SUNDAY 3RD APRIL

A day about making



10am - 1:30pm - In the Hall

STRANGE CONTROLLERS SHOWCASE

On Sunday morning we'll be trying out all sorts of strange and experimental controllers – some of them the culmination of years of research, some of them cobbled together whatever the designer could find in their back yard. There'll

be virtual reality experiments, a yoga ball, magnets, voice controls, bar codes and more.



A Resurrection in Clay

Duncan Walker



Music in the Key of Life

Tedde Twetman and Viktor Lanneld



Night of the Hunter the Game

Veve Jaffa



The World is Flat

Aubrey Hesselgren



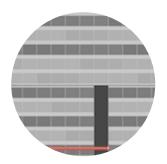
Reigns

François Alliot & Mieko Murakami



Phone Book

Becca Rose



Lazer Lips

Joe Bain



Octemo

Sandika Dhawan

2-3pm - In the Hall

DAILY INTERVIEWS

Jordan Erica Webber and Keith Stuart interview game designers





For an hour each day, Guardian game journalists Keith Stuart and Jordan Erica Webber will interview designers who are showing their work at the festival, chatting about the games themselves, the design process, other work at the festival, and anything else that takes their fancy.

3pm - 6pm - In the Hall

GAME WORKSHOPS

The afternoon brings us a chance to get making – crafting board game pieces, building 3D landscapes, trying out new game-making tools, drawing together and tearing up rulesets to create new ones.





Harry Giles



Literally Hacking Games

Avery McDaldno, run by Adam Dixon



Vertex Meadow

Ian MacLarty



Dungeon Decorator

Loren Schmidt



Cheap Bots, Done Quick!

George Buckenham



Making Board Game Pieces

Kerry Dyer

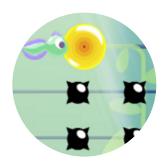


Blingbeans, Bugbeans and Botbeans

Maf'j Alvarez

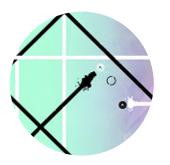
Throughout the day

DROP-IN GAMES



Tadpole Treble

Bitfinity Games



Schlicht

Team Schlicht



Push Me Pull You

House House



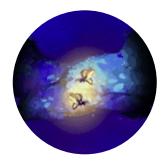
Volotic

Scott Garner



Mimics

Fabian Schaub



Imaginal

Lisa Brown



Word
After Word

Jonah Warren











