

# Lift Off Diversity Incubator

Tech Valley Game Space



# Agenda for today

- Welcome
- Keynote
- Icebreaker
- Agenda for Each Week of the Incubator Program
- Team Forming
- Meeting with your Mentor
- Break-out!

Welcome to Lift Off!

# Lift Off Goals

1. Get you comfortable making games!
2. Help you learn game making!
3. Assist you in making a game during the next 6 weeks!

# What is Tech Valley Game Space?

- One of the largest game development community in the Capital Region.
- A non-profit coworking office for freelancers, indies, and hobbyists to pool their resources and utilize the many technologies.
- An educational hub producing lesson plans, founded on the principle that games and game making are for everyone.
- Slogan: make games, make friends, make a difference!

Keynote

# Handout Content

- Game-making tools.
- Tools to make art, sound effects, and music.
- List of resources for royalty-free art, music, and sound effects.
- Schedule of mentorships, talks, and lessons.
- Preparations for Closing Ceremony.

Icebreakers



# Ice Breaker

1. Take a BINGO board
2. Ask each person if they fit on any cell's description
3. If so, have them write their name in that cell
  - a. Note: you can only sign up to one cell per board
4. If you get a BINGO, talk to Taro!

# Agenda for Each Week of the Incubator Program

# Weekly Progress Report

- Progress report meetings occur every Saturday, from 1 PM - 3 PM.
- There will be 5 progress reports meetings.
- First hour will be a talk.

# Progress Report Talks

Oct 19 - Project Management

Oct 26 - Why You Belong in Tech

Nov 2 - Diversity and Representation

Nov 9 - Quality Assurance

Nov 16 - Stress Management and Imposter Syndrome

# Closing Ceremony

November 23rd

- What's Next Forum
- Presentation on each game
- Certificates!

# Other Details

- It is OK to miss a few progress report meetings.
  - We will be logging the talks on [techvalleygamespace.com](https://techvalleygamespace.com) with the tag, "Lift Off 2019."
- Do try your best to make it to the Closing Ceremony.
- Recommended hours to put into your games: 8 to 10 hours per week.

# Forming Teams

# Forming Teams

- Applicants are allowed to team up.
  - For a max team size of 3.
- TVGS recommends:
  - Form teams based around a game idea.
  - Each team member should tackle different areas of expertise, e.g. programming vs art.
  - Use communication and file-sharing tech, e.g. Discord and cloud storage.
- Anyone like to share your game idea?
  - How does one play it?
  - What help do you need?
- Anyone interested in joining a team?
  - How would you like to help a team?



# Meeting with Your Mentor

# Mentors

They are here to guide you through the process and connect you with the people who can teach you the specific skills you need to create your game.

They also have substitutes in case they are not available during a progress report meeting.

# Mentors - Specialization

Experts in different aspects of game creation. Some have committed to helping you by meeting with you as needed and some have committed to answering your questions via email or Discord.

Example topics: Unity3D, Ren'Py, Music, Writing, Art, etc.

# Break Out!

Contact us:

Tech Valley Game Space  
30 3rd St  
Troy, NY 12180

[education@techvalleygamespace.com](mailto:education@techvalleygamespace.com)  
[techvalleygamespace.com](http://techvalleygamespace.com)

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Livestream 3 pm - 6 pm						Beginner Game Design 11 am - 12:30 pm Digital Storytelling 1 pm - 2:30 pm
Livestream 3 pm - 6 pm				Lesson Night 7 pm - 9 pm		Beginner Game Design 11 am - 12:30 pm
Livestream 3 pm - 6 pm		Community Fair & Social Night 6:30 pm - 9 pm		Game Club 7:30 pm - 9 pm		Beginner Game Design 11 am - 12:30 pm XR Orbit 1 pm - 2:30 pm
Livestream 3 pm - 6 pm				IGDA Albany Every Other Month 7 pm - 9 pm	Interactive Showcase 5 pm - 9 pm	Beginner Game Design 11 am - 12:30 pm 3D Game Design 1 pm - 2:30 pm