

Game Connect: Asia Pacific [GCAP] 2008

19-22 November 2008, Hilton Brisbane, Queensland, Australia

Game Connect Asia Pacific Skills Forum

1:30pm – 4:30pm, Wednesday 19th November 2008
Redlands/Lockyer Room, Hilton Brisbane



Chair

Justin Brow - Expedition Leader / Australian Digital Industry Catalyst

Panel Members

- Shaniel Deo – HalfBrick Studios
- David Giles – Tantalus Media
- Sarah Jordan - Krome Studios
- Robert Murray - Firemint
- Steve Wang – BigWorld Technology
- Robert Spencer - Interzone Entertainment

GCAP welcomes educators, trainers, students, industry professionals and government representatives to join several senior representatives of some Australia's most significant games development companies as they undertake an open and informal discussion about how education and training organisations can better prepare their students for transition into the dynamic world of gaming.

Attendees will gain an insight into how these various games development companies operate, key sought-after skills and suggestions for how we can move toward a better skilled workforce. The session will involve a series of specialist group discussions on various aspects of a games company (including programming, art and design).

The preliminary program for the forum is as follow:

2pm – 3pm	Each panel member will speak for 5 - 10 minutes on: <ul style="list-style-type: none">▪ Company location and size▪ Products developed/developing (platform & genres)▪ Skills & knowledge in demand in company▪ What you look for in graduates▪ What skill & knowledge gaps you perceive in current graduates
3pm – 3.30pm	Facilitator and Audience questions put to panel, general discussion
3.30pm – 3.40pm	Short Break
3.40pm – 4.10pm	Discussion in specialist groups with 1-2 panelists in each (programming, art, design, etc)
4.10pm – 4.30pm	Group reporting & wrap-up

Cost

\$160 GDAA Members \$215 Non-members

Register online at www.gameconnectap.com