

For a calendar of technical society meetings in the Mid-Hudson Valley go to: <http://pok.acm.org/calendar.html> and/or to MHVLUG's calendar at <http://hvstem.org/>

Go to Google Development Group (GDG) Hudson Valley at www.meetup.com/gdg-hudson-valley/ to find an amazing selection of technical and entrepreneurial organizations.



Poughkeepsie Chapter of the Association For Computing Machinery

```
      aaa          cccccc      mmmmmn  mmmmmn
    a  a          cc   cc      mm mm  mm mm
   aa  aa        cc   c       mm mm mm  mm
  aaaaaaaaaa    cc          mm  mmm  mm
 aa   aa        cc   c       mm  m   mm  MEETING NOTICE
 aa   aa        cc   cc      mm          mm
 aa   aa        ccccccc     mm          mm  Free and open to the public
```

Program: The Lifestyle, Technology, and Business of Modern Independent Game Development

When: 7:30 pm, Monday, September 21st, 2015

Where: Presentation Room (2nd floor, Rm 2023) Hancock Center, Marist College

Directions: Building 16 on the map at <http://www.marist.edu/welcome/map.html>

Parking: Please park at black dot #11 on <http://www.marist.edu/welcome/map.html> (the lot North of the Hancock Center #16) or in the lot East of Route 9, S/E of the former Main Entrance.

Speaker: Christopher Garrett

About the Program: This talk will be a tour of modern mobile game development which will be covered in three main sections. First, a discussion the human aspect of game development. Games require a great degree of creativity. A team of people must be assembled who can create music, artwork, and of course the digital bits that make the game work. This usually means developing and managing a distributed team of people, each of whom may be highly skilled in their field, but have limited knowledge of how software is created or how computers work. The second section of the talk will cover the technology involved in creating a modern game. It will discuss what is available to game developers in terms of hardware, developer tools, and the mobile computing platform. Finally, the third section will cover the basics of the business of how we actually market and make money with our games.

About the Speaker: Chris Garrett is an independent game developer based in Pleasant Valley. He released a word game for iOS devices called QatQi in 2012. The game was critically acclaimed and became the #2 iPad word game upon its release. He is currently working on a sequel to QatQi. In the past he has worked on a variety of platforms, including stand-alone desktop applications, various server-side applications, and mobile devices with far less computing power than we have today.

Cost: Our meeting is **Free** and open to the public

Dinner: 6:00 pm, Palace Diner, 845.473.1576
Map and menu: www.thepalacediner.com
All are welcome to join us for dinner.

We thank Marist College for hosting the chapter's meetings.

Refreshments are served after the meeting.

For further information, email collier@acm.org or call 845.522.1971.

P - L - E - A - S - E P - O - S - T

This page is available on the web at <http://pok.acm.org>.

