

3rd Sector Gaming

John Ribbins

Creative Director, Roll7
roll7.co.uk



Tuesday, May 17, 2011, 14h-15h

Goldsmiths College, New Academic Building, Lower Ground, LG02
www.gold.ac.uk/find-us/

Roll7 is a small indie developer based in New Cross. The team is focused on creating games, applications and campaigns for 3rd sector organisations. Roll7 creates content that teaches or calls young people to action, but we are passionate about not being another boring edu-tainment developer. The talk will cover - learning in games, surviving a recession, brain computer interfaces and the G word.

John is a game designer and programmer who has worked with young people to create games for the last 6 years. John was a leading developer of the FPSC drag-and-drop games design platform, and established it as a tool for teaching on the Rolling-Sound games design course in 2005.



John went on to create indie games studio Roll7 with Simon Bennett and Tom Hegarty in 2008 after the release of Channel4's anti-knife-crime game Dead Ends. John was one of the first people to develop games for the NeuroSky mass-market Brain Computer interface and has worked closely with NeuroSky to develop their hardware further.

Seminar — CGE

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