



Five years of networking

Alan Hazelden



Five years of friendship

Alan Hazelden



Five years of corruption

Alan Hazelden



Five years of friendship

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Who am I?

- Alan Hazelden
- Games include:
 - These Robotic Hearts of Mine
 - Sokobond
 - A Good Snowman Is Hard To Build
 - Shit Snake
- Minorly successful Patreon
- MegaGIRP champion



Who was I?

- 2006
 - Computer scientist at Warwick
- 2007
 - Learning to make games
- 2008
 - Learning to make game engines
- 2009
 - Started caring about design



Who was I?

- 2010
 - Started going to UK events
 - Made bad games
- 2011
 - Started maintaining a game engine
 - Started a monthly meetup group
 - More bad games
 - Released a paid mobile game



Who was I?

- 2012
 - Started going to international events
 - More bad games but they're good this time
- 2013
 - Released a commercial PC game
- 2014
 - Respected puzzle game developer?!



Want to make good games?

- Make lots of games
- Meet lots of people
- Get lots of people to play your games



“I don't know anyone here”

- People are generally friendly
- You already have a lot in common!
- “Everyone else already knows each other”
- Imposter syndrome



Example: Sokobond

- Sokobond exists because I met Harry Lee
- I met Harry at GDC
- I was at GDC because I knew people
- Harry knew who I was
- I knew who Harry was
- Ryan Roth did the music because I met him



Part of a community

- I love being around creative people
- I love meeting talented game developers
- I love getting great feedback
- I love playing in-development games
- I hate the atmosphere of the last 3 months



GamerGate

- The new name for an old problem
- Different from what came before
 - Now attacks men too!
 - Pseudo-legitimacy
- But not really
 - Same people
 - Same agenda



The reality

- “It is difficult to make game development decisions while weighing the likelihood of being threatened with actual murder”
- “Every RPS article that references my work, or time I get RT’d by someone somewhere in games, even though I know I’m not high profile, I wonder if this is the time someone will idly doxx me, attack my family, tell me to get raped or diminish my intelligence.”



The reality

- “I genuinely cannot in good conscience encourage people to get into games any more. That's just one of the effects GG has had on me.”
- “To be honest I wouldn't feel right telling a woman to get into games without saying 'You will probably be harassed'”



The reality

- Mob terrorism
 - “Stay quiet or you'll be next”
 - “... and your friends will be after that”
- The stated goals are irrelevant
 - No notable positive achievements
 - But a whole load of harassment
 - So I refuse to give it legitimacy



More on GamerGate

- Talk for WASS next week
 - Wednesday 12th Nov, 6pm
- Pub
- References available on request



Back to the good stuff

- Being involved in the community
 - Rewarding
 - Helpful
- Developers give the best feedback
 - You'll make better games
- It's great to be around creative people
 - You'll get more ideas



Where to meet people?

- Local meetups (Midlands Indies)
- Game jams
- Conferences (Feral Vector, GameCamp)
- Festivals (GameCity)
- Exhibitions (Radius, EGX, Rezzed)
- Bigger conferences (Develop)
- Abroad (GDC, IndieCade)



Talk to people online!

- makega.me
- TIGSource
- Twitter
- Email
- Specific forums



Conclusion

- If you want to be a better game developer
 - Go to events
- If you want to be a better person
 - Support oppressed groups



Questions/pubtime

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