



**BCS Glasgow & BCS Animation and Games
present**

How to start making games

An introduction to being totally awesome

Sophie Houlden

You want to make games right? they are your passion and all. But how to get started? Should you just work on your portfolio and hope some big studio doesn't mind giving you a job? Naw, surely you care about games too much to wait for permission to make them, I bet. This talk tells you how to get started on your own with next to no money, and how to be the kind of person who can be a jack of all trades, mastering them all.

Bio: "I'm a 23 year old, I am pretty much a shut-in, my favourite food is pizza and sometimes, I make games. I've been making games for a few years. I am a programmer, artist, designer, and (as yet horrible, but some day awesome) composer. I don't need anyone to tell me what to do to work on a game, I think up an idea and go. I'm Independent y'see.

Sometimes, I make games...and I am awesome at it.

Check my site to know more:
SophieHoulden.com "

October 25th

6.30pm - 7.30pm
Refreshments from 6pm

**Room W110
Hamish Wood Building
Glasgow Caledonian University
Cowcaddens Road
Glasgow
G4 OBE**

*All students welcome
Refreshments provided
Admission is free*

<http://www.glasgow.bcs.org/>



© Sophie Houlden