Game Tech

Video Game Technology Newsletter

BOSTON FESTIVAL OF INDIE GAMES

When: September 14, 2013
Where: MIT Stratton Student Center, Cambridge, MA

The Boston Festival of Indie Games celebrates independent game development in New England and neighboring regions. "Our goal is creating an inclusive environment for everybody who enjoys and appreciates games in whatever shape or form." The festival seeks to support and showcase the efforts of independent game developers in a free public event, encouraging attendees to participate and play games in different formats: video games, location-based games, tabletop games and live role-playing, amongst others. The games featured are innovative and refreshing, demonstrating both the budding and the established talent of game makers in the American northeast. Produced under the non-profit auspices of Be Epic, a Boston-area live action games production group, the Boston Festival of Indie Games fosters a community of academic and independent developers creating games for the people.

This years Boston Festival of Indie games brings a variety of entertainment including: Talks and sessions including Confirmed Keynote Speaker Robin Hunicke (Journey) and Chris Remo (Double Fine/Idle Thumbs); Digital Games Showcase; Tabletop Games; Live Action and Street Games; Films; Art Exhibit;Game Jam; The FiggiesAwards.

This is a great opportunity to see what is happening in the indie scene, meet with the regions top indies and to start networking for you career opportunities.

For more information and to register (free!) go to: bostonfig.org

Project Griffin
has smooth take off!
VGD Students team with US Air Force

Through a partnership between the Independent Game Developers of RI (IGDA) and the United States Air Force (USAF), a presentation was held on February 26, 2013, at the East Greenwich campus, to discuss the steps needed to produce a transitional game project for the Air Force. New England Tech game development students, some acting as independent developers and others as co-op interns, will be working alongside more experienced independent game developers from the IGDA. The best description of the project team is a "distributed agile development team". The result of this work will be a variety of software prototypes that the USAF will use to test transitional games as a training platform for US Airmen worldwide.

Three USAF personnel, Major Michael Bliss, Sargent Chris Kocinski, and Sargent Kyle Stackpole were on-hand to work with the IGDA workshop team. Special thanks to Assistant Professor David Johnson, VGDD, for his efforts in leading and coordinating the program.

From Tech Talk March 2013

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The 3rd Annual Hot Summer 24-Hour Game Jam took place here at NEIT August 9-10. Twenty students participated in the event, forming five teams. The theme for the jam was "Epic Fail!" Teams succeeded in creating completed games within the 24 hour time limit using Flash, Unity 3d and XNA. The Jam proved to be a great team building exercise as teams were selected randomly. The 48-hour 2014 Global Game Jam will be held January 24-26 at NEIT. Save the date!

Optitrack Motion Capture Demo!

Brent Mason from Optitrack will be visiting the VGDD department at NEIT on August 29. He will be demonstrating the Prime 17 cameras and motiontracking system.

The largest film and game production companies are using motion capture systems on their productions to save time, money, and increase productivity. Motion capture is an amazing tool to compliment the animation production pipeline by allowing animators a way to quickly get to a fine-tuned starting point, prototype and previs shots, cinematics, and do real time character, prop, and virtual camera streaming into Maya, MotionBuiler and Max. Some of these studios.

If you would like to attend the demo, please sign-up at :

There is limited seating available!

Power Game Day 2013!

The 4th Annual NEIT Power Game Day is approaching! Set for October 25th, the day long event features guest speakers from the game industry, the Student Showcase of Games and a marathon game tournament. All VGDD/GDS classes will be canceled that day so all students can attend this important event. Register now at: PowerGameDay.com