



Michael Agustin CEO

michael@gendaigames.com







GameSalad®

Game Creation for the Rest of Us™



What makes us different?



Rapid Prototyping

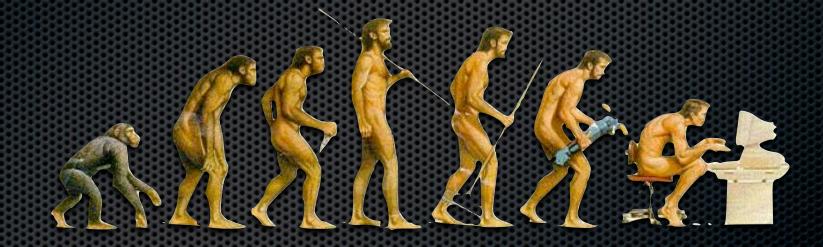






Experimental Games





Stage-Gate

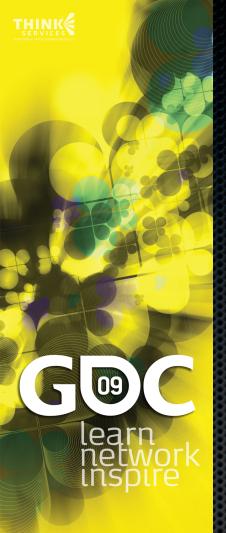




Utility vs Game



What did we learn?



Crossing the Gap





Interface

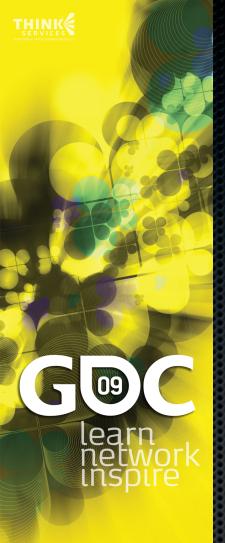


3 Levels of Users



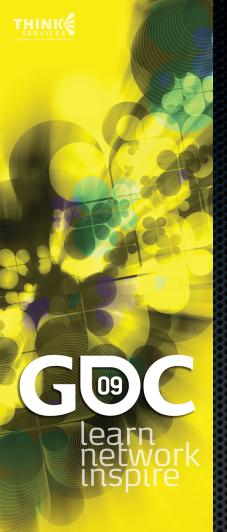








Scripting Interface



Composition

Behavior

Logic

Expressions

Technical Designers
Scripters

Level Designers

Layered Interface



Community





Everyone expects to be listened to.





Be open.

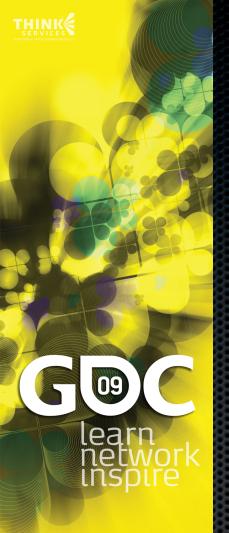


Give members a sense of ownership.





Platform



Hobbyists Students Pros

Ease-of-use What do the pro's use? Power



Hobbyists

Students

Pros

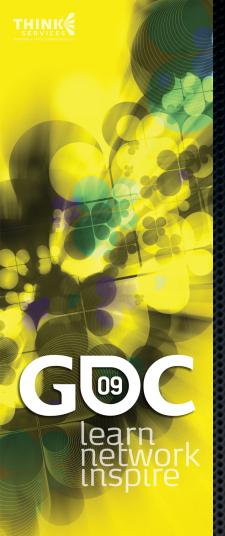
Platform



What makes a platform sexy?



www.GDConf.com





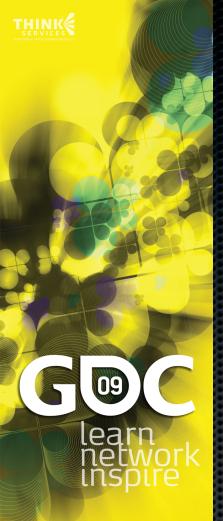
iPhone is teh sex.



Know who you're for







Know when to say no

- Every team has finite bandwidth
- Customers can make infinite demands
- Pick your battles wisely





In a nutshell ...



Crossing from toy to pro:

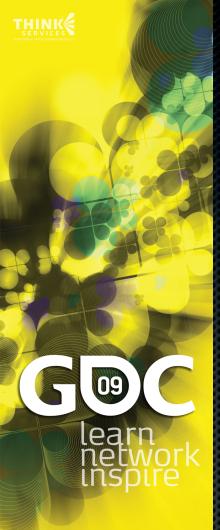
- Layered interface lets you cater to multiple levels of users.
- Openness & inclusiveness breed passion.
- Sexiness of a platform matters to users.
- To thine own self be true.



Questions?



gamesalad.com michael@gendaigames.com



References & Plugs

- Design of Everyday Things (book)
- Sketching User Interfaces (book)
- Lost Gardenhttp://lostgarden.com
- Creating Passionate Users Blog http://headrush.typepad.com
- The Toolsmiths (IGDA Tools Sig) http://toolssig.wordpress.com