

Ever wondered how Computer Games are made?
The Computer Chapter of the IEEE South Alberta Section
is excited to host a seminar titled:

Game Software Engineering: Agile Development of Computer Games

Speakers: Paul Gheran and Richard Jaquish, GamesCafe.com

Tuesday, Dec. 6, 2011, 5-6:30 pm

5:00-5:10 Refreshment, informal networking

5:10-5:20 Welcome and introduction by the host (IEEE SAS)

5:20-6:20 Talk, 6:20-6:30 Q/A

LOCATION: ICT 121, University of Calgary
 (For the campus map and parking locations, please see
www.ucalgary.ca/map)

COST: Free to everyone (IEEE members and non-members).

All students are welcome. Refreshments will be served (first come, first served). No RSVP is required.



Abstract:

Software engineering for games presents many unique and interesting challenges. When targeting the home user, there is a vast array of hardware and software combinations to consider. What tools does a casual game company use to ensure compatibility, and reliability in their software? How does an organization determine what platforms to target, and develop budgets appropriate to synchronize the varied disciplines required to complete a project? What technology do small companies use to accelerate development and focus resources on core competencies?

In the first half of the session our team will talk about our experiences with Agile and Scrum, what we've discovered and how best to use them in our context. How we develop our backlogs when the end user is not present to provide feedback, and what tools we use to manage this process. Then we will move into technology with discussions on libraries, languages, and device specific features that we use to provide the best experience for our players to satisfy both production and publishing partners. Some discussion on the state of the industry in Calgary, Alberta, and Canada will finish off the session with time for Q&A.

Speakers' Biography:



Richard Jaquish: Richard entered the industry with a Bachelor of Science from The DeVry Institute, and an MSc in Computer Games Technology from the University Of Abertay Dundee Scotland. A professional programmer for 8 years, Richard had already been developing independent games for four years when he graduated, and quickly found a game developer position which he has held for the past 3. As a Lead Game Architect for Games Cafe Inc, Richard is instrumental in the design and programming of his projects. With experience in AI coding, advanced terrain rendering, DirectX, Action Script, XNA, Unity, and many other technologies Richard's solid base in C++ lets him showcase his versatility in game system development.

Paul Gheran: Having always been involved in tech industries, Paul holds a BComm in International Business from the University of Calgary and has been an Agile project manager certified by the Scrum Alliance for over two years. His past work experience includes project coordination with EDS (now HP Enterprise Services) and technical certifications from various independent bodies. Sometimes credited as a Producer, the short development timelines of casual games means Paul has shipped five projects in his time with Games Cafe, with several more nearing completion.



Seminar Organizer:

This talk is organized by Vahid Garousi, PhD, PEng, vgarousi@ucalgary.ca, Computer Chapter Chair of the IEEE South Alberta Section. For more information, visit: <http://sas.ieee.ca>