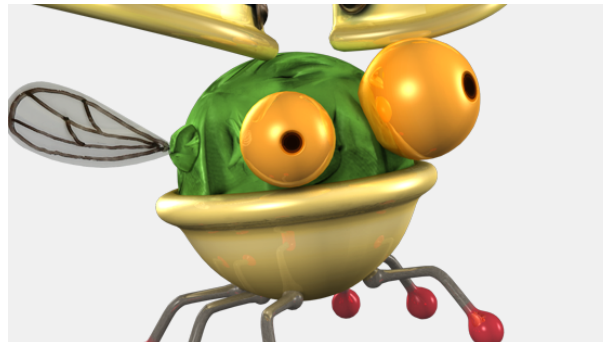


(Games) Designers, what can they do for me?

Steve Goss



Thursday, February 17, 2011, 15h15-16h30
Goldsmiths College, NAB (New Acad. bldg.), Rm.LG01
www.gold.ac.uk/find-us/



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

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. The challenges and opportunities for interactive design and development as we enter a time when media devices are converging.

SUPERMASSIVE GAMES is an independent Guildford-based developer setup in the summer of 2008, and developed START THE PARTY & TUMBLE for PlayStation Move, and more recently contributing significantly to LITTLEBIGPLANET 2.

Seminar — CGE

www.gamesgoldsmiths.com

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