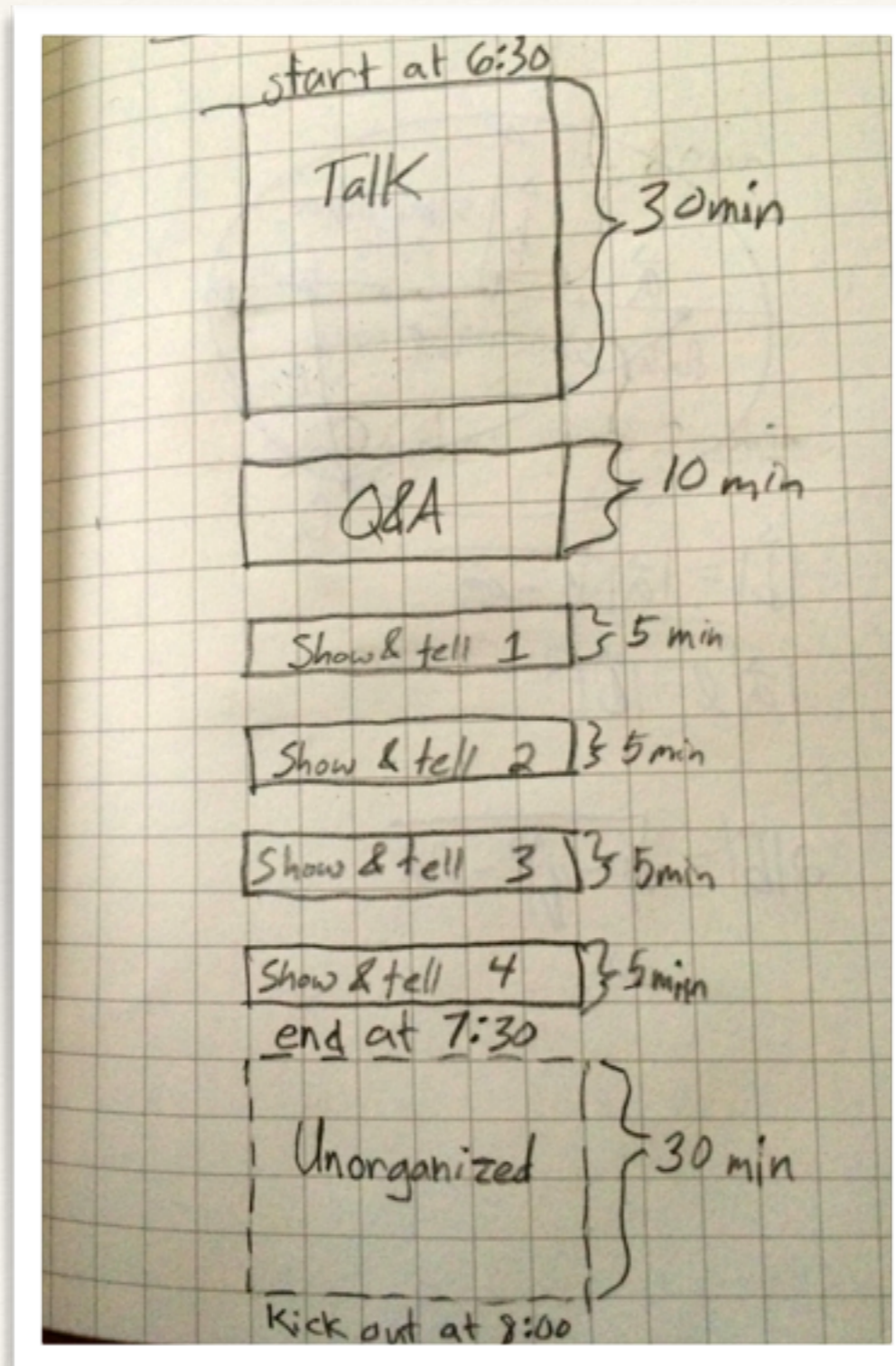
---

# Meeting Logistics

---

- ❖ When? Every fourth Thursday of the month at 6:30
- ❖ Where? Here. Farrell Hall, downstairs
- ❖ Q: Any major issues with these?

# Meeting Schedule





---

# Talks

---

- ❖ General talk ideas
  - ❖ Technical tutorial (e.g., Unity animation)
  - ❖ Postmortem of your game
  - ❖ Game analysis of an existing game (e.g., Flappy Bird)
- ❖ What talks do you want to hear?
- ❖ What talks do you want to give?

What talks do you want to hear?



---

# Show and tell

---

- ❖ Answer the question “Want to see something cool?” in five minutes
- ❖ Show us a demo of your game
- ❖ Show us a cool tool you found

*An Idea!*



---

# Big Problem: Discovery

---

- ❖ Apple App Store has 1,586,304 apps

- ❖ 340,829 active games

- ❖ 374 game submissions per day

<http://www.pocketgamer.biz/metrics/app-store/>

- ❖ Cost-per-loyal-user was \$2.25 for mobile apps

- ❖ Cost-per-install was \$1.23

<http://venturebeat.com/2014/10/27/the-cost-of-acquiring-mobile-app-users-is-on-the-rise-again/>

---

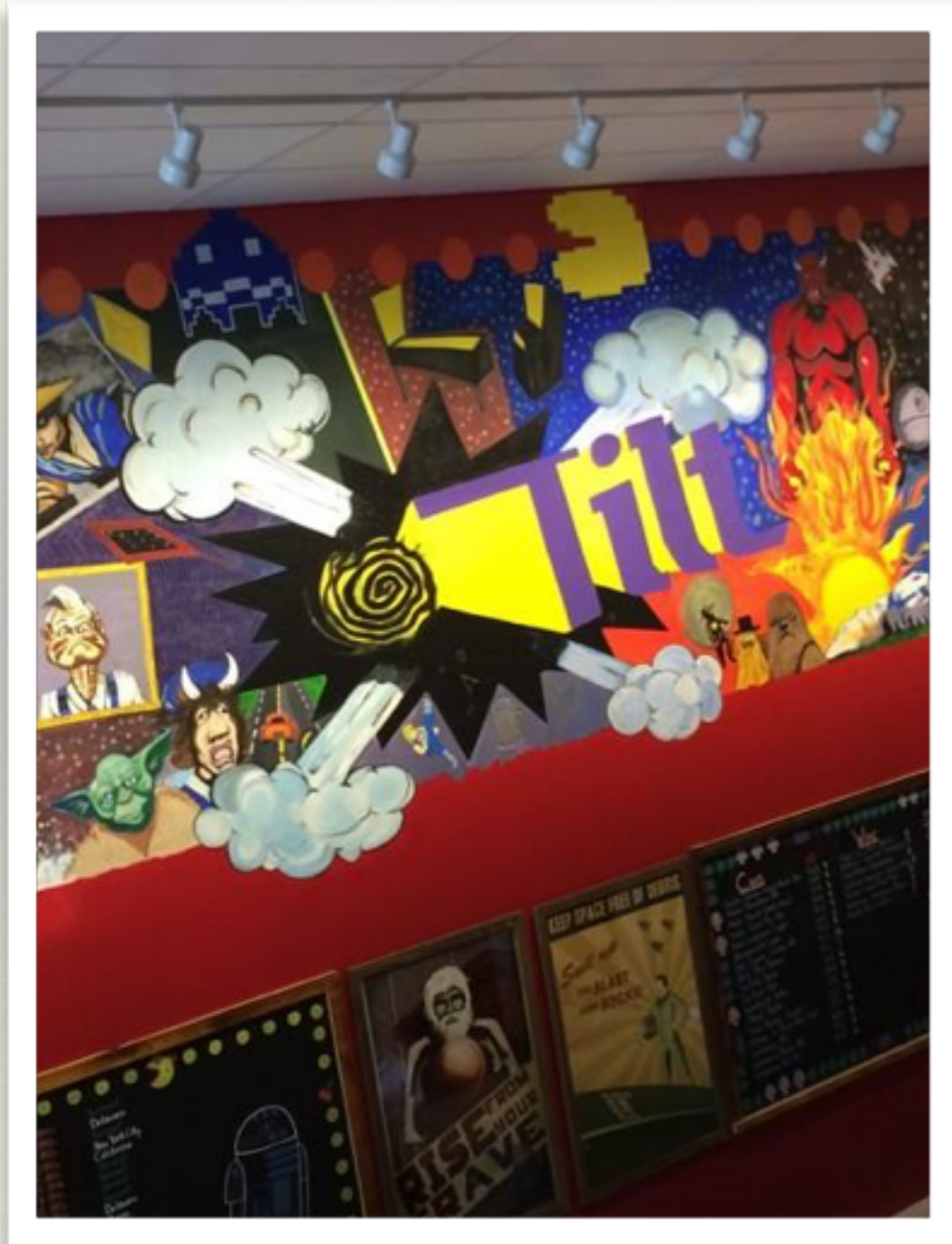
# An idea

---

- ❖ What if instead of virtual, mass-market advertisements, you did something local, cheap, and real?
- ❖ Like a self-sufficient demo station



# Potential Venues

A flyer for Generator Maker Space 1st Birthday Bash. The flyer has a teal background with a white text box. The text reads: "Generator Maker Space", "1st Birthday Bash", "Saturday March 28, 4-8pm", "250 Main St, Burlington, VT", "[Memorial Auditorium Annex]". The background of the flyer shows a close-up of electronic components on a breadboard.

**Generator  
Maker Space**

**1<sup>ST</sup> Birthday Bash**  
Saturday March 28, 4-8pm  
250 Main St, Burlington, VT  
[Memorial Auditorium Annex]

A flyer for The Archives Bar & Arcade. The flyer features a dark blue background with a maze pattern and Pac-Man characters. The text reads: "The Archives", "Bar · Arcade". Below the flyer is a navigation bar with links: "Timeline", "About", "Photos", "Reviews".

**The Archives**  
Bar · Arcade

[Timeline](#) [About](#) [Photos](#) [Reviews](#)



---

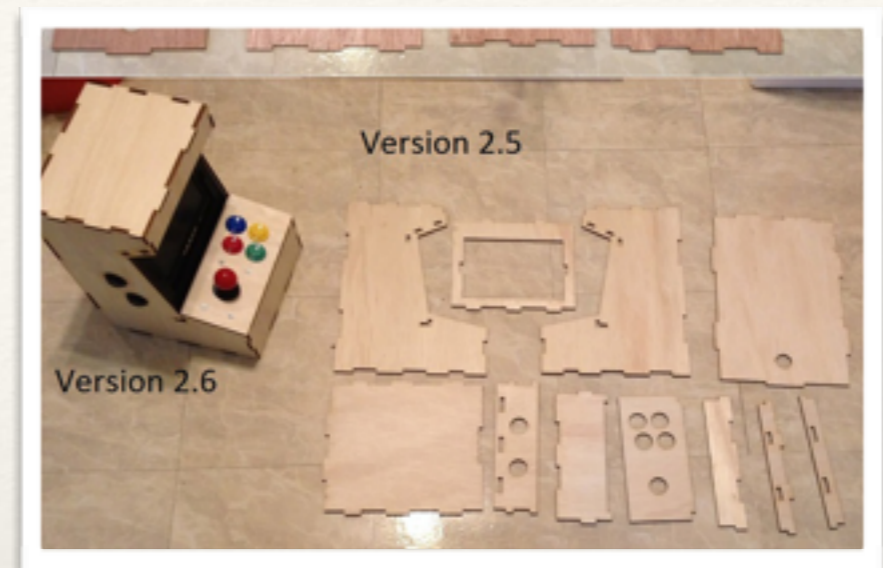
# Small Problem: Demoing

---





# Mini Arcade Cabinet





---

# Mini Arcade Cabinet for Local Games

---

- ❖ Local game of the month?
- ❖ Cabinet with multiple local games?
- ❖ Support your local game developers!





Q&A

# Show and Tell (Slot 1)



Show and Tell (Slot n)

March 26th, 2015

# Thanks for coming! Mingle?

Next meeting Thursday, April 23rd, 2015.

And every fourth Thursday of the month!

Shane Celis

twitter: @shanecelis

email: [shane.celis@gmail.com](mailto:shane.celis@gmail.com)



The screenshot shows the Meetup.com page for the Vermont Game Developers group. At the top, there is a red header with the group name "Vermont Game Developers" in white. Below the header, there are navigation links for "sors", "Photos", "Pages", "Discussions", and "More". The main content area starts with a "Welcome!" message, followed by a "SCHEDULE A NEW MEETUP" button. Below that, there are tabs for "Upcoming 1" and "Calendar". The featured event is titled "First Vermont Game Developers Meetup". It is located at "Farrell Hall, 210 Colchester Avenue, Burlington, VT" and is scheduled for "Thu Mar 26, 6:30 PM". There is a green "I'M GOING" button with a checkmark. The event description says: "Want to make games in Vermont? Already doing it? Meet other people like you! Vermont Game Developers meets once a month for a talk or a show-and-tell. Talks might be on... LEARN MORE". It is hosted by "Shane Celis (Organizer)". On the right side, there is a summary of the event: "6 days left", "23 going", and "0 comments".

<http://meetup.com/Vermont-Game-Developers>