

INDEPENDENT GAMES

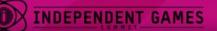
February 28 - March 4, 2011 | www.GDConf.com

Dajana Dimovska Producer



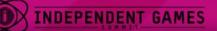






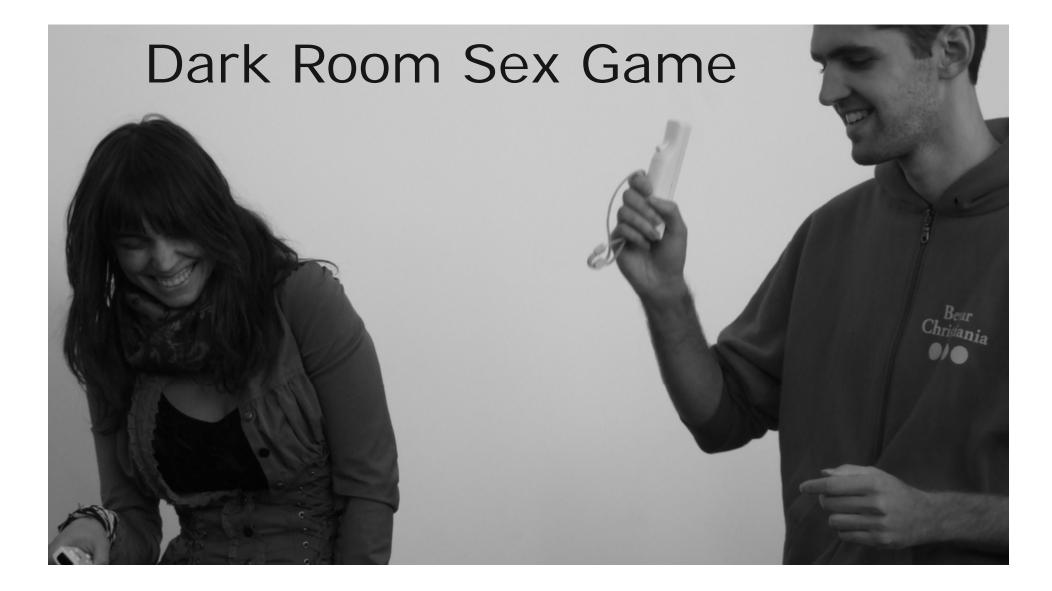
February 28 - March 4, 2011 | www.GDConf.com

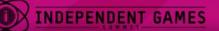
"Not Making the Screen the Mediator"



February 28 - March 4, 2011 | www.GDConf.com

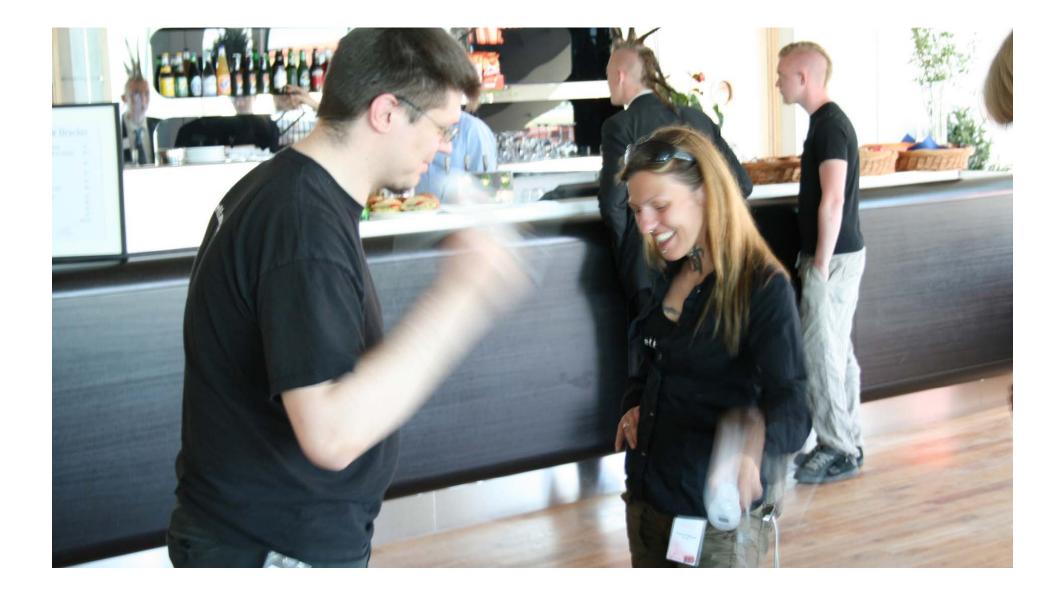
"Future of motion controlled indie games"

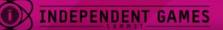




February 28 - March 4, 2011 | www.GDConf.com

Low tech and simple gameplay experiment

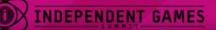




February 28 - March 4, 2011 | www.GDConf.com

Players' body expressions and the social context become the centre of attention

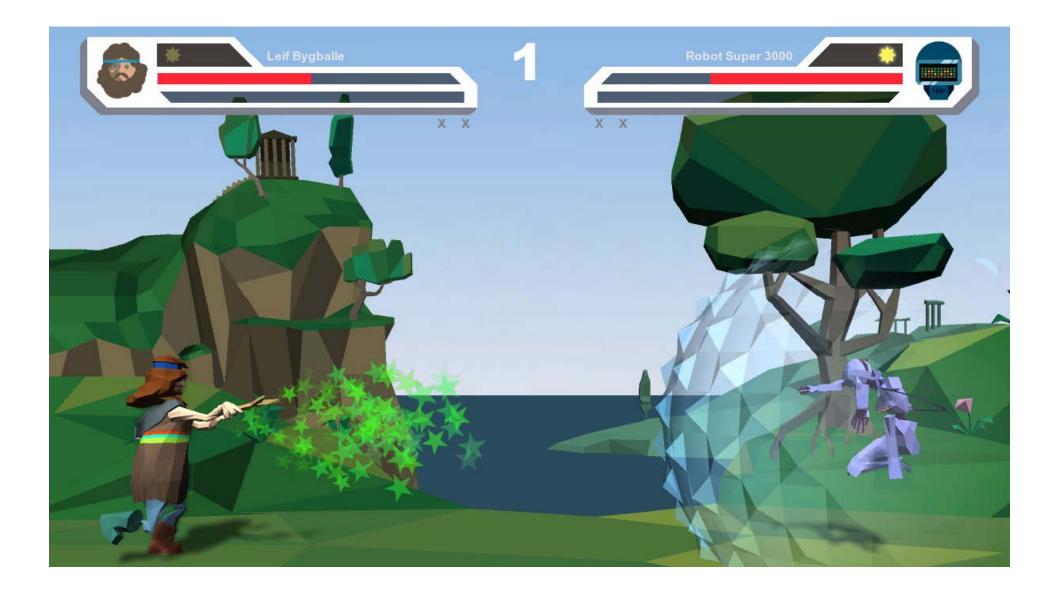




February 28 - March 4, 2011 | www.GDConf.com

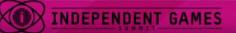
We aimed to develop a commercial party game that pushes players to look at each other









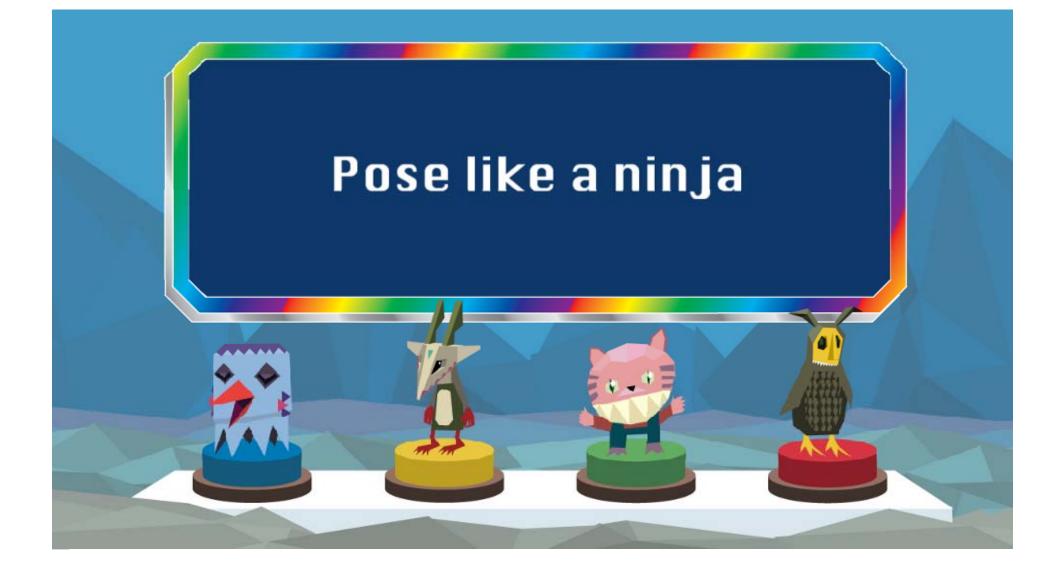


February 28 - March 4, 2011 | www.GDConf.com

Meanwhile...

BRUTALLY UNFAIR TACTICS TOTALLY OK NOW

(Press start to return to the main menu)







Ask yourself: What is unfair if unfair is totally OK?



February 28 - March 4, 2011 | www.GDConf.com

"Dictated" vs. "Open-ended" game system in physical party games

INDEPENDENT GAMES

February 28 - March 4, 2011 | www.GDConf.com



INDEPENDENT GAMES

February 28 - March 4, 2011 | www.GDConf.com

Dajana Dimovska

dajana@knapnokgames.com