ARS ELECTRONICA

GameStage@AEC
Friday, June 28, 2013 / 6 PM-12 Midnight / Ars Electronica Center

GameStage@AEC on Friday, June 28, 2013 will showcase various software tools you can use to develop your own computer games. The gaming begins at 6 PM; admission is free. Visitors can try out game frameworks, authoring tools and level editors that make it easy to create new game content, levels or even entire game worlds. Plus, there'll be lots of opportunities for shop-talk about game design methods, close-up looks at innovative technologies developed by local firms, and of course joint play sessions. GameStage@AEC is produced by the Ars Electronica Center in cooperation with Linz's Gamecraft community, Radiated Pixel, and the Upper Austria University of Applied Sciences' Hagenberg Campus.

Here's an overview of the game engines and studios that will be the feature attractions on Friday:

Gamua

Gamua is a software design studio in Upper Austria. Their products include two game engines: Sparrow for iOS devices and Starling for Web use. Not only are both frameworks easy to learn; they're also available for free and open source.

V-Play

V-Play lets you develop games for various operating systems, which means the games run on virtually any hardware. In addition to its own level editor, the engine also offers state-of-the-art features like a link-up to social networks and new modes of payment.

Ovos

Ovos is a player in the serious games sector. The games they develop not only entertain; they also stimulate users' grey matter. Ovos will present examples of their work such as the physics learning game Ludwig to illustrate their approach to level design in the field of educational games.

gLab Hagenberg

Students in the game design program at the Upper Austria University of Applied Sciences' Hagenberg Campus will display game prototypes currently being developed at the school.

Gamua: www.gamua.com
V-Play: www.v-play.net
Ovos: www.ovos.at
gLab Hagenberg: games.fh-hagenberg.at
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