

# Game Developers Conference®

February 28 - March 4, 2011  
Moscone Center, San Francisco

[www.GDConf.com](http://www.GDConf.com)



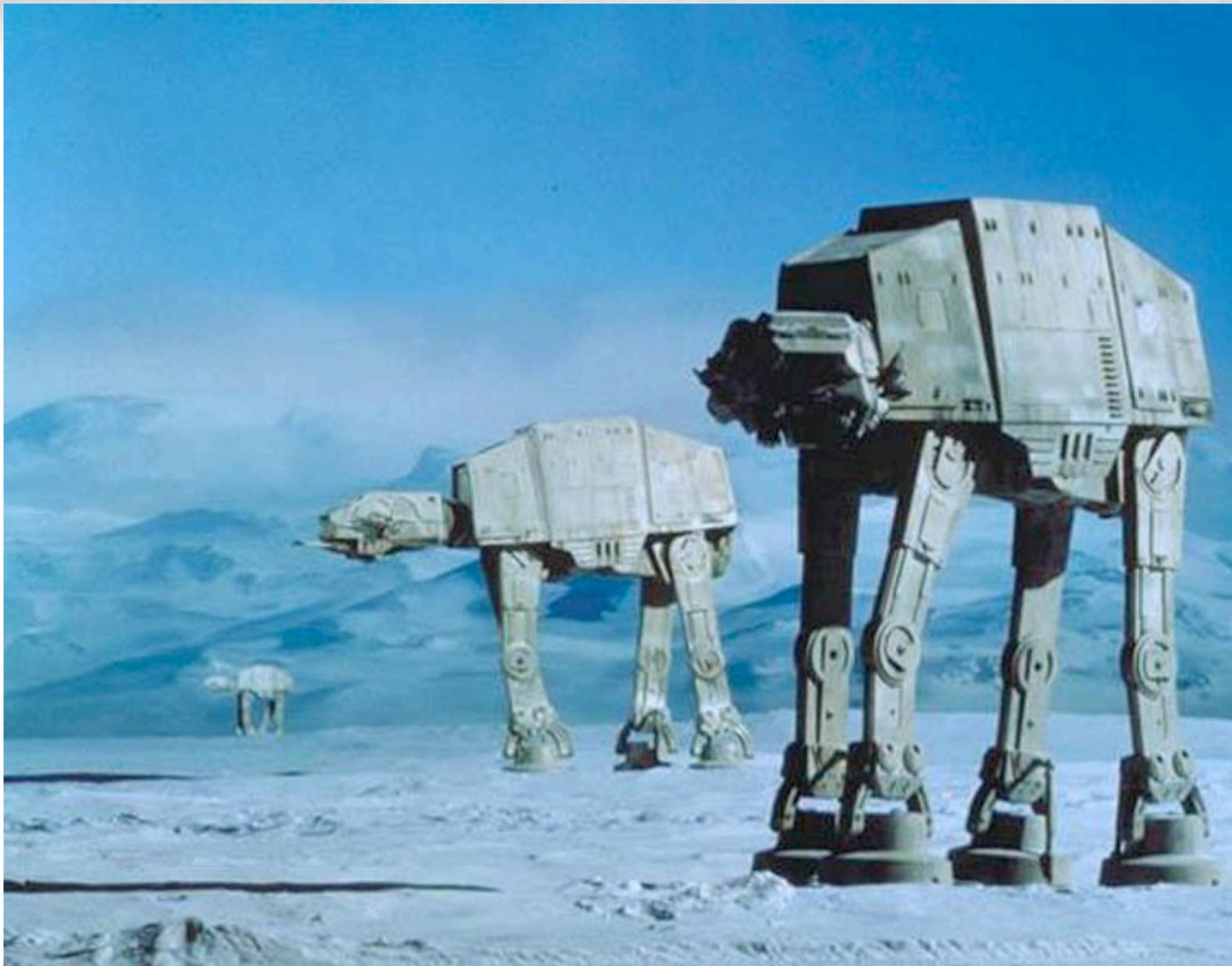
INDEPENDENT GAMES  
SUMMIT

**Speaking:  
Chris DeLeon**

**GDC** 



UBM  
The World's



Guided by  
limits of  
technology

Clunky  
Stop-Motion

No Motion  
Blur

AMAZING



Perfectly  
animated

Straight from  
someone's  
imagination

FFFFUUUUUU!



## Something about platform studies

(thanks Prof. Bogost)





Kyle  
got it

# TL;DR

# Game Jam



Except...

Game Jam  
outside of  
Game Jams!

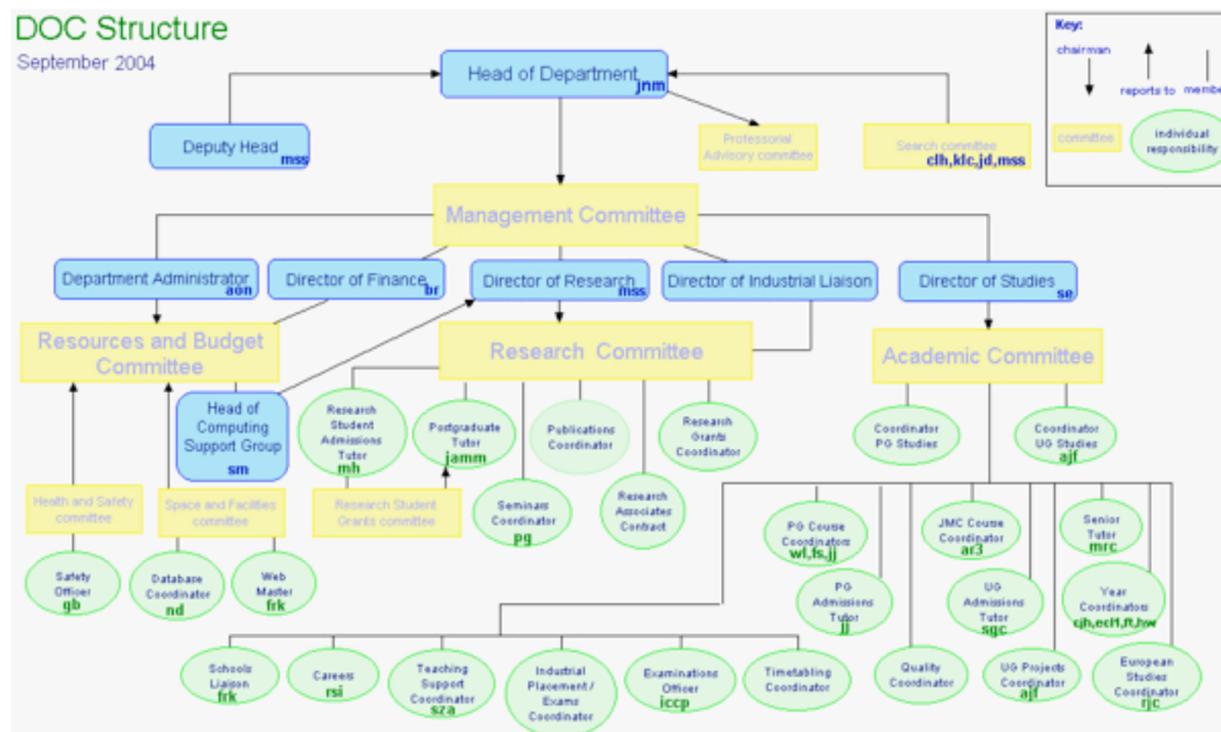


Events that only happen a few times every year and involve the work of others aiming to grow their portfolios is still a reasonably high investment...

Which is cool, and can lead to awesome work.

But full freedom means working alone from the moment the idea strikes until it goes online.

As soon as other people get involved, we're drawn in by assumption based on roles, references, limits of communication, etc.



“OK, so it’s going to be like Mario, except...”



# Exploring More than Style

Question/rethink  
purpose.

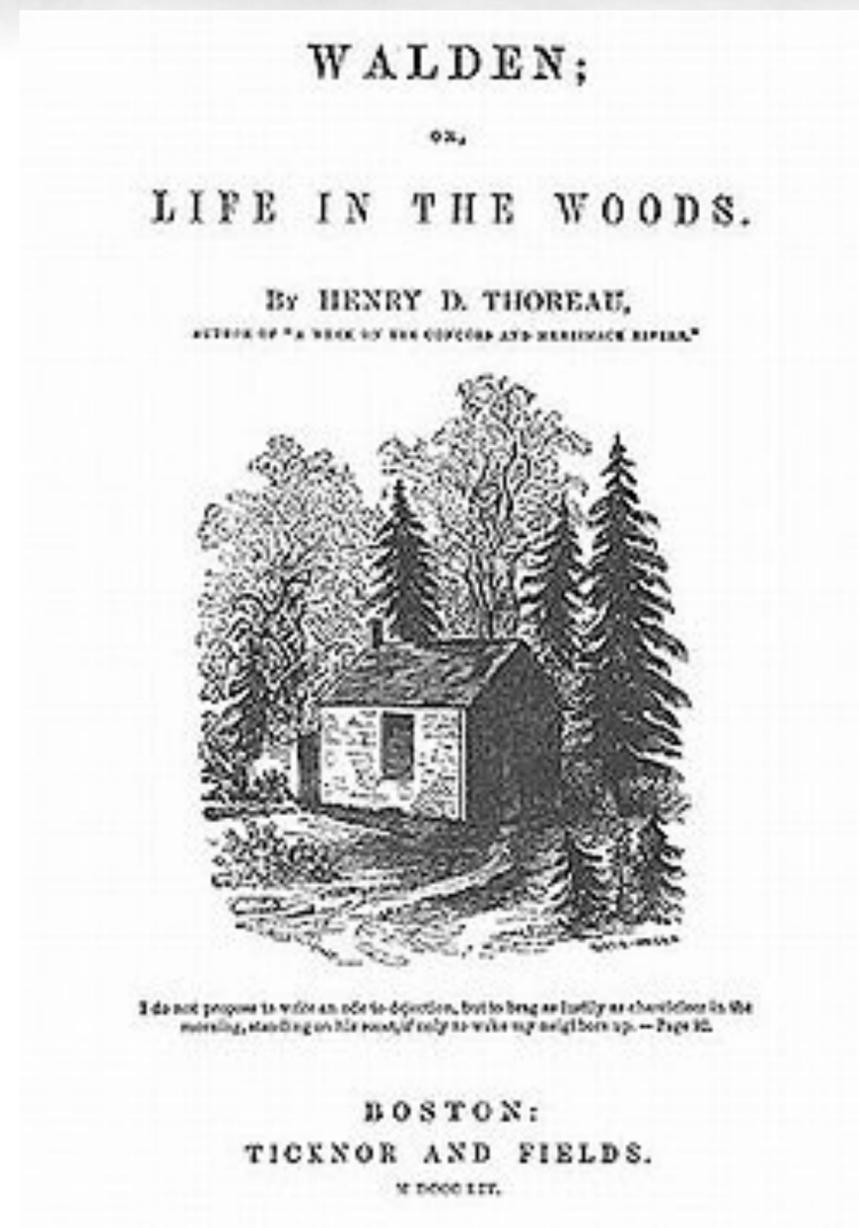
Aim to explore  
rather than to  
impress.

We can surprise ourselves



# WWHDTD?

What Would Henry David Thoreau Do?



Developers are not so much the keepers of fans as fans are the keepers of developers.

The videogames which people praise and regard as successful are but one kind. Why should we exaggerate any one kind at the expense of the others?

We are in great haste to construct a higher fidelity technology; but, it may be, we have nothing important to communicate that requires higher fidelity. As if the main object were to talk elaborately, and not to talk sensibly.

Most of the luxuries, and many of the so-called improvements of videogame technology, are not only not indispensable, but positive hindrances to the elevation of videogame design.

No videogame ever stood the lower in my estimation for having low fidelity graphics, yet I am sure that there is greater anxiety commonly to have fashionable visuals, or at least high definition and 3D graphics, than to have sound meaning.

I desire that there may be as many different videogames in the world as possible; but I would have each developer be very careful to find out and pursue his or her own way, and not a competitor's or a friend's or a professor's instead.

Videogame's capacities have never been measured. So little has been tried.

Our development time is frittered away by detail.

The mass of videogames are developed in quiet desperation.

It is a characteristic of wisdom not to do desperate things.



Thank you.

-Chris DeLeon