



PIXELLES GAME

INCUBATOR

Wooo, making games! Yeahh, awesome!

INTROS

Your coordinators are Tanya and Rebecca!
Our embedded academic is Tamara!

INTROS

Your coordinators are Tanya and Rebecca!
Our embedded academic is Tamara!

~

Now introduce yourself to your neighbors
and name your favorite game.

WHAT IS THIS?

The Pixelles Game Incubator is Montreal's game-design incubator for women.

With the help of Feminists in Games, We're giving the chance to 8 women to become first-time game makers.

WHO'S HELPING



Feminists in Games



Funcom



Eastern Bloc

THE WORKLOAD

3 hours sessions, once a week
(weeknight, 6-9pm)

~4 hours “homework”
(work on your game, etc)

TYPICAL SESSION

1. Arrive
2. Go over game progress/homework
3. Discussion: game-design tools, game topics, guest mentor talk, etc
4. Time to work your on your game with feedback from mentors and group.
5. “Housekeeping”

SHOWCASE

At the end of the sessions you get to show
off your game here at Eastern Bloc!
(end of February or March)

APPLICATION

Apply in english or french at:

<http://pixelles.ca/apply>

Takes 10 minutes!

WHO CAN APPLY?

Artists, writers, photographers,
programmers, cat groomers, videographers..

~

Basically, if you have the passion and want
to make your first game, you can apply!

DEADLINE

December 7th at 11:59pm

It's a Friday night!

~

We'll be choosing the participants by
December 16th.

NOT ACCEPTED?

Sign-up at the end of this info session to become an unofficial participant.

~

If there's enough demand: you can follow along online, do the homework, get our feedback, and make a game.

YOUR GAME

Each participant will make a game of their very own at the end of the six week program. You'll have complete control over what tool you choose to use and your idea.

You'll get feedback from industry mentors, other participants, and the community.

TOOLS

Focus on non-programming tools like:
Stencyl, Game Salad, Game Maker Studio,
Construct 2, Inform, Twine, etc

~

But you're welcome to use anything you like
for your game. It's your game!

WHAT KIND OF GAMES CAN I EXPECT TO MAKE?



You can play each of the games here:
<http://handeyesociety.com/difference-engine-initiative/>

THANK YOU

A big thank you to Eastern Bloc for graciously allowing us to have our info session here.

THE END.

Apply online at: <http://pixelles.ca/apply>
(deadline is December 7th, 11:59)

What's next: drinks @ Vices & Versa