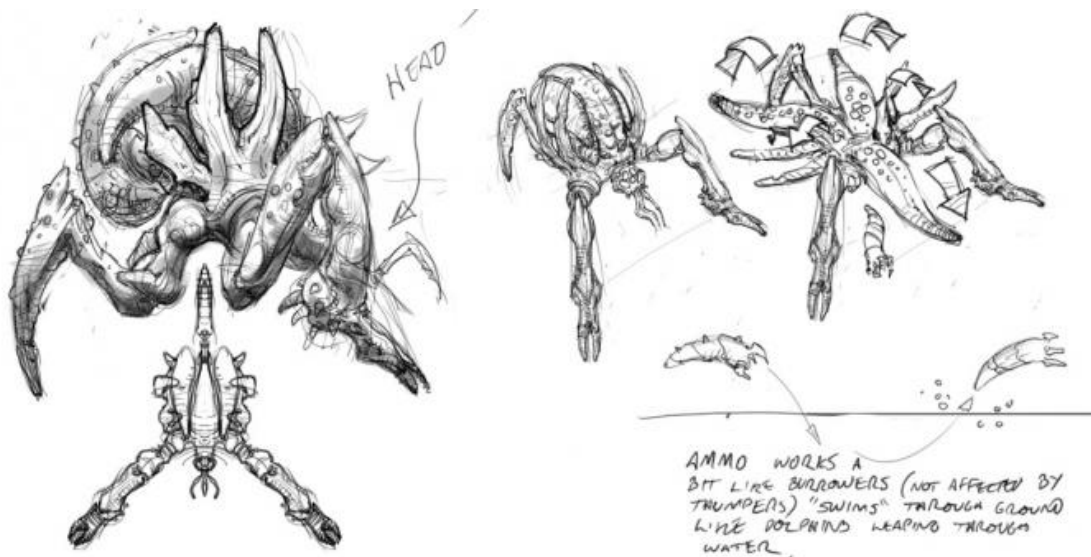


Designing Games in the Networked Age

Tomas Rawling



Thursday, February 3, 2011, 15h00-16h30
Goldsmiths College, NAB (New Acad. bldg.), Rm.LG01
www.gold.ac.uk/find-us/



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

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Seminar — CGE

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