

Creating and Distributing Games

a.k.a. Social Games, Part 2

by The GamingFreedom.org Team

August 8th, 2011

Next up...

- 1 Gluon who?
 - The Team
 - Your Presenters
- 2 The History
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- 3 The Vision
 - Introduction
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- 4 The Tools
 - What's it made of?
- 5 The Demo
 - Live Demonstration
- 6 The End
 - The End

The GamingFreedom.org Team

- Vision led
- Meritocracy
- Very open team
- Members in Holland, England, India, Canada, France, Germany, Brazil, Norway, Finland



Arjen Hiemstra

- Working for KO GmbH on Calligra (and Gluon)
- KDE contributor since 2009
- Gluon Calligra contributor
- Mastermind behind GluonGraphics



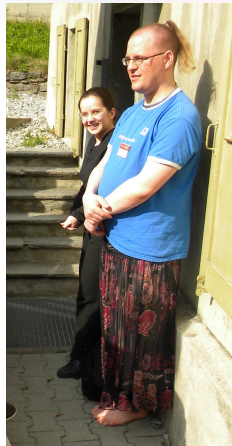
Dan Leinir Turthra Jensen

- Working for KO GmbH on Calligra (and Gluon)
- KDE contributor since 2002
- Gluon, Amarok and Calligra contributor
- MSc from Aalborg University: Game and Engine Programming, specialised in Game AI (behavior trees)
- Instigator of the Gluon re-visioning



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The History

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2009 09 Tech preview release

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2011 08 Gluon attends GDC Europe with Intel AppUp (next week!)

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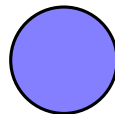
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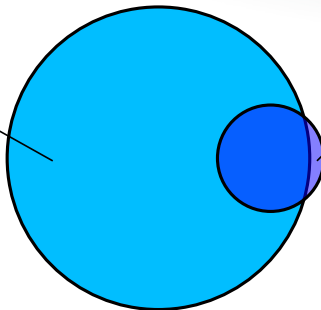
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Players and Makers



A New Beginning

Players of
Games



Makers of
Games

Everything begins with an idea



Help bring the idea to fruition



Get the idea to the public



Let the public play the game



Feedback is king



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Libraries



The Player Applications

- Social game distribution
- In-app functionality equivalent to web portals
- Optionally, payment via web portal (trust)



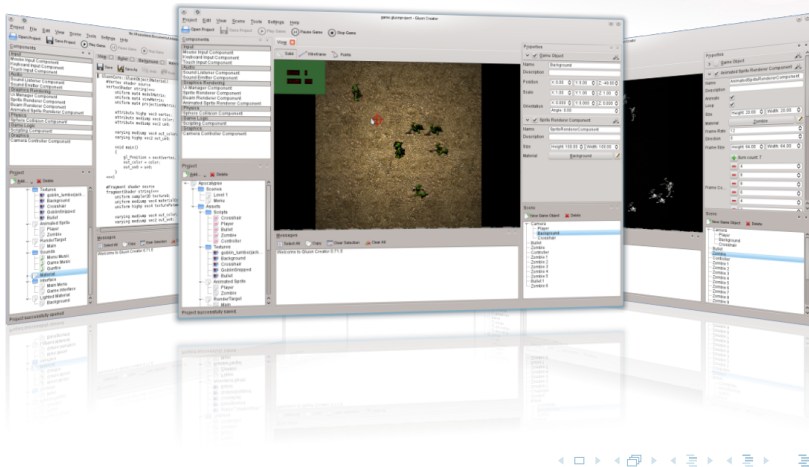
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The Game Creation Tool

- A game is of assets (scenes, textures, game logic...)
- Edit in the tool, or use external editors



The Game Sources

- Based on open web-APIs:
 - Open Collaboration Services
 - GGZ Gaming Zone
 - PaySwarm
- Common features:
 - Avatars
 - Achievements
 - Concepts
 - Discussions
 - Donations/Micro-payments
 - Friends
 - High-scores
 - Player Profile
 - Ratings
 - Tags

The Game Sources

[GamingFreedom.org](#) openDesktop.org based
(sponsored by h i v e 01 GmbH), free-to-play,
donation based, only GluonEngine based
games

[GameBoom.net](#) Initiative to do digital game distribution
of free (and Free) games, distributes binaries

[Intel AppUp](#) Intel's distribution platform, includes
pay-to-play

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Live Demonstration

Demo Time

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Question Time

Addresses and such

Gluon <http://gamingfreedom.org/>
<http://gluon.gamingfreedom.org/>
<http://test.gamingfreedom.org/>
irc: #gluon on freenode

Author Arjen Hiemstra
irc: ahiemstra on freenode

Author Dan Leinir Turthra Jensen
irc: leinir on freenode

The End

Come to the BoF - Friday 11:00 in 1.205
And the AppUp Event next Wednesday in Köln

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