



UMBC DIGITAL ENTERTAINMENT CONFERENCE

10:30-5:30 Saturday April 28, 2007

Lecture Hall 5, Engineering and Computer Science Building
free and open to the public

UMBC will hold the second annual Digital Entertainment Conference on Saturday April 28th on the UMBC Campus. The event will include presentations from game producers, artists and software engineering from Maryland companies. It will be of special interest to current and prospective students who are interested in careers involving game development, computer graphics, animation and interactive media.

DEC 2007 take place from 10:30am to 5:30pm in Lecture Hall Five of the UMBC Engineering and Computer Science Building. There will be seven industry speakers from four local game companies, including

- Dave Inscore (Art Director, Big Huge Games)
- Don Goddard (Technical Director, Breakaway)
- Katie Hirsch (Artist/Programmer, Breakaway)
- Barry Caudill (Executive Producer, Firaxis)
- Ryan McFall (Engineer, Day 1 Studios)
- Matt Udvari (Designer, Day 1 Studios)
- Dominic Cerquetti (Engineer, Firaxis)

The conference is sponsored by the UMBC Game Developers Club, a large and active organization comprised of students from the arts, computer science and other areas interested in designing and developing computer games. Each year the club works as a team to design, develop and implement a computer game with the same tools and techniques used in industry.

The computer game industry has become big business. The Washington Business Journal ranks the Baltimore/Washington D.C. area third in the number of computer game companies nationally, with high starting salaries for software engineers, programmers and artists. Based on employer feedback, UMBC is developing a new game development track as an option for students pursuing a B.S. degree in Computer Science, and a concentration in animation and interactive media for students pursuing a B.A. degree in Visual Arts. Highlights include

- Required classes applicable to games
- Combined programmer + artist senior project
- Preparation for a career in the game industry
- Join track by your Junior year

For information, see <http://gaim.umbc.edu/> or contact Professor Marc Olano at gaim@cs.umbc.edu.

[HTTP://GAIM.UMBC.EDU/](http://gaim.umbc.edu/)