The increasing accessibility of game development

drivers and impact

Linsey Raymaekers
linseyray.github.io
@linsey_ray

first of all...

good news...

everyone
can make video games!

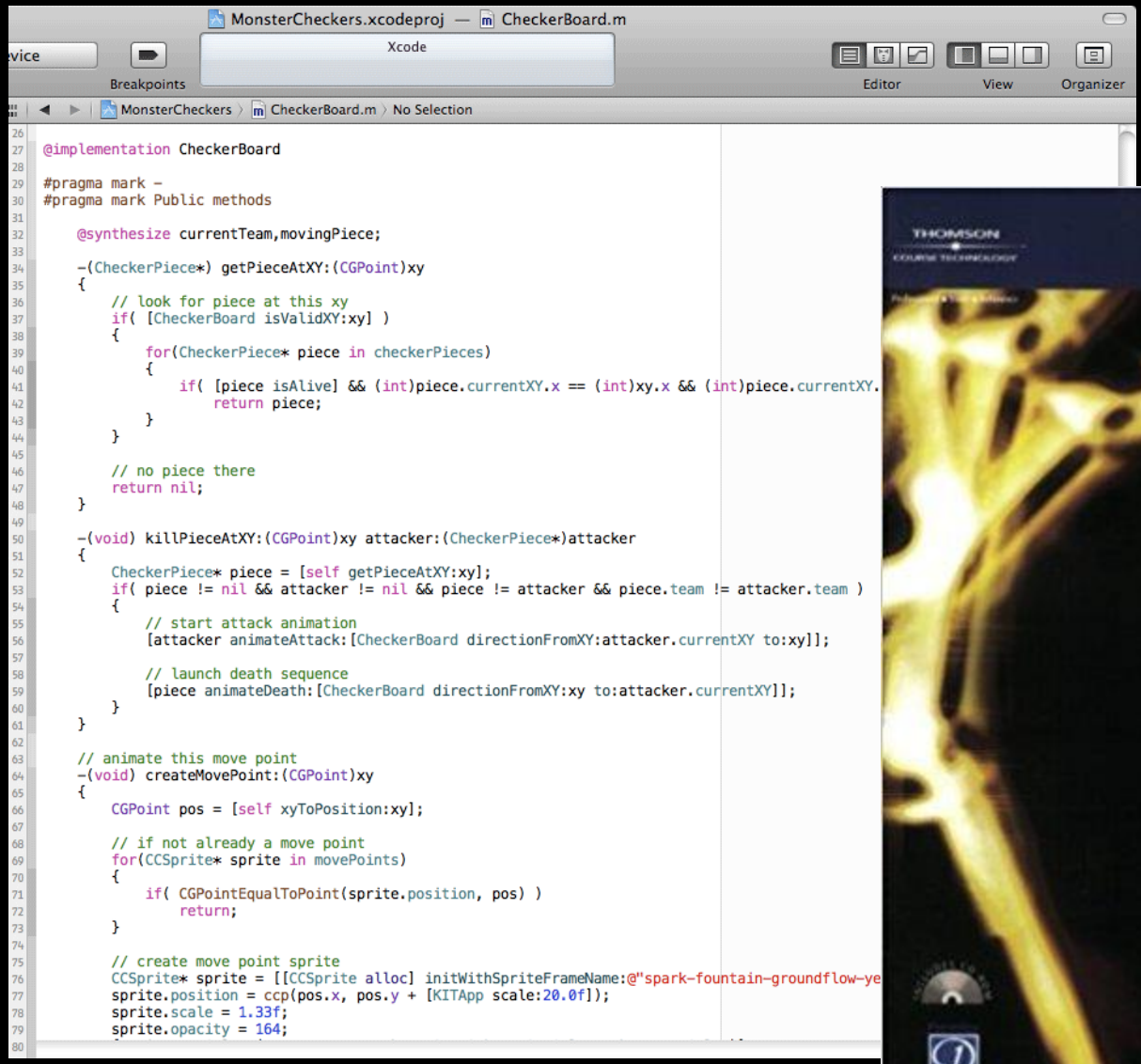
The Last Guardian's Designer Explains How He Stayed Motivated For Nine Years

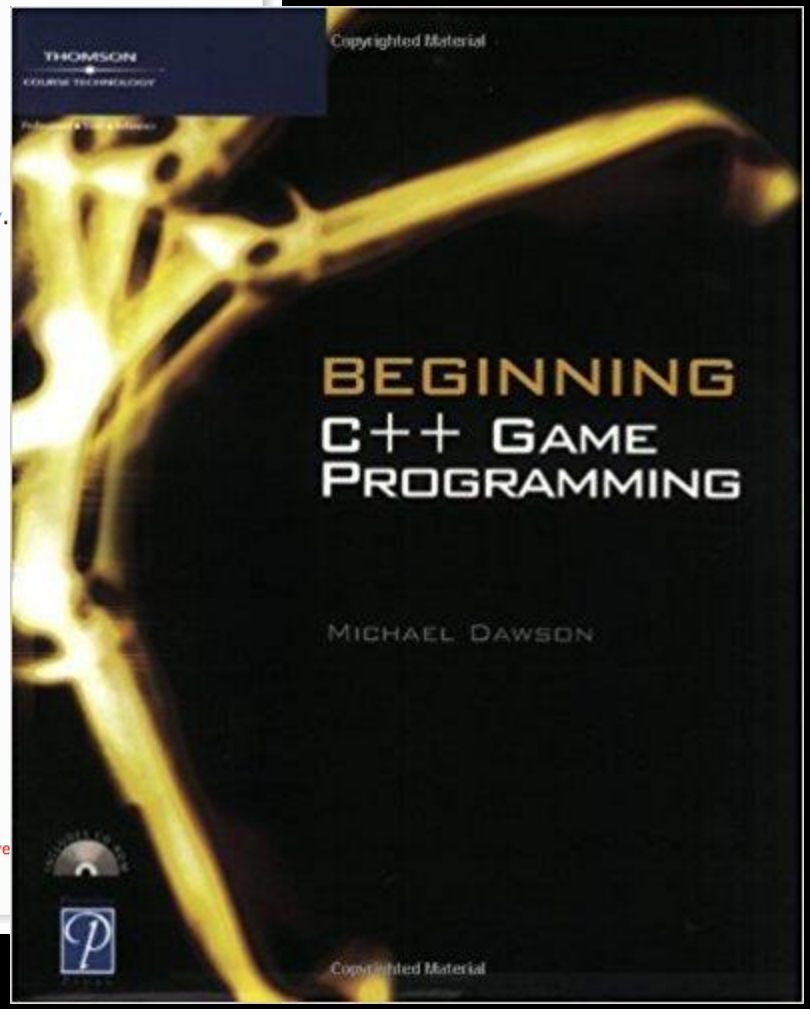
Patrick Klepek
6/22/16 4:30pm • Filed to: THE LAST GUARDIAN

47.7K 53 27

it doesn't take years or months

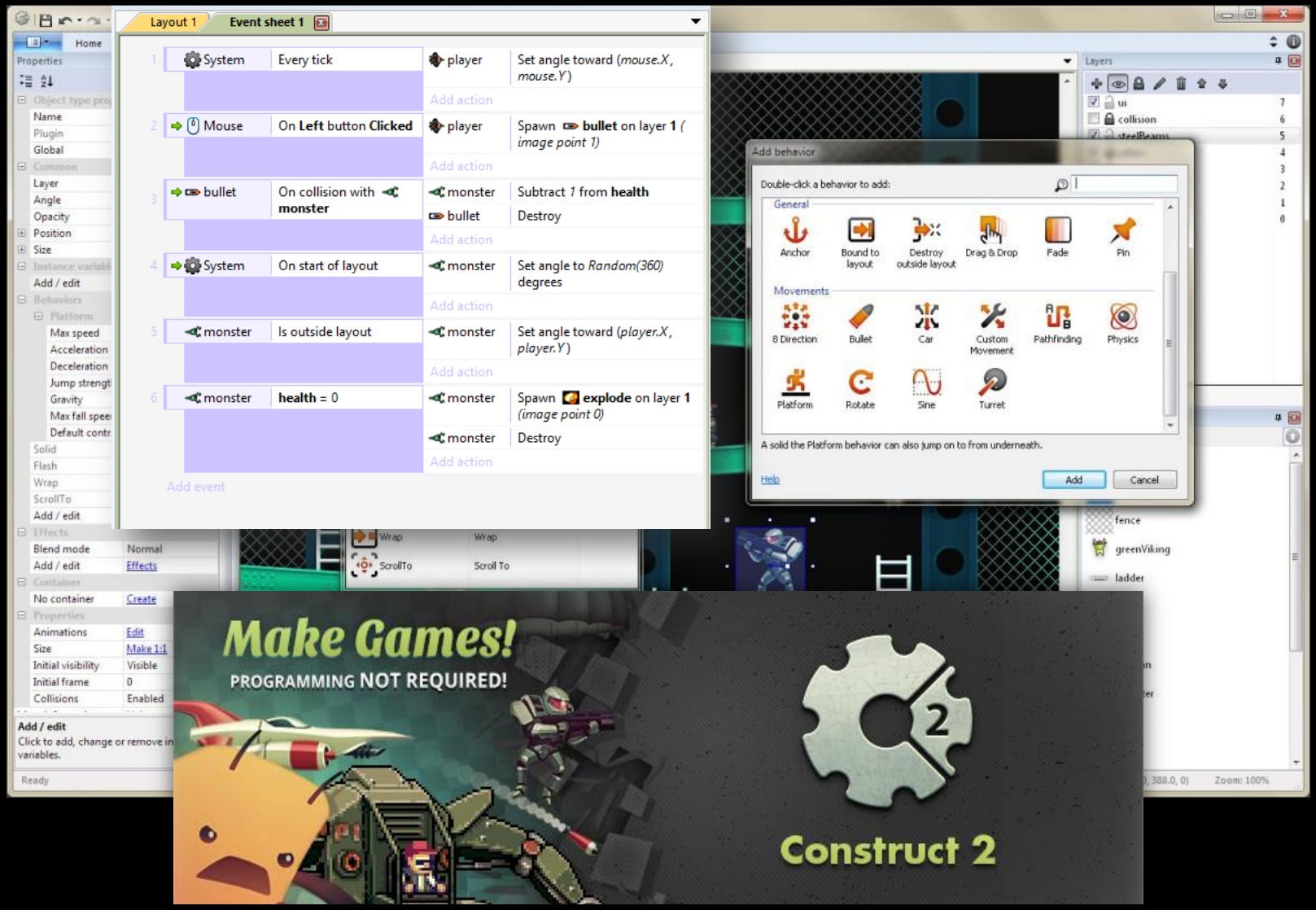
(depending on scope, time invested)





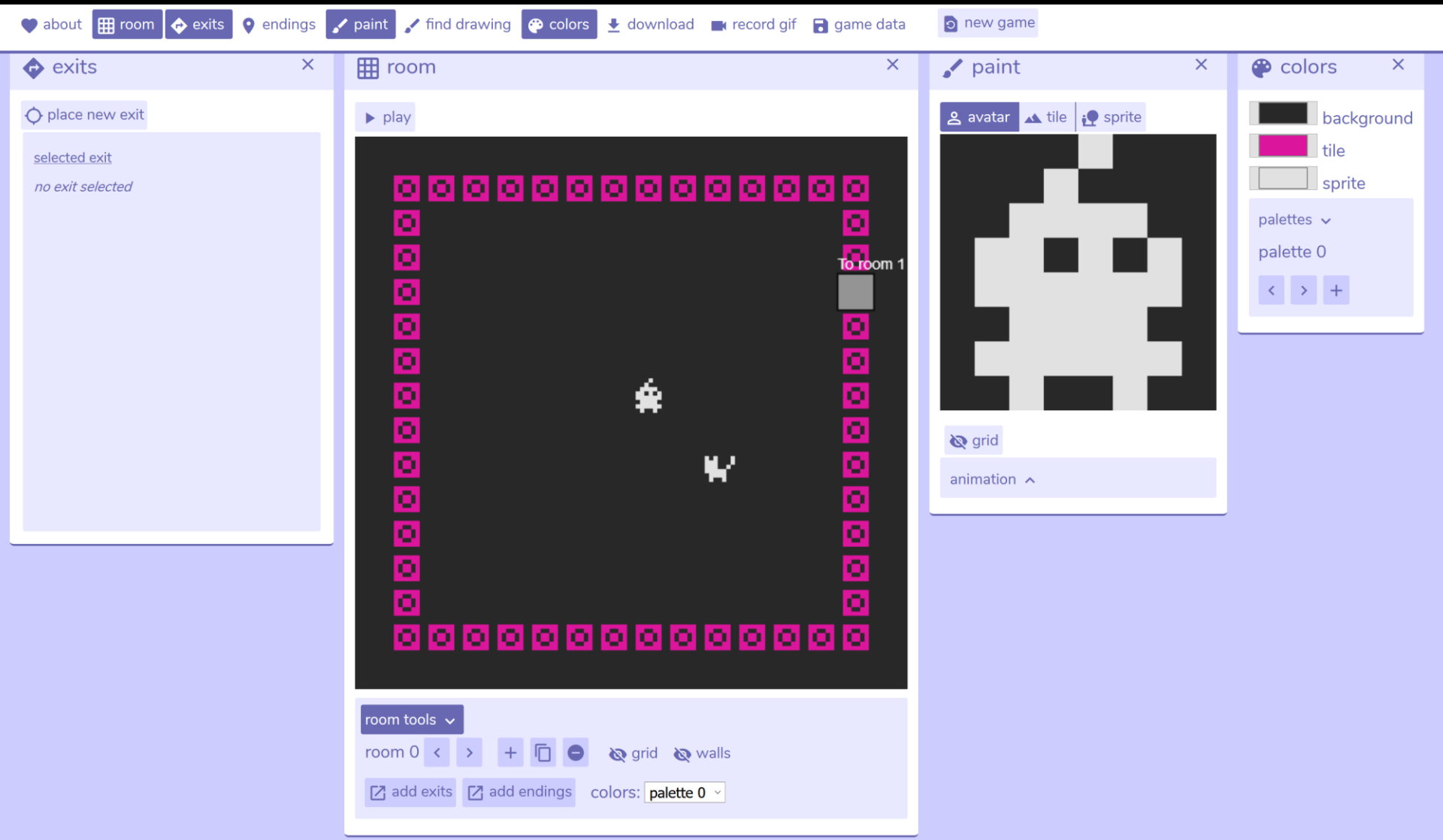
coding is not necessary

(unless you want to)



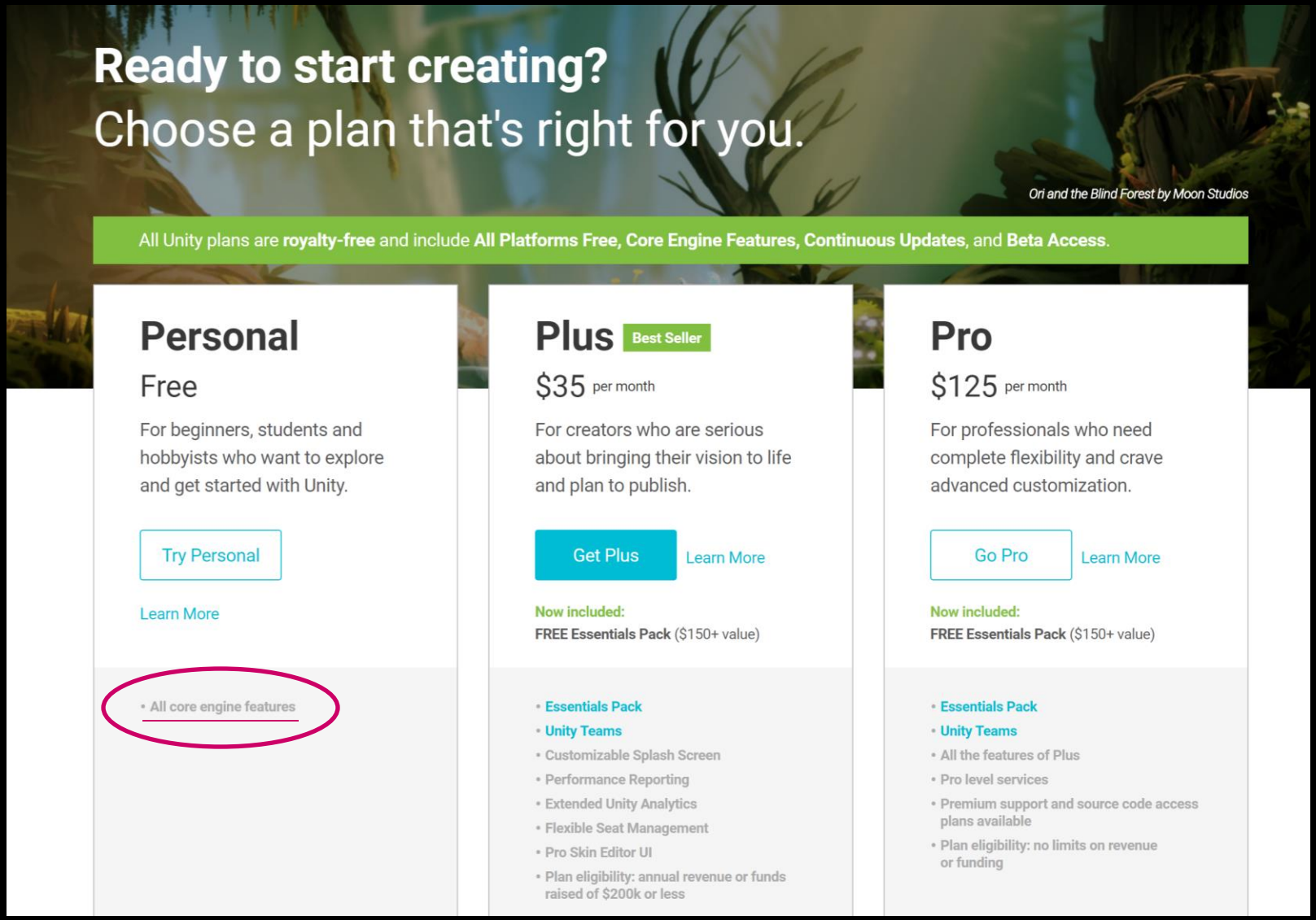
Construct 2
scirra.com/construct2

visual scripting



Bitsy
https://ledoux.itch.io/bitsy

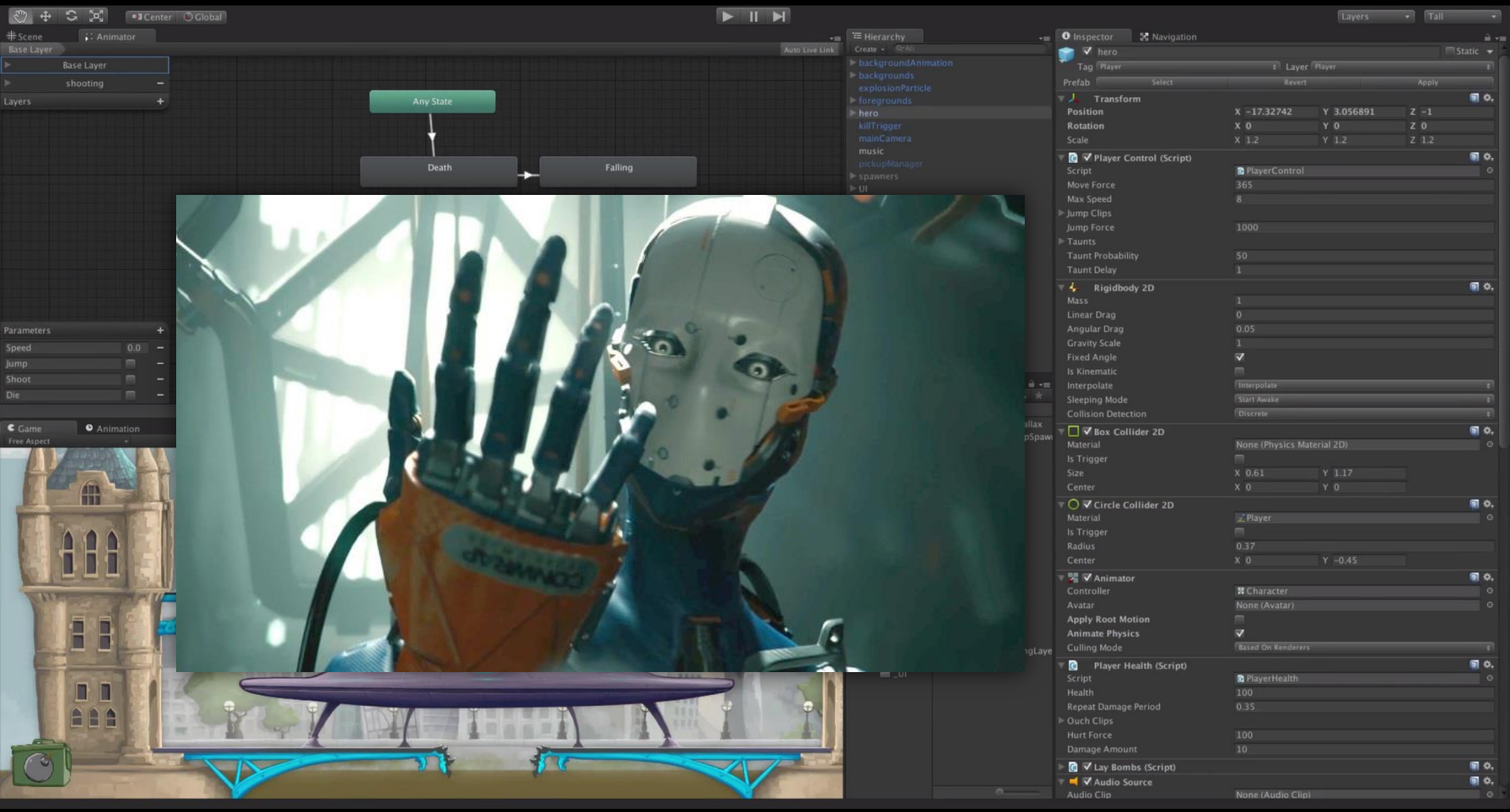
web tools



Unity3D

unity3d.com

game engines are free



Unity3D

unity3d.com

Adam real-time rendering demo:

youtube.com/watch?v=OoBZRN8CiHg

Scratch

scratch.mit.edu/

tools for kids

Brownie camera 1900

analogy:

photography

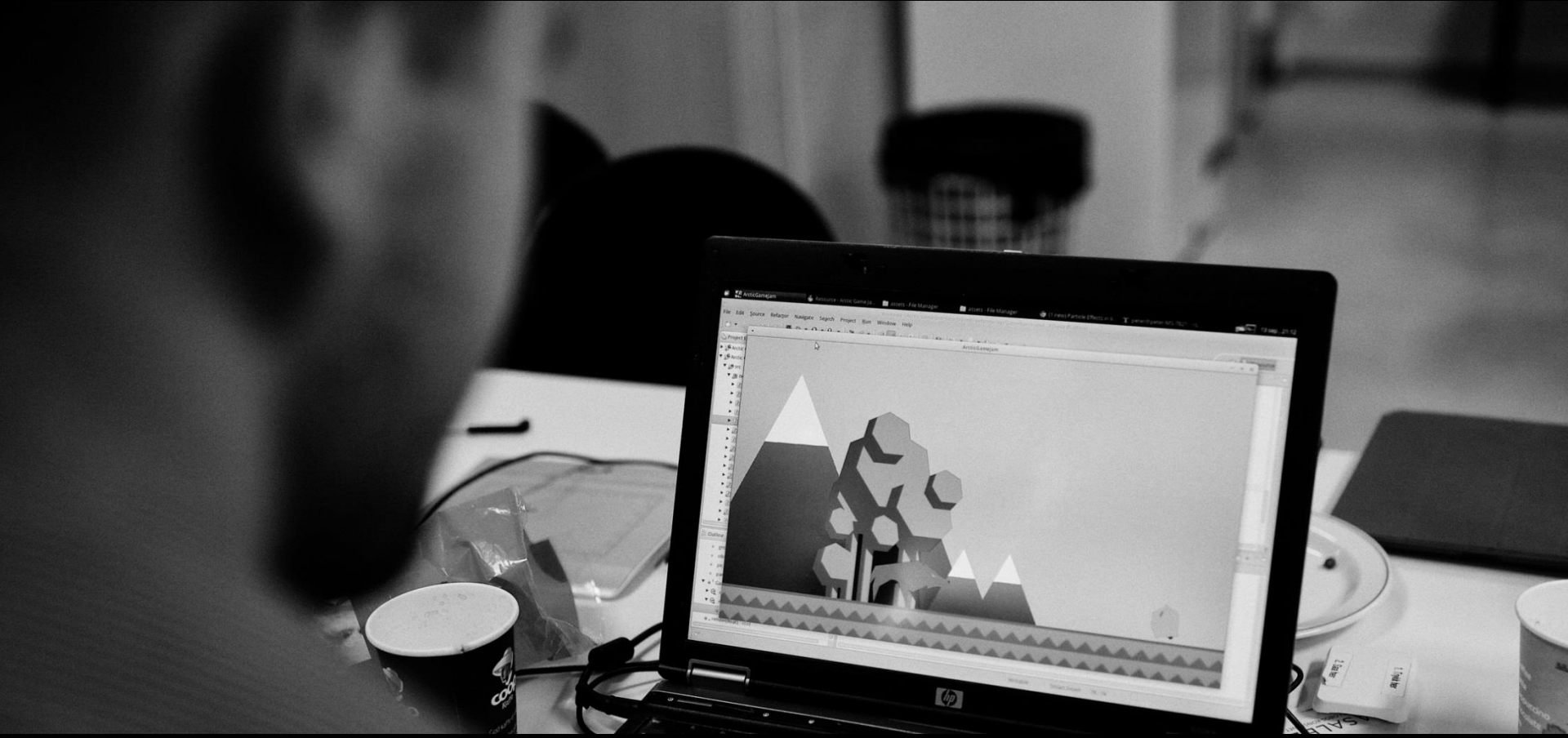
low cost, simple

no dark room

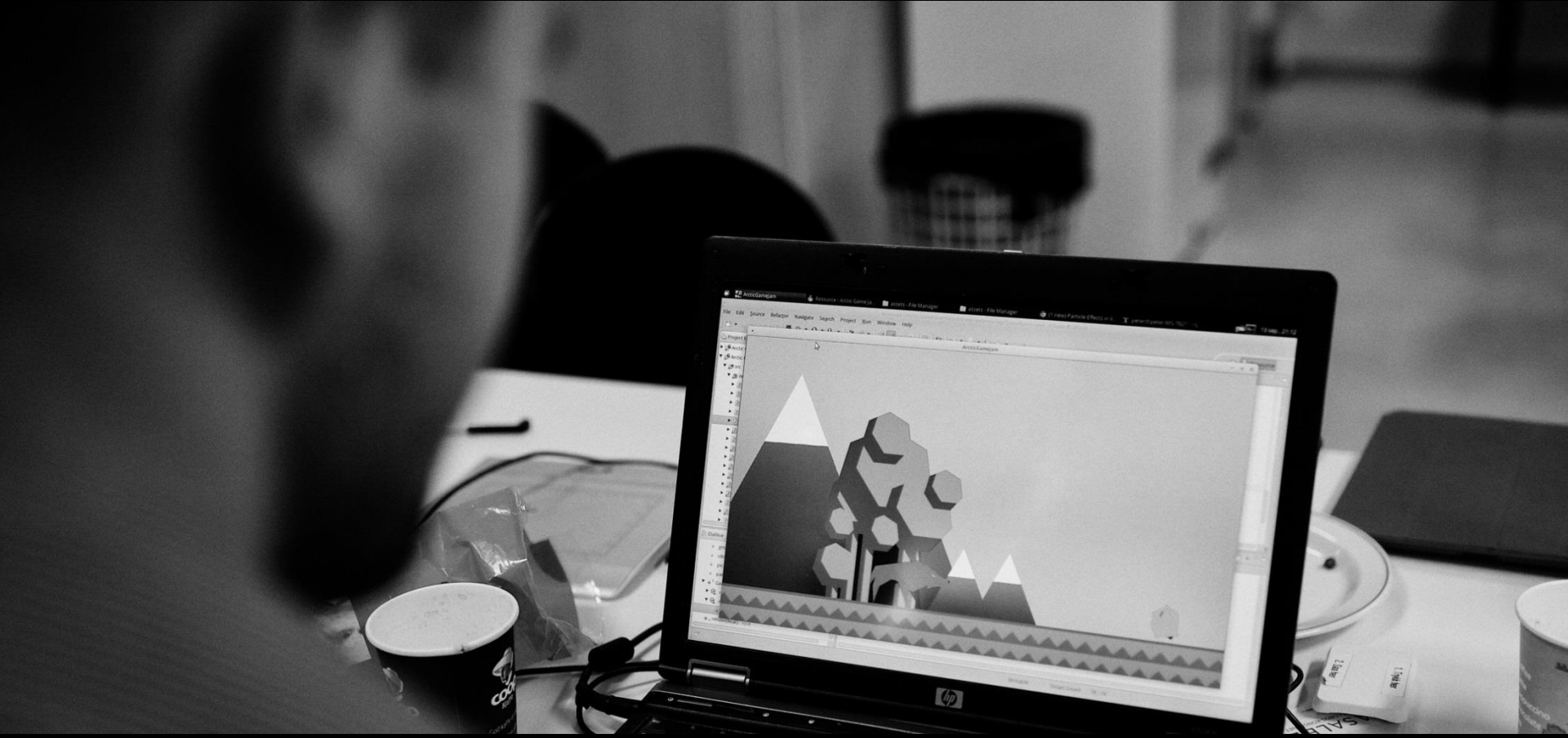
no chemicals

snapshot pictures

a lot more people
are making video games



game development
as individual pursuit



game development
as individual pursuit

= focus
of this talk

game development as self-expression

self-expression in other media

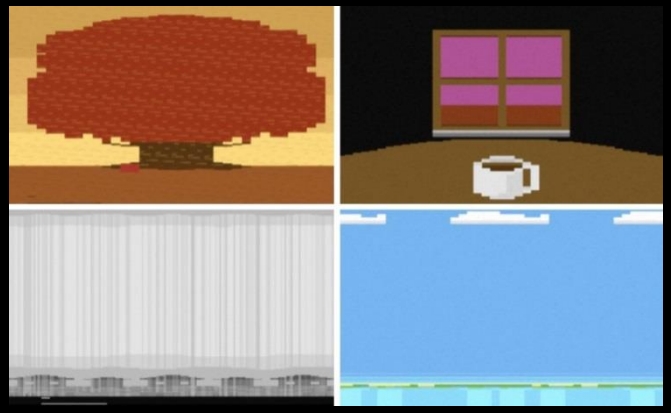
THE INDIAN SERENADE
by Percy Bysshe Shelley

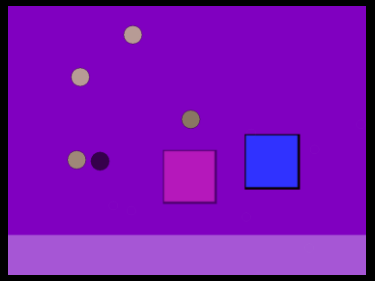
I arise from dreams of thee
In the first sweet sleep of night,
When the winds are breathing low,
And the stars are shining bright:
I arise from dreams of thee,
And a spirit in my feet
Hath led me—who knows how?
To thy chamber window, Sweet!

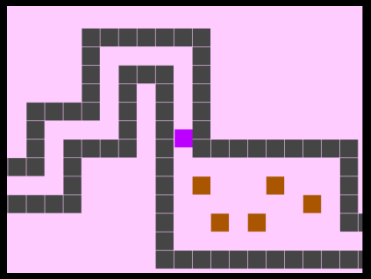
The wandering airs they faint
On the dark, the silent stream—
The Champak odours fail
Like sweet thoughts in a dream;
The Nightingale's complaint,
It dies upon her heart;—
As I must on thine,
Oh, belovèd as thou art!

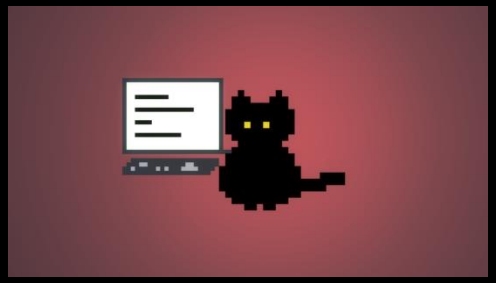
Oh lift me from the grass!
I die! I faint! I fail!
Let thy love in kisses rain
On my lips and eyelids pale.
My cheek is cold and white, alas!
My heart beats loud and fast;—
Oh! press it to thine own again,
Where it will break at last.

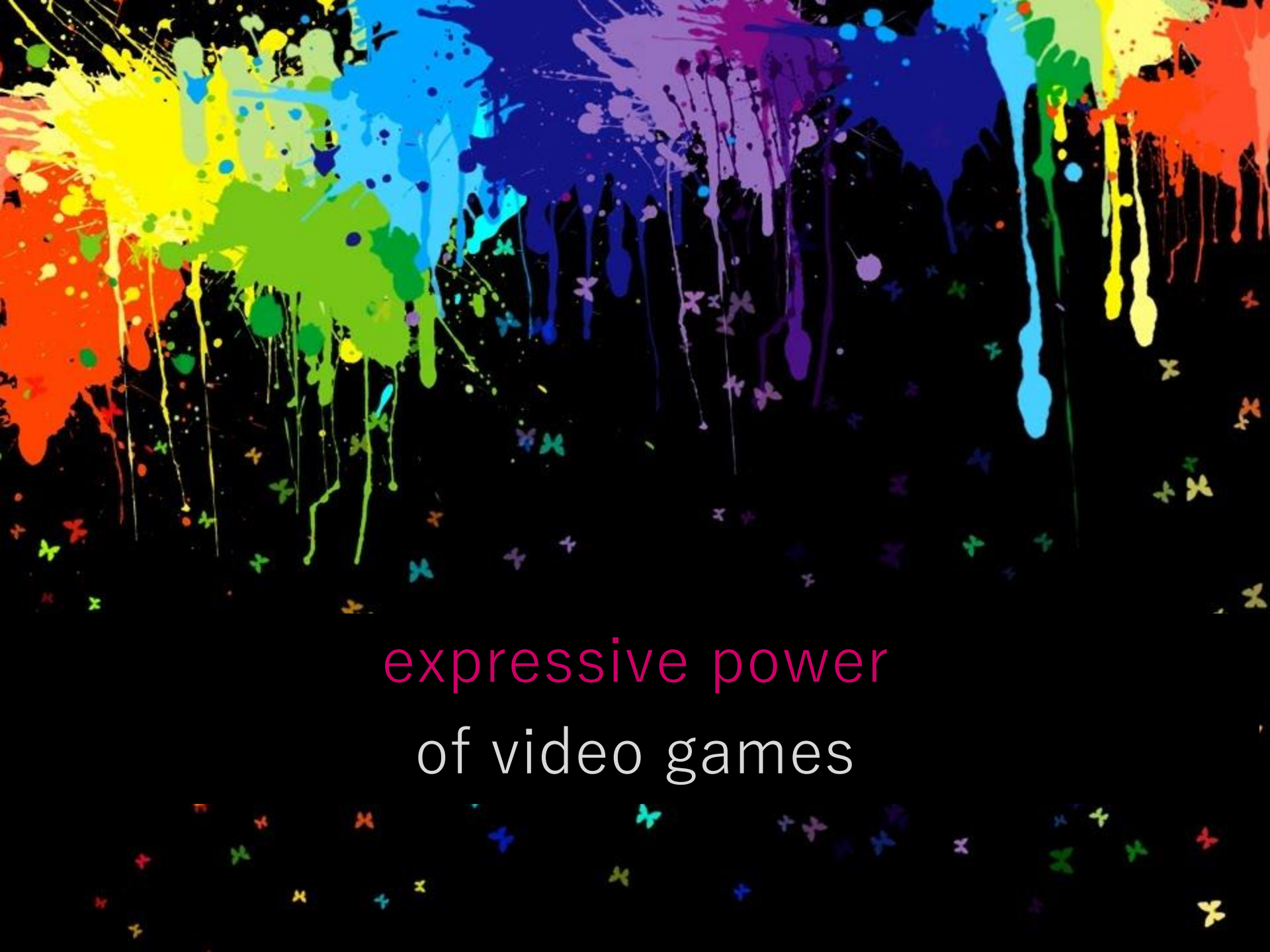
self-expression in video games

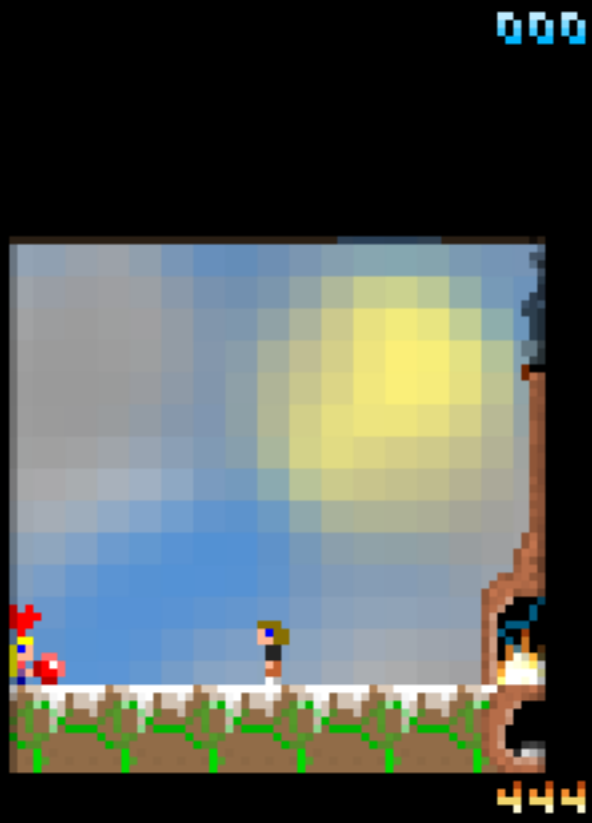






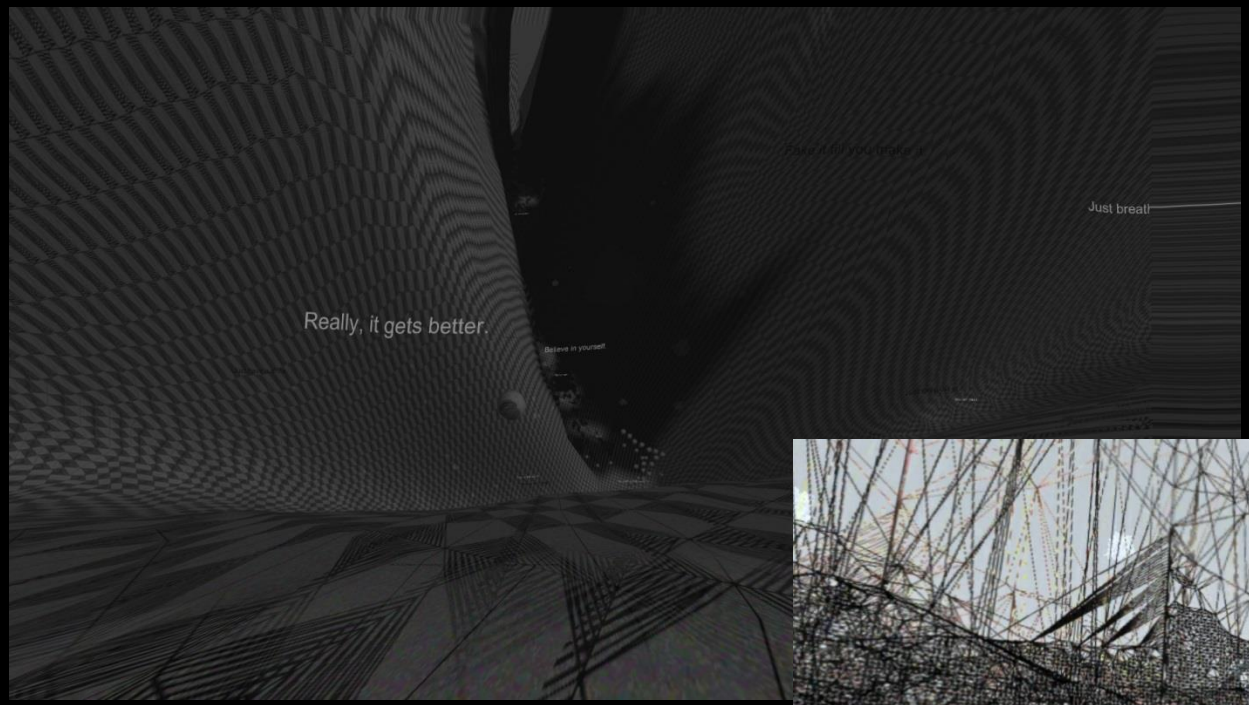


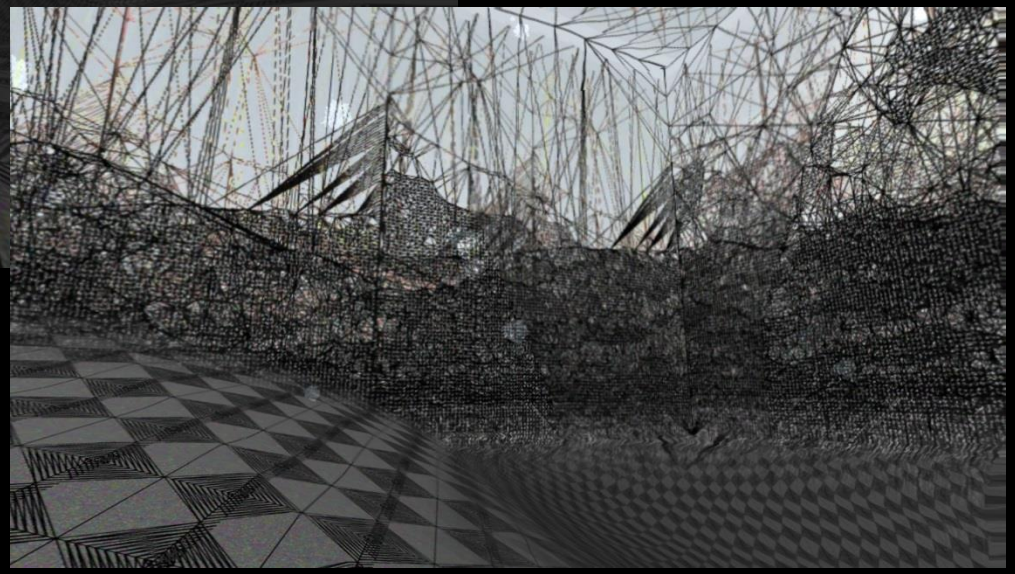

expressive power
of video games



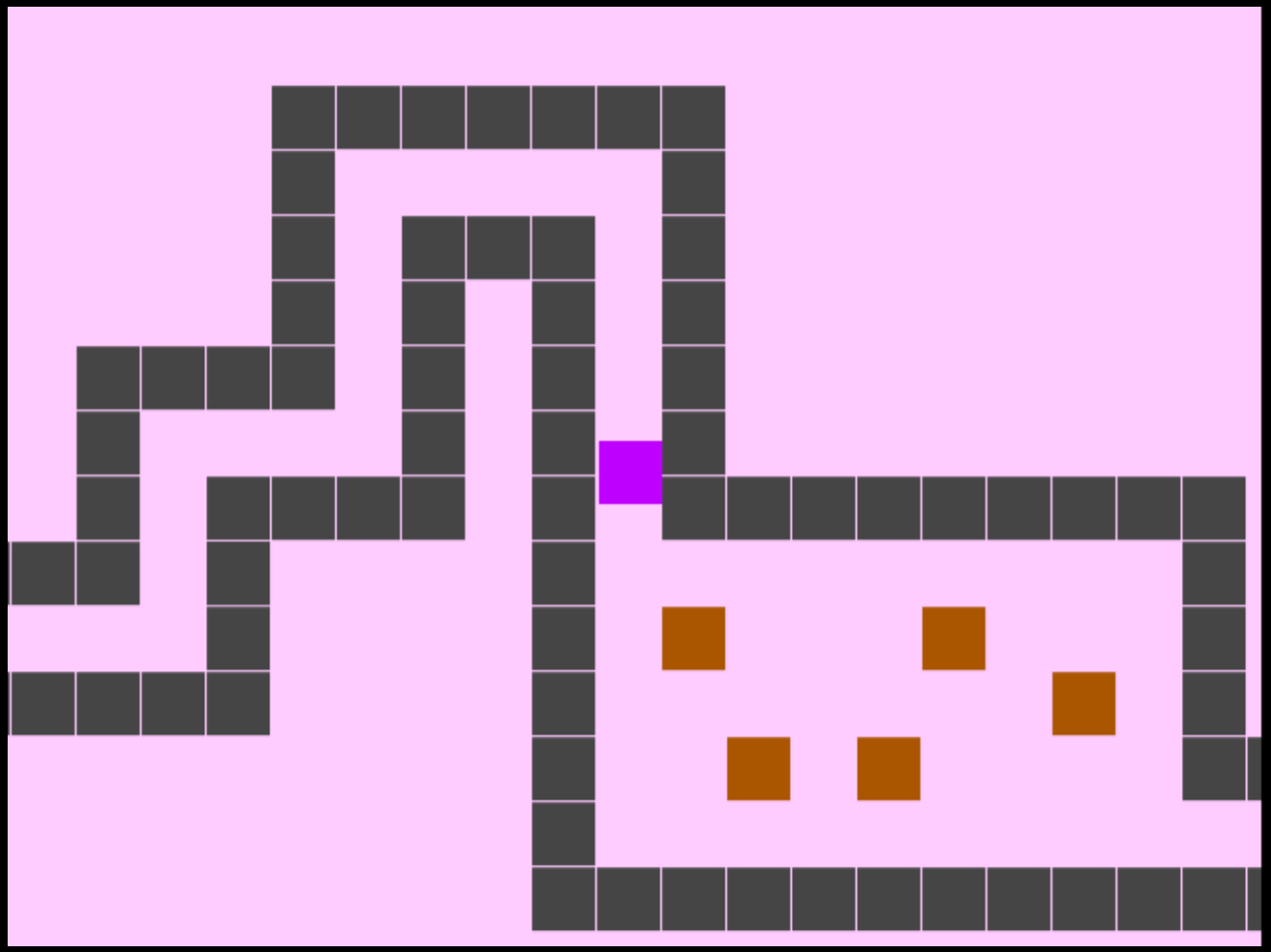
Gravitation Jason Rohrer
hcsoftware.sourceforge.net/gravitation/

What Now? Arielle Grimes
ariellegrimes.itch.io/what-now



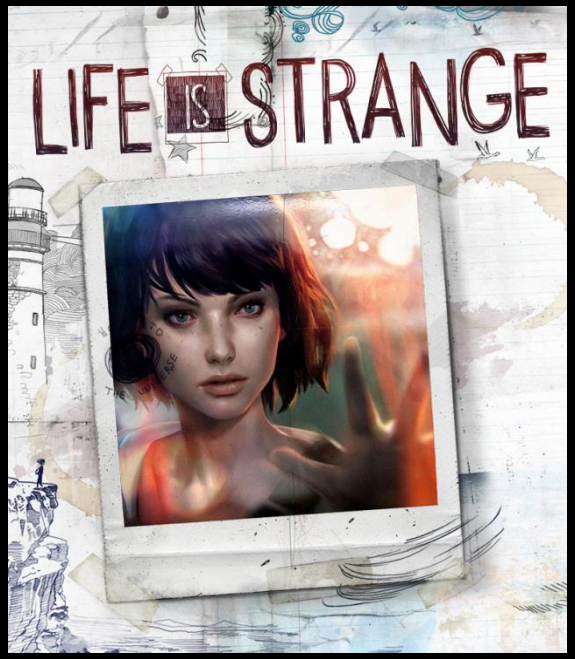


Depression simulator
parallaxvisions.itch.io/depression-simulator



LIM Merritt Kopas
a-dire-fawn.itch.io/lim

story



internal
experience

story comes from player

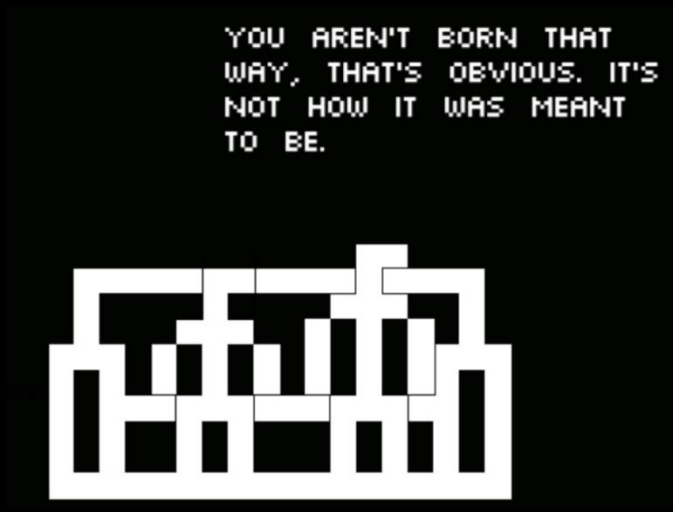
video games as simulations

video games as simulations

video games
simulating mental processes

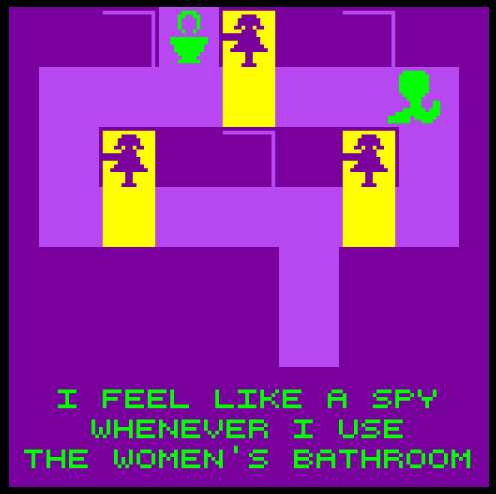
other examples

queer expression



Talks With My Mom Vaida Plankyte
vaidap.itch.io/talks-with-my-mom

Mainichi Mattie Brice
mattiebrice.com/mainichi/



Dys4ia Anna Anthropy
w.itch.io/dys4ia

political expression

Molleindustria Paolo Pedercini

molleindustria.org

in general: personal games

Lieve Oma Florian Veltman
vltmn.itch.io/lieve-oma

That Dragon, Cancer Numinous Games
thatdragoncancer.com

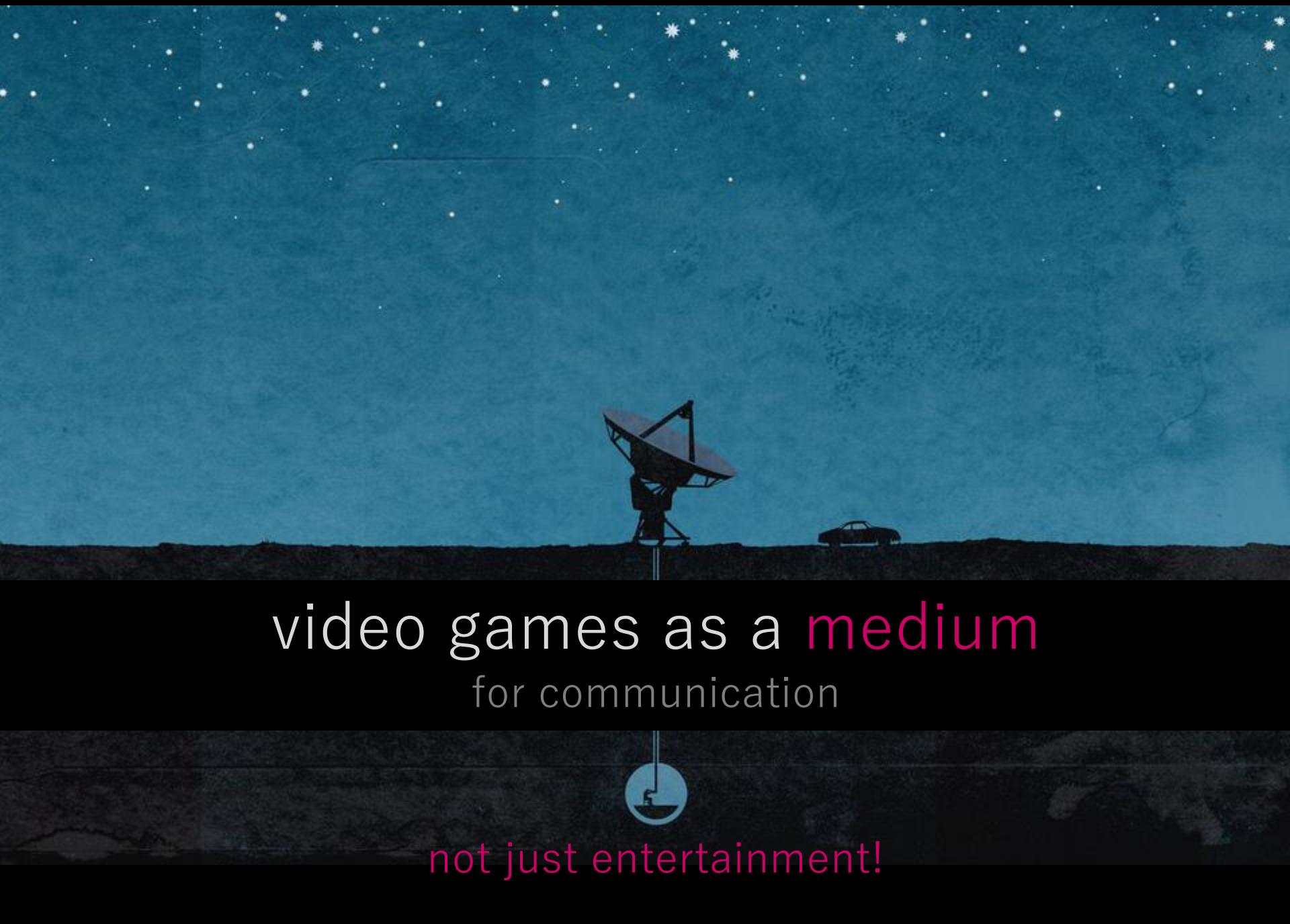
video games as vehicles
to share experiences

video games as vehicles
to share experiences

creator ⇔ consumer

video games as a medium

for communication



video games as a medium

for communication

not just entertainment!

variety in format

variety in format content

Manifestos

- Realtime Art Manifesto, *Tale of Tales*
- Not a Manifesto, *Michaël Samyn*
- rejecta, *Pietro Righi Riva*

Articles

- Video Games Are Boring, *Brie Code*
- Games could learn a thing or two from confessional poetry's history, *killscreen.com*
- The Unnamed Medium, *notgames.org*
- Game Rules as Art, *Rod Humble*
- A series of inputs and outputs, *killscreen.com*
- A new future for video game consoles?, *Michaël Samyn*
- In Defence of Criticism: The Close Reading, *Lana Polansky*

Talks

- Conveying personal and universal truths through game design, *Manveer Heir*
- Designing Monument Valley: Less game, More experience, *Ken Wong*
- Evoking emotions and achieving success by breaking all the rules, *Thomas Grip*
- Theories Behind Journey, *Jenova Chen*
- Am I Asking Too Much?, *Jenova Chen*
- A case for mundane stories in games, *Florian Veltman*
- Blink and you'll miss it: a quick look at microgames, *Vaida Pankyte*

Tale of Tales

real-time art manifesto

tale-of-tales.com/tales/RAM.html

2006

notgames

notgames.org/blog/2010/03/19/not-a-manifesto/

2010

"The question is not whether videogames are art. **The question is how can we make good art with the medium of videogames.**

Notgames proposes that one direction of exploration may be to abandon the idea that what we make, should be a game. To approach the medium with an open mind."

More at
poeticvideogames.tumblr.com/recommended

video games

important medium for communication

video games

important medium for communication

→ mode of expression

→ experience of content

different from other media

video games have outgrown their name

video games have outgrown their name

video games have outgrown their name

video games have outgrown their name

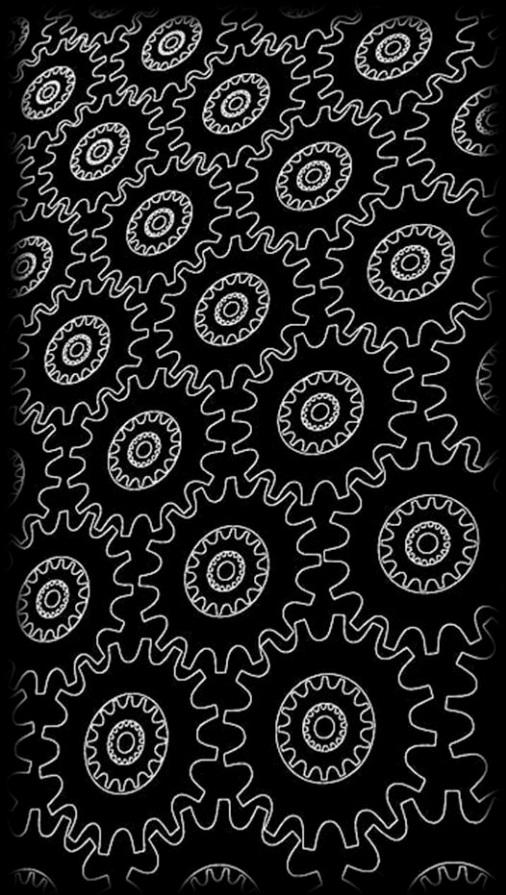
recap

more people are making video games
as artistic expression (or simply for fun),
individually

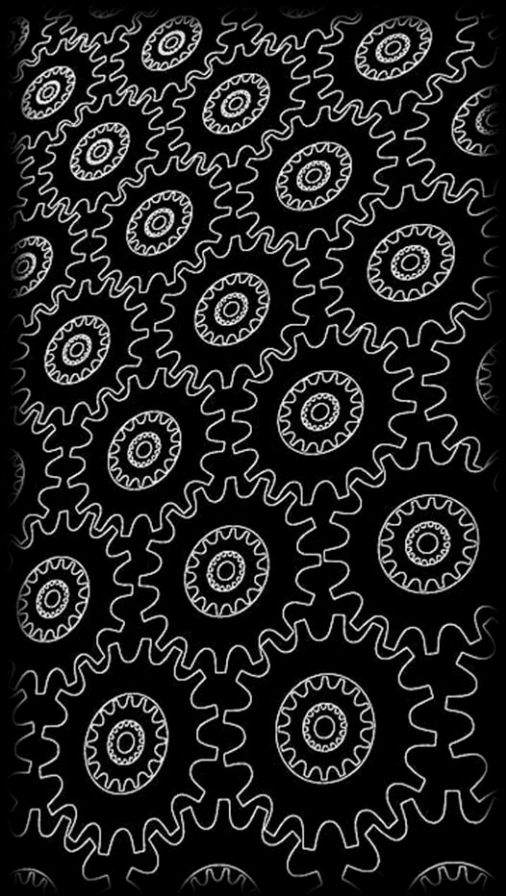
not the complete picture

not the complete picture

e.g. not all indvidiual game developers
make personal games



what’s making this all possible?



what’s making this all possible?

why now?

#1 game engines

make it a lot easier
to create video games

#1 game engines

networking

physics

scene editors

complete
development environment

....

animators

graphics rendering

AI

cinematics

#1 game engines

networking

physics

scene editors

complete
development environment

....

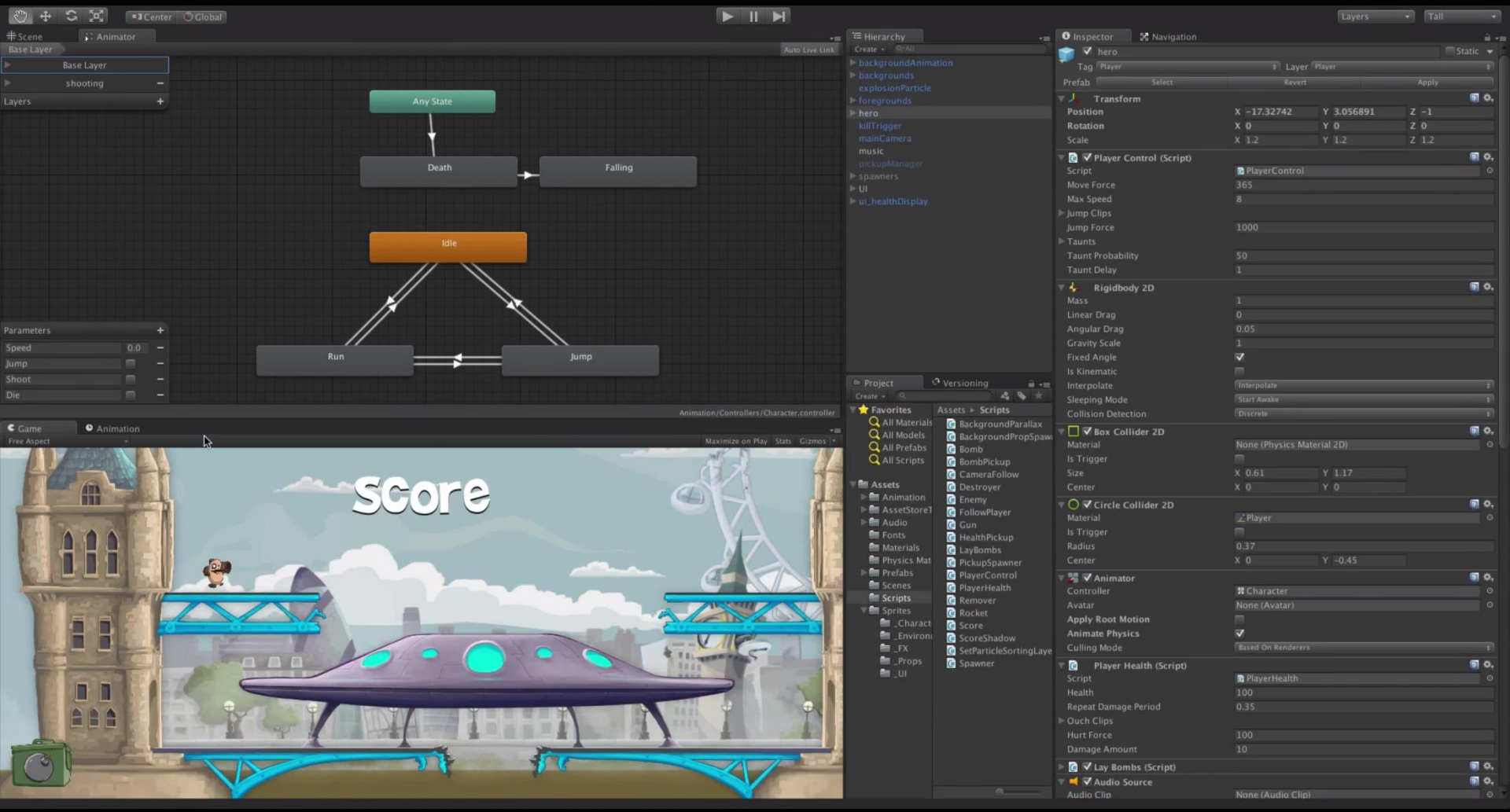
animators

graphics rendering

AI

cinematics

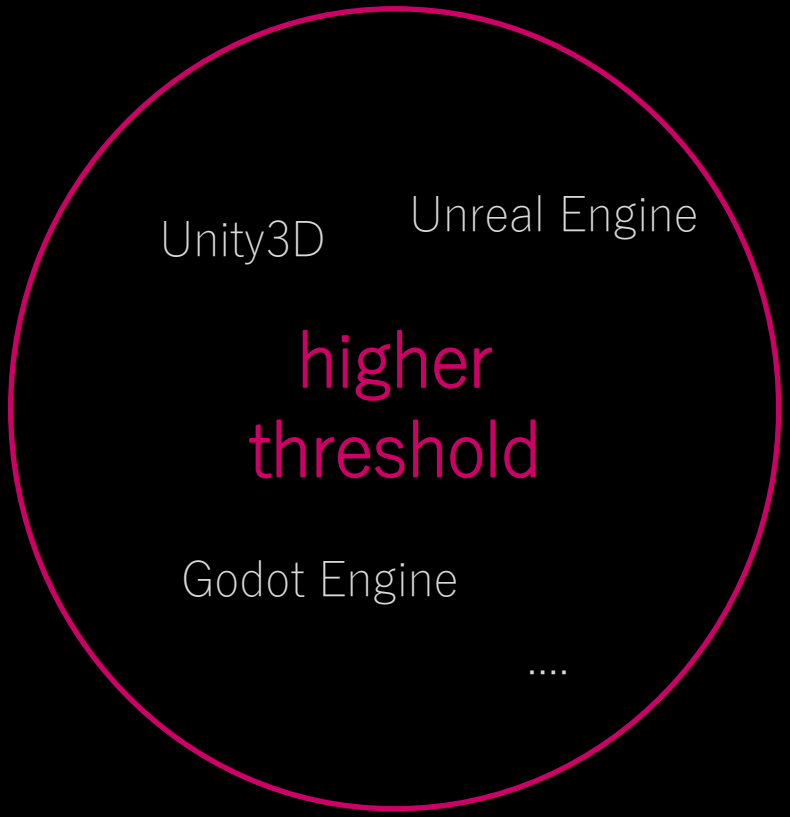
+ plugins!!!

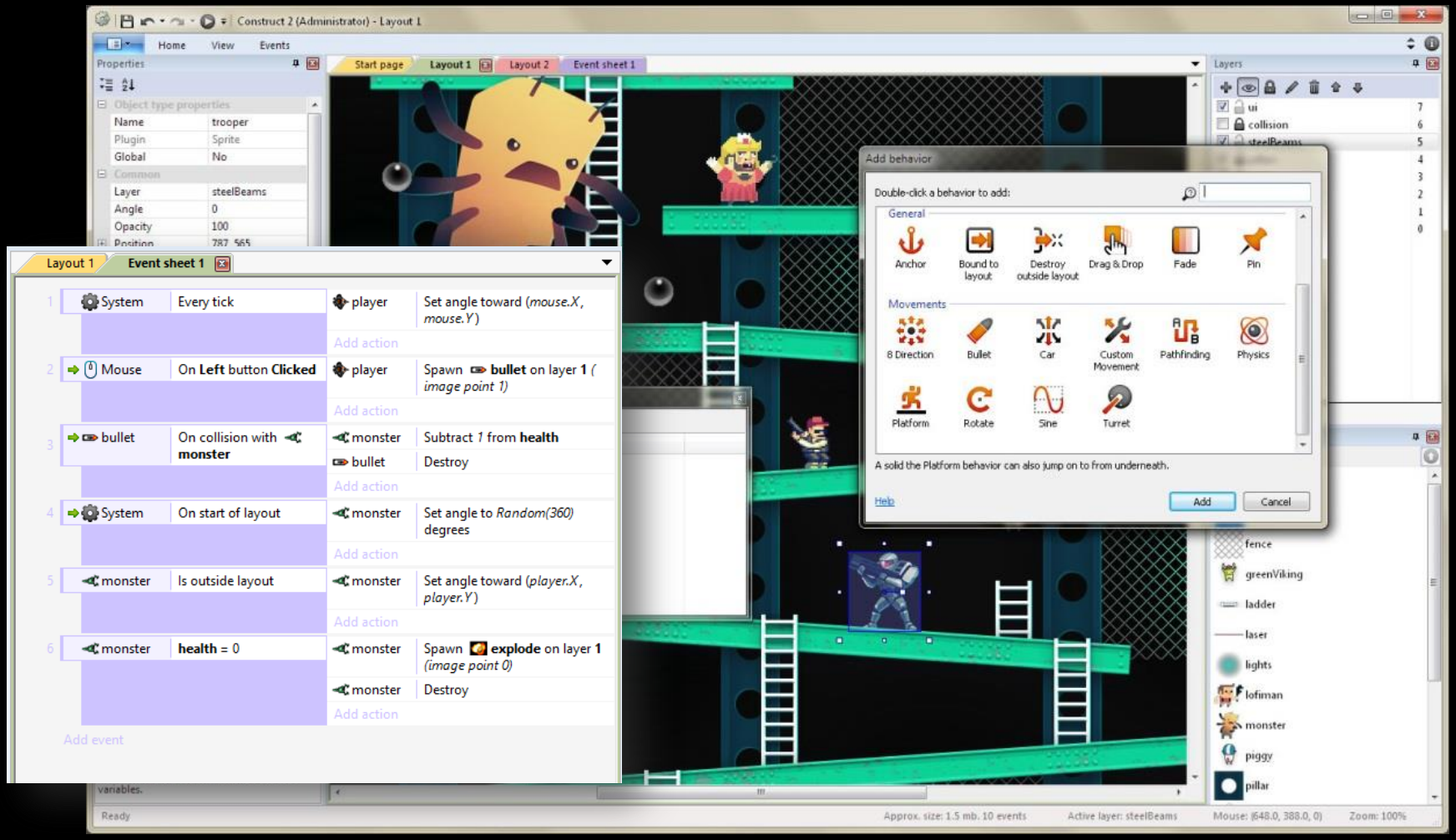


Unity3D *Unity*

unity3d.com

#1 game engines





Construct 2 2011
scirra.com/construct2

Games made with Construct 2:
scirra.com/construct2/games

Features | Free Download | Showcase | Buy Now

Made with Construct 2

The Next Penelope

A stunning example of the capabilities of Construct 2.

A fast paced, gorgeous and exciting arcade style racing game with bosses and an awesome greek mythology theme running throughout! Great fun!

Read More **Make Games!**

Or visit the publisher's website

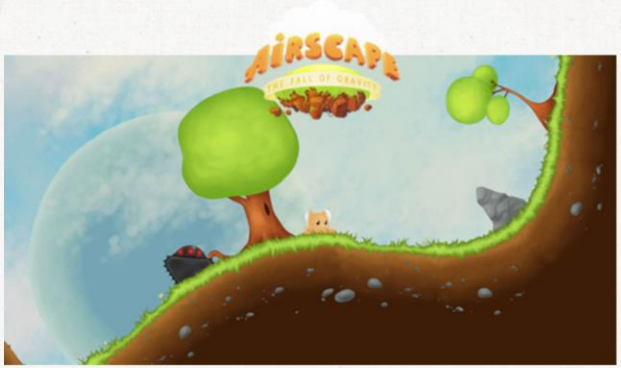
Airscape: The Fall of Gravity

An incredibly creative gravity defying platform game. Explore twisting and bending new worlds solving puzzles along the way.

Incredibly addictive game, and a huge amount of fun to play!

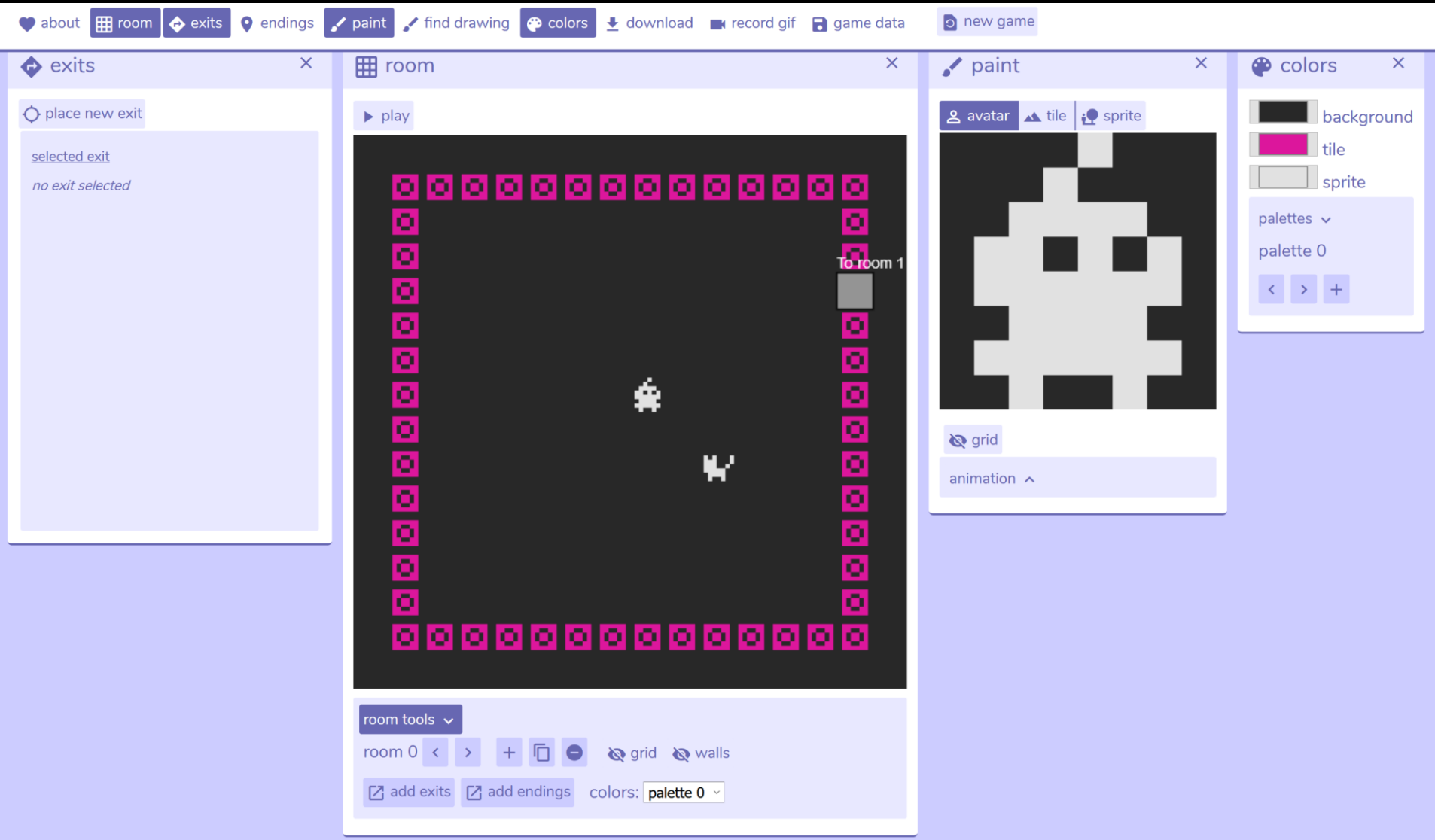
Read More **Make Games!**

Or visit the publisher's website



Construct 2 2011
scirra.com/construct2

Games made with Construct 2:
scirra.com/construct2/games

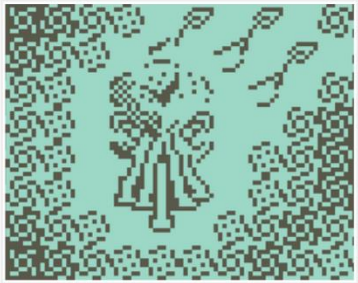


Bitsy 2017 (web-based game creation)
https://ledoux.itch.io/bitsy

Fragmentum
nyankoe
Play in browser

Lorenzo Pilia says

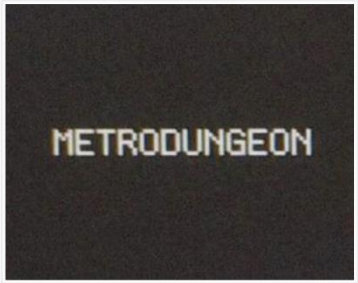
The secret passages. The final ascension scene with the fading.



A Moth Batters Against Glass
I returned once again to the city of my moltin...
Sam Keeper
Rpg
Play in browser

Lorenzo Pilia says

The complexity and level of detail in each screen is staggering.



METRODUNGEON
explore a post-apocalyptic urban labyrinth
TENCOW
Adventure
Play in browser

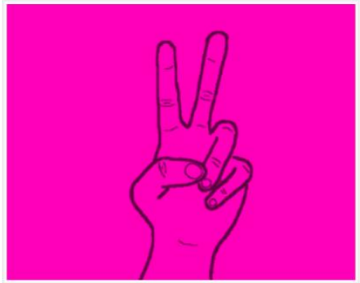
Lorenzo Pilia says

Worth checking out for the combat and stealth mechanics.

I wonder...
I wonder when the next bus comes by...
Sean
Adventure
Play in browser

Lorenzo Pilia says

I wonder if there's a more dreamy Bitsy game than this.



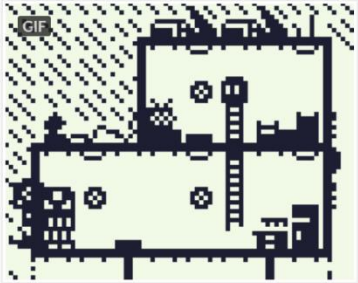
Two Tamarind Seeds
A naive daydream of a simple life (made with ...
Illud
Play in browser

Lorenzo Pilia says

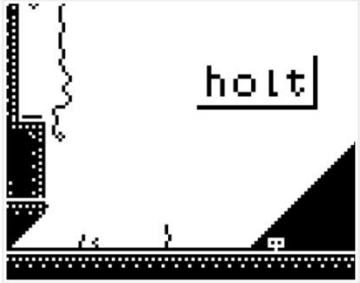
I really like the scene in the dark followed by the chat on the balcony.

Silence would be Better
a tiny insult to radios everywhere
cephalopodunk
Simulation
Play in browser

Penroses
A journey through two disorienting realms.
rarelikeaunicorn
Adventure
Play in browser



rain
looks a bit damp out today
Sean
Adventure
Play in browser

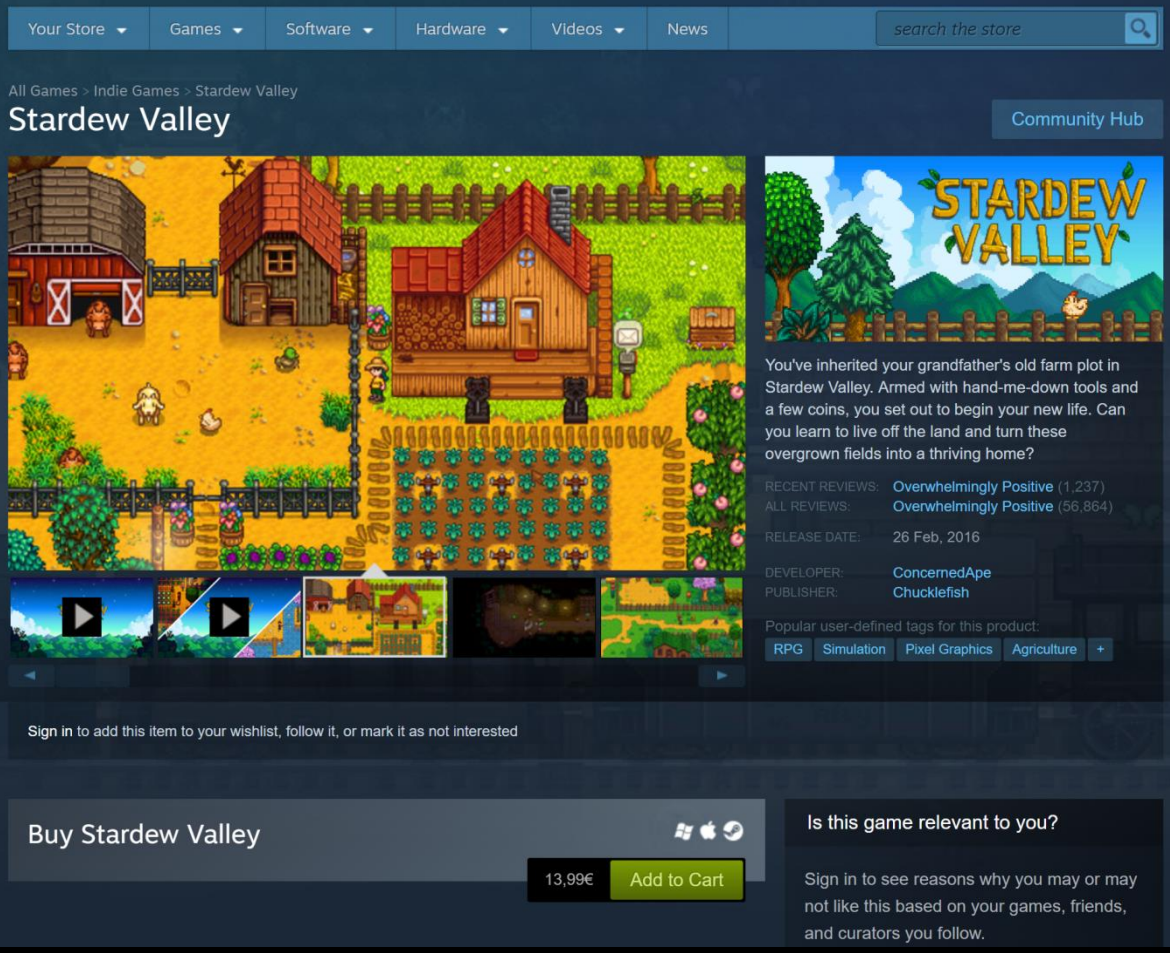


holt
a bitsy utopia adventure
Sean
Adventure
Play in browser

Bitsy 2017 (web-based game creation)
https://ledoux.itch.io/bitsy

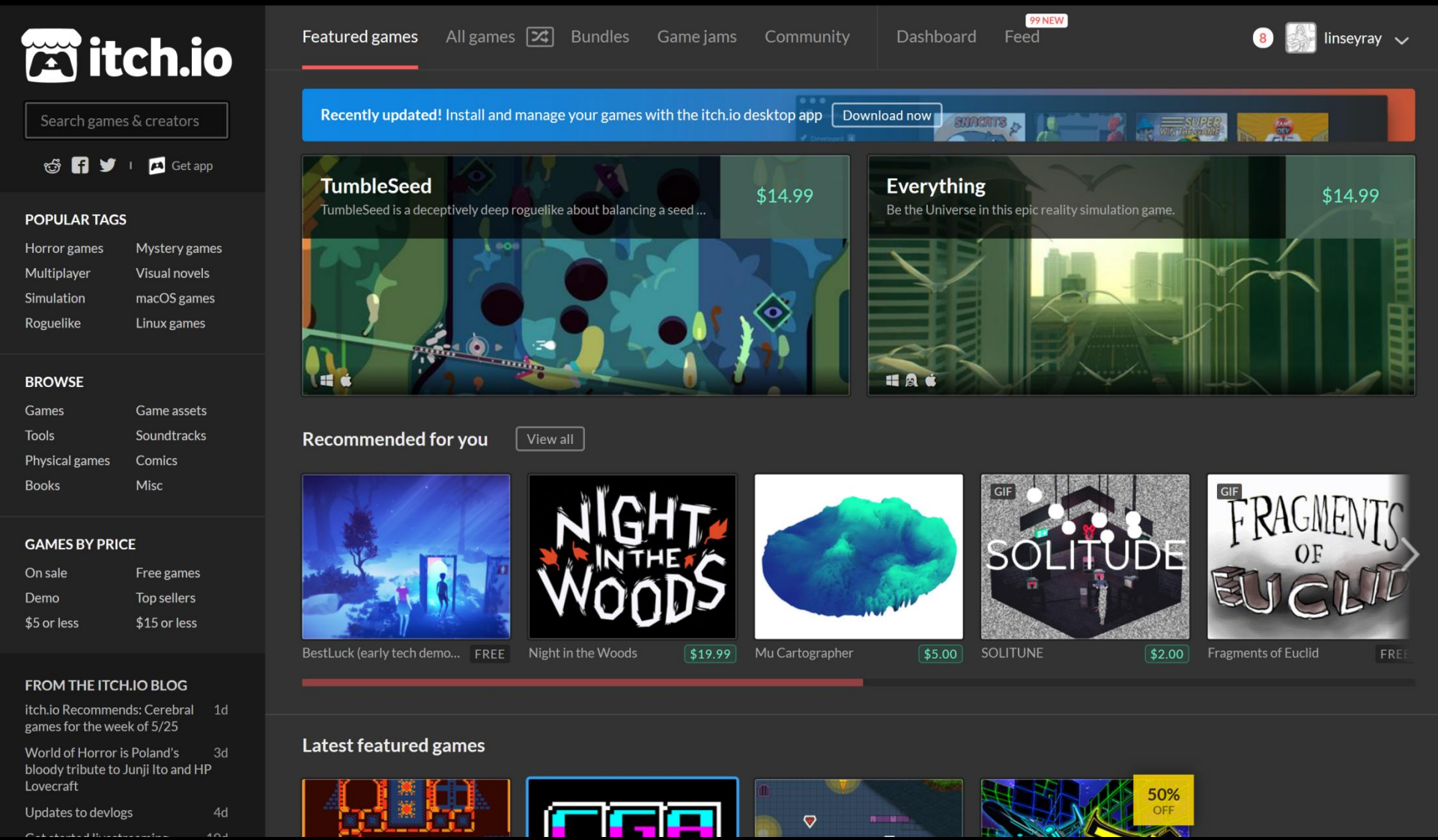
Games made with Bitsy:
tch.io/c/201121/bitsy-faves

#2 digital distribution platforms



Steam 2003
store.steampowered.com

was (is) important
independent studios



itch.io 2013
itch.io

more recently
(and for individuals)

linseyray

http://linseyray.github.io/
@linsey_ray

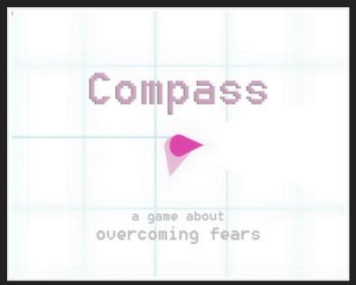
a collection of tiny playthings
from game jams and #1GAM

public account page
linseyray.itch.io

RE.VISIT
a short piece about distance

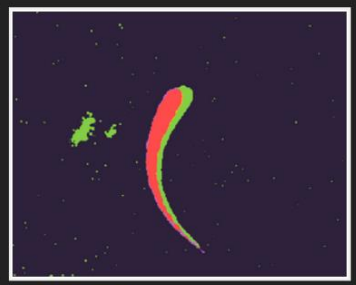
Bonfire
not all fires can be extinguished

Altitude
a relaxing cloud experience

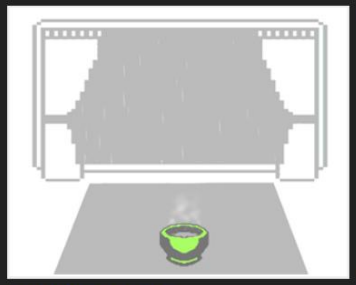


Compass
fear is not your enemy

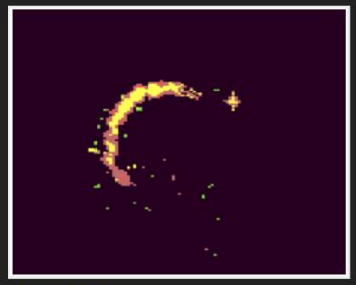
Nothing is Silent
not even the clouds



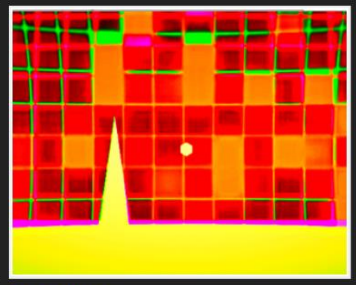
Splash 'n Shift
a soothing bubble-popper experience



As I Listen To Rain
excerpts from poems



Dragon Dance
a dragon in pursuit of the pearl of Wisdom



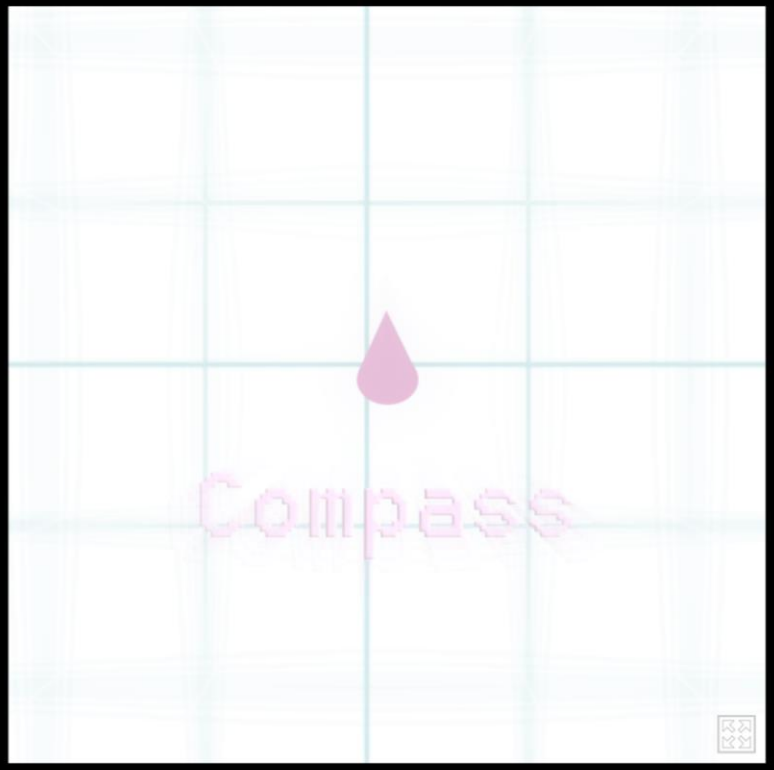
BIT.BURST
an unfinished endless runner prototype thing.
very trippy.

customizable game pages

itch.io 2013
itch.io

managore.itch.io/reap

browser-playable



a short game about the long-term process of overcoming fears.

entry to Ludum Dare #34

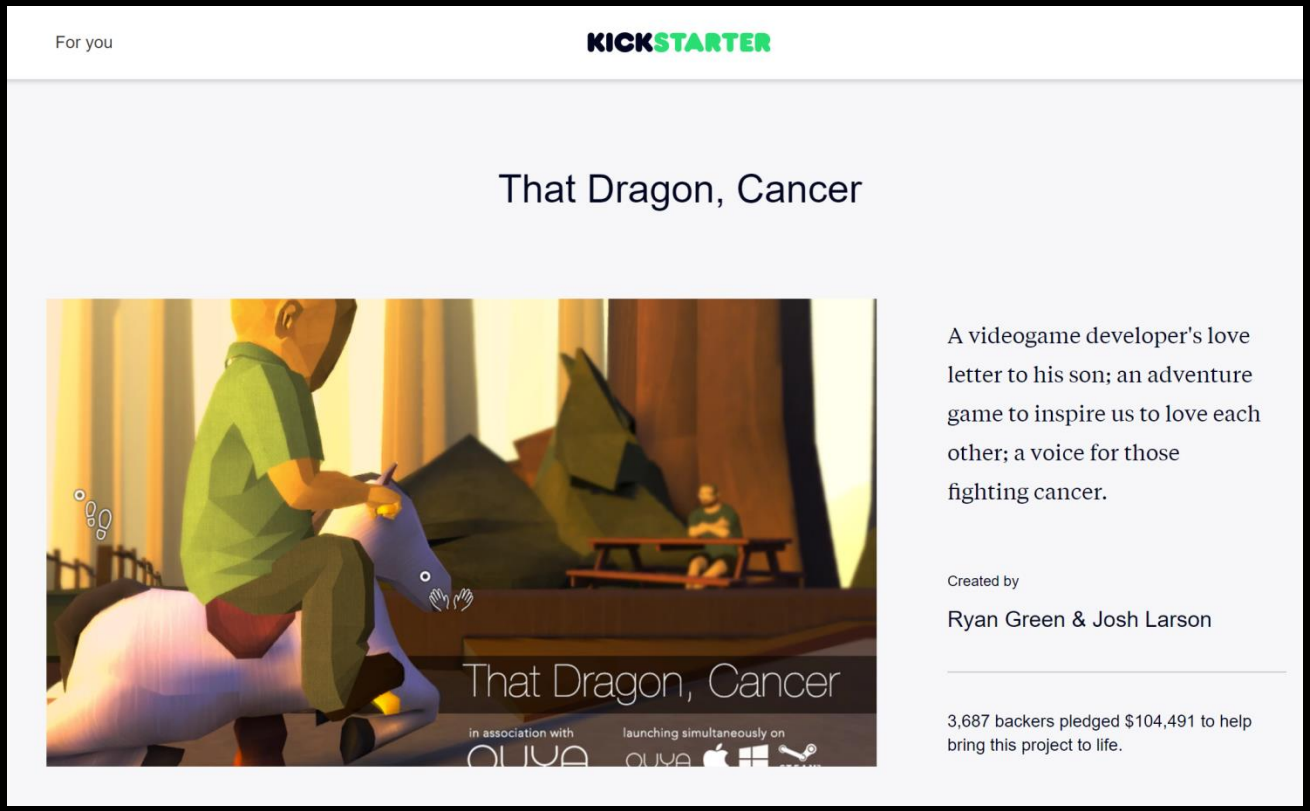
This was my first time participating in Ludum Dare, and I specifically wanted to create an experimental / personal / alternative game. It's not meant to be a "fun" game, but I do hope it's an interesting experience. Any feedback is greatly appreciated!

Thanks for playing!
@linsey_ray

itch.io 2013
itch.io

linseyray.itch.io/compass

#3 crowdfunding platforms

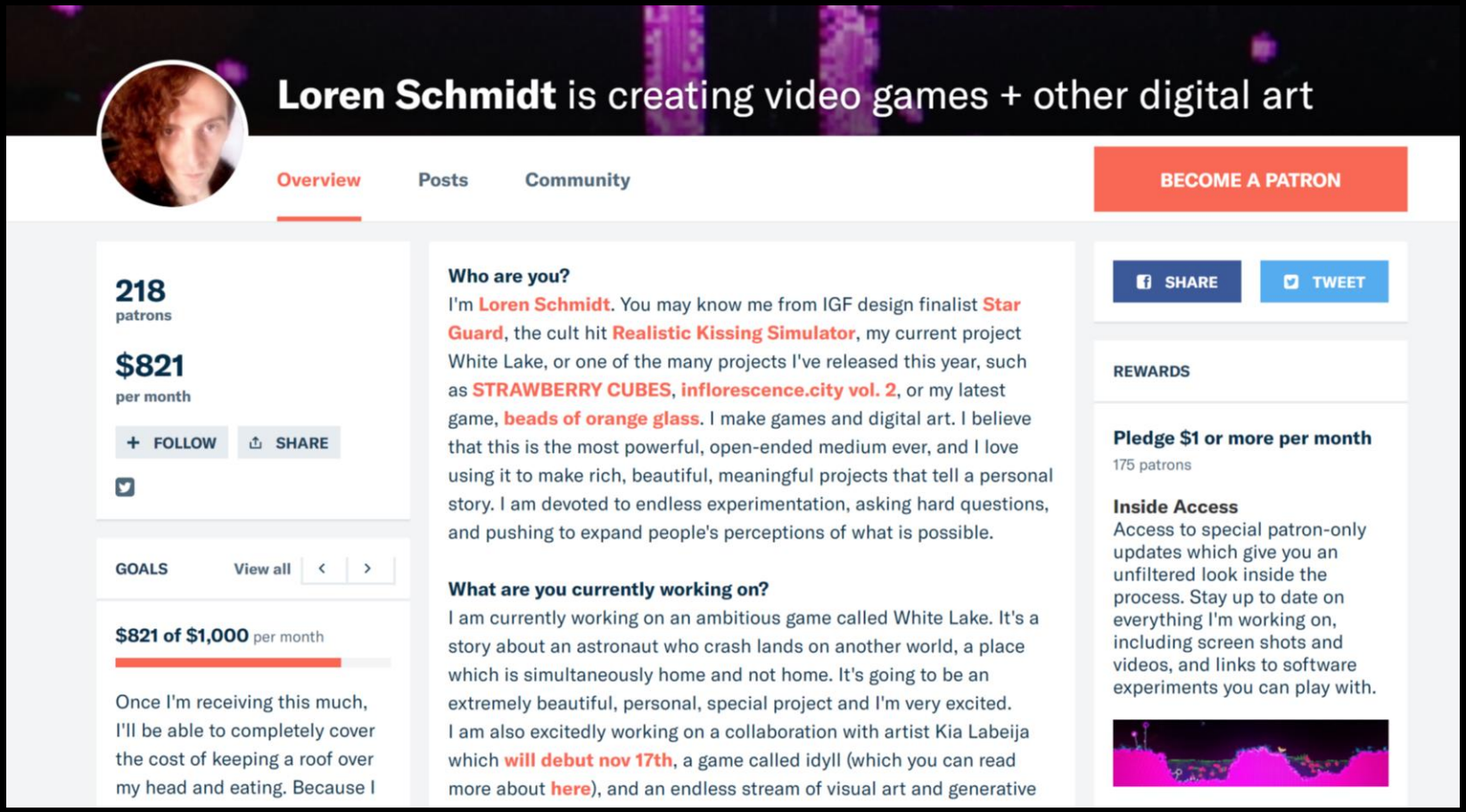


kickstarter.com/projects/godatplay/that-dragon-cancer

Kickstarter 2008
kickstarter.com

was (is) important
independent studios

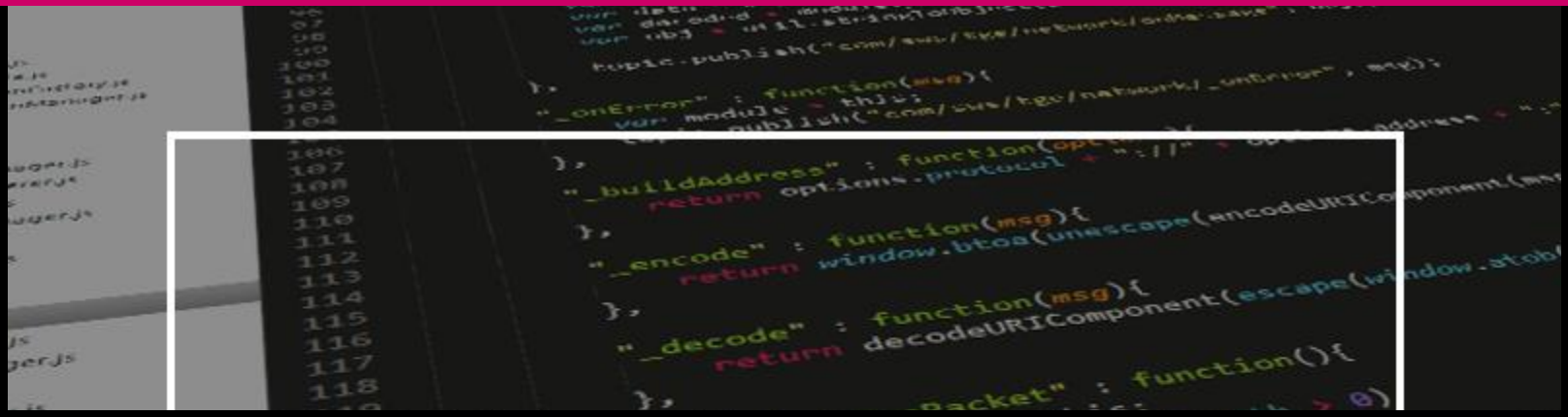
#3 crowdfunding platforms



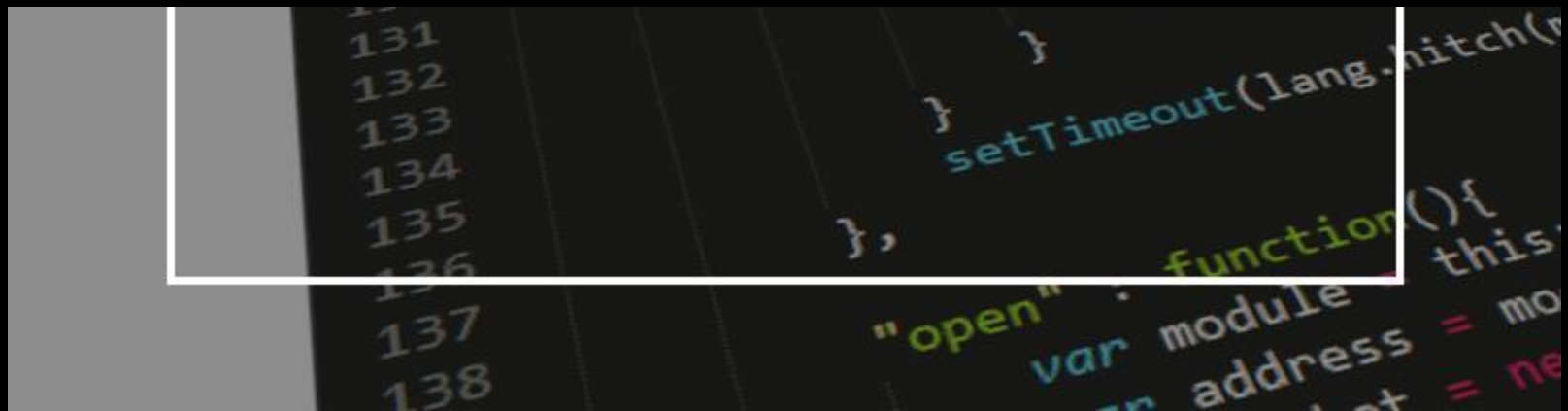
Patreon 2013
patreon.com
shown: patreon.com/vacuumflowers

more recently
(and for individuals)

#4 education



university
online
game engine-specific



#5 community spaces

strength
motivation
connection

#5 community spaces

twitter.com

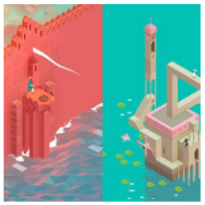
RainbowGameJam @RainbowGameJam · 1h
Check out the #RainbowJam17 Entries! 🌈 ift.tt/2qBvH8I 🌈 #GameDev #GameJam #LGBTQ #Diversity #Games #LGBT

BerlinGameScene.com @BerlinGamez · 2h
.@ThoughtfishGmbH is looking for a Senior / Lead Programmer in Berlin berlingamescene.com/jobs/senior-le... #GameJobs #jobs #gamedev #programmer #Berlin

THOUGHT FISH

3

The House of Indie @thehouseofindie · 1h
DEADLINE today:



The House of Indie @thehouseofindie
Fashion designers: apply by October 13 to receive €1000 & show your game-inspired work at an international festival: flandersdc.be/en/magazine/ca...

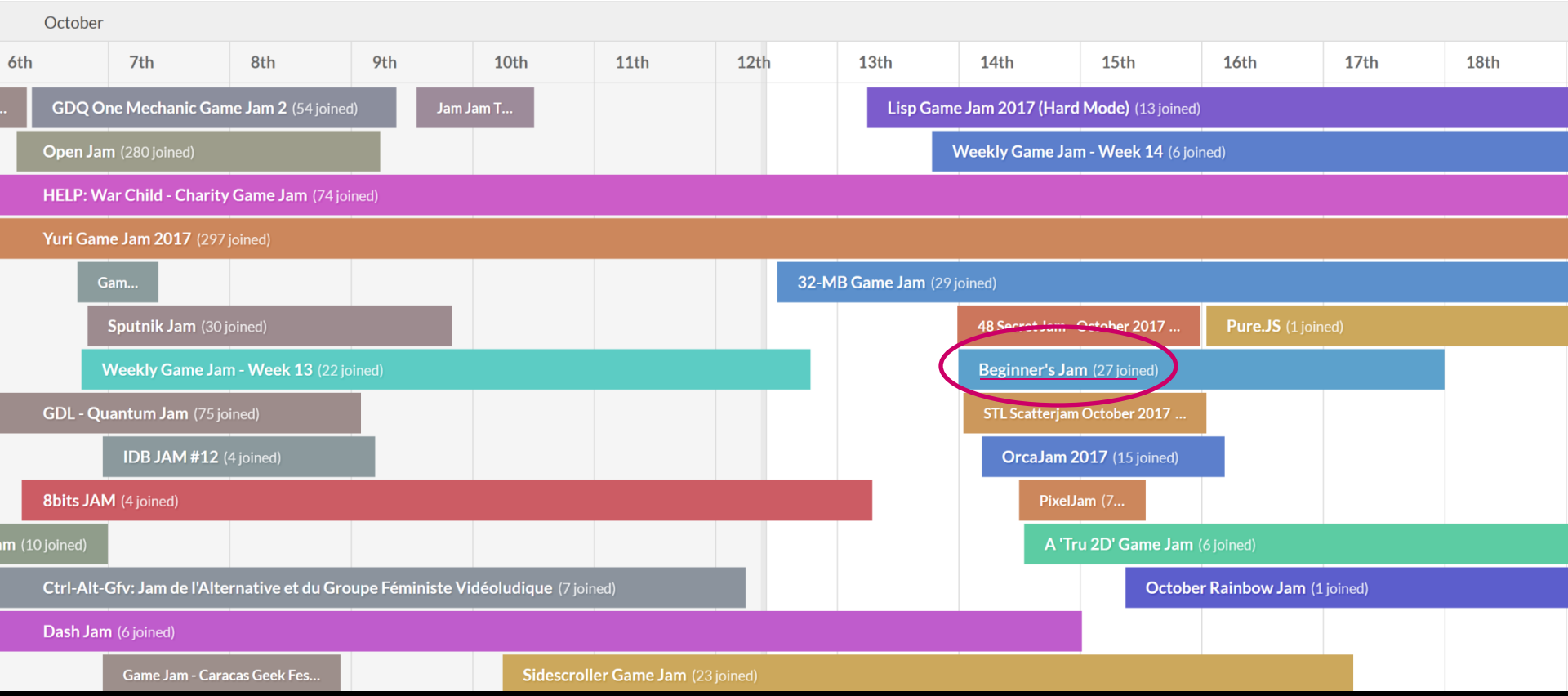
#5 community spaces

game jams

Game jams on itch.io

itch.io is a place for hosting and participating in game jams online. Anyone can start hosting a game jam immediately. Here you can find some of the game jams that are going on. **20066 games** have been created for jams hosted on itch.io.

Host your own jam



itch.io/jams

#5 community spaces

games festivals & conferences

gameconfs.com

Screenshake

diversity of video games
for general audience
screenshake.be/

Lyst

Romance, Love & Sex in games
lyst-summit.org/

QGCON THE QUEERNESS AND GAMES CONFERENCE
LOS ANGELES, SPRING 2017

Queerness and Games Conference

qgcon.com

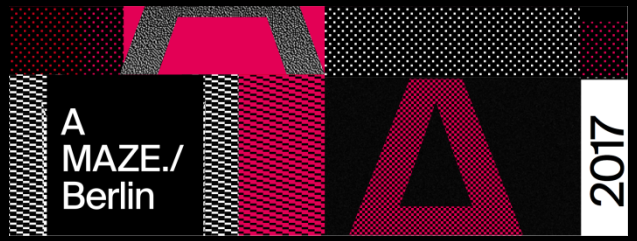
BerlinGameScene.com

@BerlinGamez

Talk & Play

next: October 31st

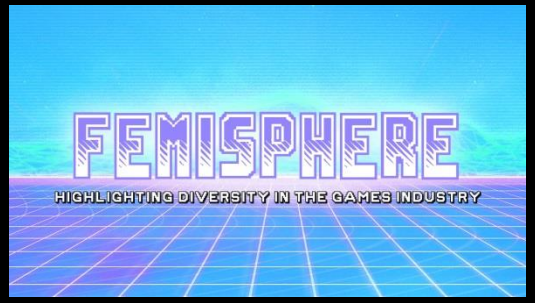
meetup.com/BerlinGameScene/events/243246879



A MAZE. / Berlin

yearly in April

amaze-berlin.de



Femisphere

every few months

berlingamescene.com/event/femisphere-lvl-2/

Mini Game Jam

9h, once a month, next: TOMORROW!

berlingamescene.com/event/october-mini-game-jam-2017/

so... in summary

How has gamedev become more accessible?

How has gamedev become more accessible?

new services

to share

increase visibility

get paid

How has gamedev become more accessible?

new services

to share
increase visibility
get paid

low threshold tools

to create

How has gamedev become more accessible?

new services

to share
increase visibility
get paid

low threshold tools

to create

growing community

to connect

How has gamedev become more accessible?

new services

to share
increase visibility
get paid

low threshold tools

to create

growing community

to connect

→ easier than ever (for individuals) to

create	educate
share	connect

tips for getting started

tips for getting started

~ Look into game engines

tips for getting started

~ Look into game engines

~ Participate in game jams itch.io/jams

tips for getting started

~ Look into game engines

~ Participate in game jams itch.io/jams

~ Do #1GAM onegameamonth.com

tips for getting started

~ Look into game engines

~ Participate in game jams itch.io/jams

~ Do #1GAM onegameamonth.com

~ Get on Twitter

tips for getting started

~ Look into game engines

~ Participate in game jams itch.io/jams

~ Do #1GAM onegameamonth.com

~ Get on Twitter

~ Go to events gameconfs.com

tips for getting started

~ Look into game engines

~ Participate in game jams itch.io/jams

~ Do #1GAM onegameamonth.com

~ Get on Twitter

~ Go to events gameconfs.com

~ Create, Create, Create! (and maybe share?)

Thank you!

Linsey Raymaekers

linseyray.github.io

@linsey_ray