



Program Schedule:

Ballarat GiG: Get Into Games
Mining Exchange, Ballarat
As part of National ICT Careers Week 2011

Friday July 22

09.30 Mining Exchange Venue Opens

10.00 Opening Presentations

10.15 GDA, Game Developer Association of Australia presentation Tony Reed, CEO and Martin Wilkes, GDA Board member will talk about the video game industry in Australia and Overseas'

Note: the video game industry is now the largest entertainment: bigger than film and DVD.

10.30 Big Ant present AFL 2011, made in Melbourne by Australia's largest indie developer - Big Ant are the largest independent video game developers in Australia and have just made and released one of the biggest selling titles on PlayStation 3 in Australia. This is the new AFL game. The Big Ant team will talk about making the game and how they got into games.

11.00 Ballarat TAFE Presentation

11.30 Ballarat Uni presentation, supporting courses

Both Ballarat Uni and TAFE will present course options for the students. Both will support teaching students what they will require to learn to join the video game industry.

Note: This is an industry that is not restricted to programmers and artists. There are opportunities in PR, marketing, sales and business, and we would encourage teachers to also invite students with these interests.

12.15 Lunch/Play During lunch, members of games industry will talk to teachers Ballarat GiG will host lunch for both the students and teachers.

Ballarat GiG will also host specific presentations for the teachers over lunch with members of the GDA (Game Developer Association of Australia) and local video game companies. This is to explain the growth of this sector and the career pathways that are available.

1.15 Firemint, one of the leading iPhone developers in the world and based in Melbourne

This is a big one for Ballarat and the students. One of the most successful companies on the iPhone and based in Melbourne. Great opportunity to listen to a big success story.

2.00 Media Saints are one of the newest game developers in Melbourne and working to make games for the ABC. This is a fantastic story, with the CEO, Michael Woods being one of the team that helped in our early Ballarat GiG: Get into Games events and now runs a video game company working with the likes of the ABC.

3.00 How to get into games, from school to business

This session will extend past the departure time of many schools and is there to support or answer any questions from teachers, students or other persons that have an interest in the video game industry as a career. This session will be open to public.

Friday's event programming is focused on the development and career options that the video game industry presents. The program includes keynote presentations from the Game Developers Association and key developers in the Australian market. The local tertiary educational institutions will also present and introduce course and career options for video game development.

While the keynotes are running, the venue will be open for visitors to play and test games.

All the booths will be manned. There will also be security in the room to assist teachers as required.

Admission is free to attend during these presentations.



Ballarat GiG
Get into Games
July 22-23 2011



Program Schedule (cont.):

On Friday 22 July 2011 Ballarat GiG will also provide Teacher Specific Workshops:

GRADUATE SCHOOL OF ITMS – University of Ballarat

Marijke Groothuis:

(lecturer from GSITMS - Graduate School of Information Technology & Mathematical Sciences) has agreed to run sessions on the free image manipulation application called GIMP. Free is a good option for schools to use and distribute. Also GIMP is now becoming very powerful with features & support.

DEPARTMENT OF INFORMATION TECHNOLOGY – University of Ballarat

Details of the Department of Information Technology proposed presentation for GiG

PRESENTER: Sam Altmeier

TOPIC: Game authoring with UDK (Unreal Development Kit)

These classes will run onsite during the day at the Mining Exchange in the side room

Please contact gig@ballaratict.com.au for more details and to make a booking.

Saturday July 23

10.00 Mining Exchange Opens

10.30 National eSport competition

11.00 Guitar Hero III on stage

2.00 Feature Game competition on stage

3.00 Sponsor Acknowledgements, Draw prize winners

Saturday's session is designed as a fun day for families to discuss options for students that may have been presented to on the Friday sessions.

There will be several industry representatives in the room and it is a great chance for parents to discuss the video game industry as a viable career option.

Saturday's session will also be open to the public and entry into the venue is free also. Come down and play games and enter some of the great competitions we are running and test your game playing skills against some of the best players around. There are lots of prizes to be won and it's a great opportunity to come down and meet other like-minded people that love video games.

For more general information visit www.ballaratgig.com or email gig@ballaratict.com.au

For program specific info please contact the martin.wilkes@addictiveagency.com.au

