

(Games) Designers (revisited), what can they do for me?

Steve Goss

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Friday, December 16, 2011, 14h30-16h
Goldsmiths College, NAB 326 (New Acad. bldg., 3rd floor)
www.gold.ac.uk/find-us/



Steve Goss is an experienced games development professional with over 23 years experience as a hands on video game designer, studio manager and creative director. Steve has worked for companies both in the UK and the US, including EIDOS, Atari, Electronic Arts, Crystal Dynamics, Lionhead & Microsoft.

Steve will present the many roles of designers: what they do, why they do it, why design is important and the lessons learned in over two decades of commercial games development.

SUPERMASSIVE GAMES is an independent Guildford-based developer setup in the summer of 2008 and which developed START THE PARTY & TUMBLE for PlayStation Move. In 2009 it took over the development of all of the LITTLEBIGPLANET PSN downloadable levels including the recently released TOY STORY as well as contributing significantly to LITTLEBIGPLANET2. Most recently it announced it is developing games for BBC Worldwide, starting with **Doctor Who: The Eternity Clock**.

The Guildford studio is growing quickly, approaching 100 employees and is working on further (as yet unannounced) titles.

Seminar — CGE

www.gamesgoldsmiths.com

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