



World  
Computer  
Congress  
Brisbane 2010  
International Federation for Information Processing



## Play IT

## Hands-on Games Workshops

Brisbane will host the 2010 World Computer Congress the week of September 20<sup>th</sup>-23<sup>rd</sup>.

Computer game developers of the future, eyeing their slice of the billion dollar game development industry will get the chance to participate in a 2-day workshop program, providing an insight into the games industry and its multiple facets through participation and a hands-on experience.

### Games & Games Design

Where do game designers start when they design a game? What is so special about designing a game for someone else to play and why don't classic books make good games easily? This talk looks at the shape of games we play and offers you an opportunity to try out some design techniques for yourselves.

### Games & Writing

Game writing has progressed in an extraordinary way since the days when all a writer had to do was prepare a few repeatable sentences for single dimensional non player characters. This workshop offers writers and game players alike insights into the business of writing for games.

### Games & Art

Even the most abstract games exploit visuals and there are many discussions about art games, however, most of these discussions ignore the industry business of art behind the games, the concept artists whose visions produce the worlds we play in and the animators who breathe life into the work. This workshop offers you the opportunity to explore the way of the games artist.

### Games & Audio

When we make games, we carefully exploit the emotional aspects of audio, from those small sounds in the dark to rousing rhythms of success when a player achieves something in the game. This workshop offers you the opportunity to explore the powerful nature of game audio.

**For more information, visit:**

[www.acs.org.au/qld](http://www.acs.org.au/qld)

**When?** 21<sup>st</sup> – 22<sup>nd</sup> September

**Where?** H Block, Southbank  
Institute of Technology

# Meet the Industry facilitators...

## Morgan Jaffit

Games and Game Design

Experienced Games Designer

Morgan Jaffit is the head of The Impossible Changing Brain Foundation, an independent game developer focused on creating innovative titles and addressing users outside the classic market. He has been designing games all his life. Morgan's first computer game design was an educationally focused biology challenge for the Atari ST at the age of 13. He has been working as a professional game designer for the last nine years and has shipped a wide variety of games for a broad spectrum of audiences including: Happy Feet, Freedom Force and Homeworld 2. Most recently Morgan was Assoc. Creative Director for Pandemic Studios developing new I.P. with a strong social and online focus.

He is convinced that the game industry is the most exciting place in the world to be, at least partially because it's filled with crazy people on the frontier of creativity. Morgan has lectured internationally on topics such as the game design process and creative team leadership.



## Milenko Tunjic

Games and Art

Experienced Games Industry Artist

Milenko brings 19 years of professional artistic experience to the table across all forms, from traditional painting to 3d modelling and animation. He has been working as a commercial artist for the past seventeen years. This is his tenth year in the games industry. He is very interested in the creative direction of game projects, and strongly believes that games turn out the best when there is a harmony between design, art, code and sound.



Milenko focuses on designing characters, props, vehicles and environmental elements in a variety of styles for the many projects he has worked on. He has been senior concept artist for Krome Studios, Brisbane and Pandemic Studios, Brisbane as well as doing concept art for Evolution Games and character design for Zoonimedia / Columbia Tri Star. Recently, Milenko has become the new art director at Strange Loop Games and will be in charge of building the visuals of the unique universe of Vessel

## Andrew Curnock

Games and Audio

Experienced Games Industry Audio

With a broad background in various media roles, Andrew Curnock has capitalised on his programming and music production experience to establish himself in the game audio industry, with a particular focus on handheld platforms. Since 1991 coding mod tunes on the Amiga, Andrew has refined his craft and kept abreast of new technologies to successfully delve into production for radio, television, as well as film. His most recent productions have seen a return to the old-school art of tracking, in producing music and sound design for 2 nickelodeon titles for Gameboy Advance. Recently Andrew has been working as a Catalyst at the Edge, Queensland

# Leanne Taylor

Games and Writing

Acclaimed Games Industry Writer



Leanne's job is to either come up with or rewrite stories for games. This includes scriptwriting, dialogue, VO direction, character and world-building and cinematic direction. Her overall goal is to improve writing in games, so to that end she is currently lecturing in Narrative Design at Qantm College, Brisbane. Leanne has written many titles including Nicktoons: Attack of the Toybots (DS) and Avatar: Into the Inferno, for both console and DS. She also worked on Pandemic's Destroy All Humans! 2 and has consulted on a number of indie projects.



## Reserve your seat. Register Now.

Each PlayIT workshop is repeated twice daily, over 2 days. Attendees have the flexibility to choose a session time that suits or the ability to attend all four workshops over both days.

Workshops are limited to 25 participants - so reserve your place now. Participants must be 15 years and older.

Each workshop  
only:

**\$35.00**

Includes morning or afternoon tea.

## Workshop Schedule

[www.acs.org.au/qld](http://www.acs.org.au/qld)

Day 1: Tuesday 21 <sup>st</sup> September				
9.30am to 12.30pm	Games & Design [Session 1A]	Games & Writing [Session 1B]	Games & Art [Session 1C]	Games & Audio [Session 1D]
1.30pm to 4.30pm	Games & Design [Session 2A]	Games & Writing [Session 2B]	Games & Art [Session 2C]	Games & Audio [Session 2D]
Day 2: Wednesday 22 <sup>nd</sup> September				
9.30am to 12.30pm	Games & Design [Session 3A]	Games & Writing [Session 3B]	Games & Art [Session 3C]	Games & Audio [Session 3D]
1.30pm to 4.30pm	Games & Design [Session 4A]	Games & Writing [Session 4B]	Games & Art [Session 4C]	Games & Audio [Session 4D]

All participants are required to bring their own USB memory stick to download a copy of workbook material. Games & Audio workshop attendees are required to bring their own Headphones.

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### About WCC2010

WCC2010 is an international event encompassing all things ICT – innovations, leading practice, new capabilities and trends. Attendees can look forward to four days of innovative thinking, leading discoveries, networking, problem-solving and business opportunities. Products and services will be showcased to thousands of delegates, leaders and experts from over 100 countries. Many international regional and local conferences have partnered with WCC2010 to expose global expertise and innovation to Queensland. Visit [www.wcc2010.com](http://www.wcc2010.com)