GDC + VRDC 2019 Session Scheduler

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If you've registered for GDC, you can use the same login credentials. Adding a session to your schedule does not guarantee you a seat. Sessions do fill up, so please arrive early to sessions that you would like to attend.

Experimental Gameplay Workshop

ADD

Trynn Check (Game Designer/Manager of Production, Level You & iThrive Games)
Nicolas Saraintaris (Founder, Beavl)
Nicolas Recabarren (Founder, Nonsense Arts)
Mohannad Al-Khatib (Co-Founder & Creative Director, Artifact 5)
Jenn Sandercock (Designer, Inquisiment)
Shawn Liu (Student, Rochester Institute of Technology)
Dennis Carr (Game Designer and Programmer, Independent)
Jonah Warren (Co-founder and Creative Director, Feedtank)
Jay Tholen (Artist, Designer and Composer, Independent)
Su Liu (Live Producer, Riot Games)
Daniel Benmergui (Designer, Storyteller)
Tim Garbos (Creative Director, Triband)
Juuso Toikka (Game Developer and Researcher, Aalto University)
Antti Sandberg (Game Developer and Designer, Aalto University)
Frank DeMarco (Arcade Manager, Babycastles)
Alex Bull (3D Artist, Kitfox Games)
Jongwoo Kim (Co-founder and Programmer, Kitfox Games)
Lee-Kuo Chen (Game Designer, Sunhead Games)
Gerben Grave (Narrative Designer and Game Writer, Multiverse Narratives)
Robin Hunicke (CEO, Funomena)
Location: Room 303, South Hall
Date: Friday, March 22
Time: 1:30pm - 3:30pm
Pass Type: All Access, GDC Conference + Summits, GDC Conference - Get your pass now!
Topic: Design
Format: Session
Vault Recording: Video
Audience Level: All

Tweet

The Experimental Gameplay Session, which debuted games like 'Katamari Damacy', 'flOw', 'Braid', 'Portal' and 'Storyteller', is back for its 17th year at GDC! In this fast-paced, game-packed session, panelists will showcase a selection of surprising and intriguing prototypes made by innovation-minded game developers from all over the world. By demonstrating games that defy conventions and traditions in search of new genres and ideas, this session aims to ignite the imagination of all game makers. Come see what's happening in the world of Experimental Gameplay, and be inspired!

Takeaway

This session gives developers who are interested in experimenting with games as an expressive and artistic medium: a high-energy format for demonstration, discussion and inspiration. It encourages the process of gameplay experimentation, encouraging developers to strike out in search of new audiences and exposing the industry at large to new ideas that it can nurture to fulfillment. Attendees will see many provocative, experimental games from the past year, learn about new areas of gameplay exploration, and hopefully, get inspired and excited to go out and make new games that expand the potential and audience of their

medium!

Intended Audience

Everyone who wants to be inspired by the edgiest of game design in the world.

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