

JoinGame Workshop XVII

# Game platforms



**joingame**



Workshop XVII



**Game Platforms**

Oslo



September 18th



Samfunssalen, Oslo

Thursday, September 18th, 2014

# PROGRAM before lunch:

09:30	Registration /coffee
10:00	Workshop introduction, Alf Inge Wang
10:10	"The Future Was Here – The Commodore Amiga", Jimmy Maher
11:00	"Creating multiplatform games as an indie developer", James Portnow
11:50	LUNCH (one floor down)
12:40	"Game development on the Oculus Rift Platform", Ole Andres Jordet
13:30	"Indie development on the Playstation Platform", Shaid Ahmad



Tweeting today? Use #JoinGameWS.

# PROGRAM after lunch:

- 14:20 "How much do you know about game platforms?", Alf Inge Wang
- 14:40 "Developing games for Nintendo DS", Nils Anderssen and June Jenssen
- 15:30 Coffee break
- 15:50 Unity and Multi-platform, Joe Robbins
- 16:40 Developing multi-platform free-2-play games, Jørgen Tharaldsen
- 17:30 End of workshop



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