

Glorious Trainwrecks is about bringing back the spirit of postcardware, circa 1993. It's about throwing a bunch of random crap into your game and keeping whatever sticks. About bringing back a time when you didn't care so much about "production values", as much as ripping sound samples from your favourite television shows to use in your game, or animating pictures of yourself making goofy faces on your webcam. Where every ridiculous idea you had, you would just sit down and code. When you would make up a "company name" to legitimize dorking around on the computer with your friends.

It is not about unfinished, unplayable games. If any part of a glorious trainwreck is terrible, it is terrible in a way that is AWESOME.

Together, you and I will bring the true spirit of indie gaming back. Yes, you! For this site is about nothing, if it is not about getting off your ass and *creating*. Wikipedia claims that they used to stage trainwrecks (with empty trains, of course) for the amusement of the general population. Would the world not be a better place if we brought this tradition back?

It doesn't matter if you've got talent, so long as you've got *gusto*. Your game does not have to be coherent -- but it does have to be finished.

IT IS TIME TO TAKE THE PLUNGE INTO GLORY.

-- Glorious Trainwrecks Dot Com

Screw quality, screw recognition, screw success. -- Stephen Lavelle

Don't let anyone tell you that you can't or shouldn't make a game. of course you can and of course you should. -- Rob Fearon

And then, hopefully, you'll wake up one day and find that you're someone who can make video games. -- Satoru Iwata

(<http://iwataasks.nintendo.com/interviews/#/ds/diy/0/4>)

There are communities of people who make games. The barrier to entry is getting smaller and smaller all the time. Even if we're a bunch of nerds who don't seem very approachable, most of us would love to have you!

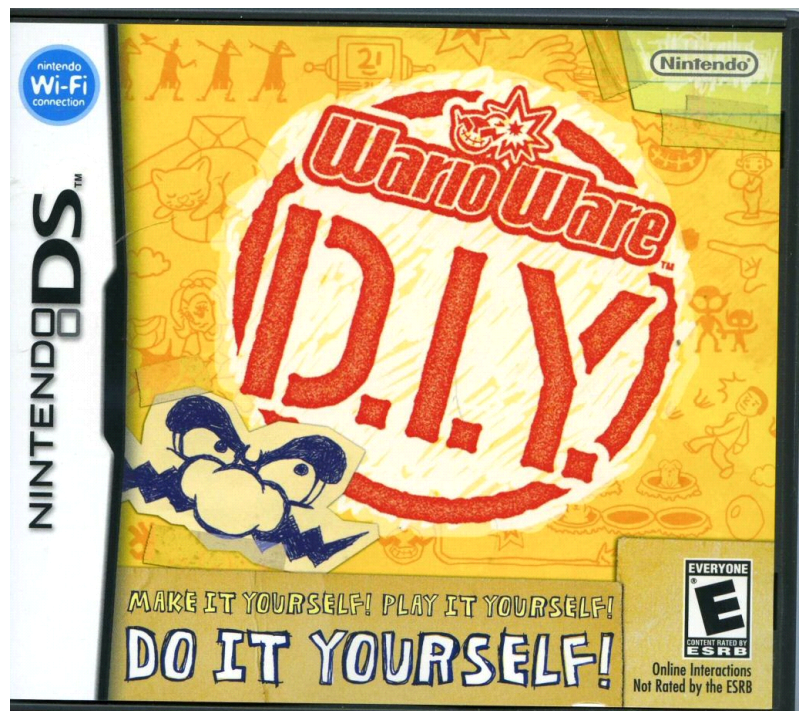
This might be the group of people that least need to hear it, but that's a message I'd really like to get out.

I'm still trying to figure out how to get that message out to people who aren't already in game development communities. Indie Game: the Movie was fucking amazing and will help with that, but it also only shows game development as something that consumes your life and I think it's important to show that making games can be a very casual thing and you don't have to destroy yourself to do it.

One of the things we need to do differently is we need to stop expecting that because they are joining US in OUR hobby that they need to do it the way we do. Don't think "us vs. them" and don't think that just because we are the game development community, that we get to decide what making games should be like. We need to welcome games that don't seem like "real" games and ways of making games that aren't "real" game development.

And our tools aren't good enough yet. I can say that painting is for anyone with hands and eyes. With making games, there's still too much between a creator and their idea taking shape for me to be able to say that it's really for everyone.

We'll know we succeeded when a kid can make a game about ponycorns without her dad's help.



I was invited to speak here mainly because I organized the IGF Pirate Kart. In keeping with the spirit of that, I thought I'd try and get more opinions than mine into this talk, so here goes the

16-in-1 PIRATE RANT

@Alex_McAWESOME - Let's all hug each other as hard as we can.

@compositeredfox - remember, say NO to platformers
@design3video - Make games like the Residents made music.
@draknek - Remember: if you make a game in 2 hours rather than 2 years, you could make 8760 games instead of just one!
@SpindleyQ - Don't make your player's life worse for having played your game.
@SpindleyQ - You can get people who don't make games to make games, and enjoy it, and those games will be really interesting.
@smestorp - If I'm depressed, then I make ten games in a week, I stop being depressed. Might not work for everyone, but try it!
@thesycophant - The "humble" label is obnoxious and usually terribly unfitting.
@thesycophant - Trailers, trailers everywhere. :(
@Snapman_I_Am - Avoid the saturated blues, greens, and browns of Programmer Art by using a free color palette tool like Adobe Kuler.
@manpuncher - There's nothing more important than making games; One day the sun will explode and render all human endeavours equally pointless
@clintmakesagame - Don't be afraid to make fun games! Just because it's "fun" doesn't mean it's trashy, pandering, or low-brow.
@bburbank - the people, they need to know to do it motherfucker
@zhiwiller - Finish your damn games.
@mcclure111 - Please stop making your Unity Web Player embeds too large to fit on my laptop screen.
@madamluna - video games are the art form perceived as having the least diversity among their creators. LET'S PROVE THEM WRONG
@madamluna - I've made visual novels where I was stuck for ideas on art, then realized that the story I wrote really didn't need any.
@alegrilli - Make games inspired by anything other than other games, please.
@legacycrons - Is there anything that prevents you from making games? Get rid of it. Nothing should stop you from making games. NOTHING!!!
@legacycrons - By the way guys, Mike Meyer just farted. Arrr
@retroremakes - Don't just fucking sit there, help or encourage someone to make a game and let's get more people making more types of games.
@kittysaysmoo - video games are great