

le cnam

Enjmin

École nationale du jeu et des médias interactifs numériques

GNOG : POST-MORTEM AND INDIE TIPS

Samuel Boucher - Creator and Artist on at KO_OP

Being part of a videogame co-op with a few friends and lots of creative freedom can be appealing and rewarding. But it also involves a lot of ups and downs and making an absurd amount of important decisions. In this talk i'll be covering the enriching and also difficult experience of shipping GNOG on almost all platforms and how, somehow, we survived the journey.

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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; }/**/
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Samuel Boucher works at KO_OP, a Montréal cooperative studio. He is a graphist and was a Creator and Artist on GNOG. He also worked on several other projects like Puzzle Axe or game jam projects, and today he's working with KO_OP on Winding Worlds (a 2D Game on Apple Arcade).





17 décembre 2019
15h - 15h45