



2004 Annual Report

A Voice for the Game Development Community

about the igda

The International Game Developers Association is a non-profit membership organization that advocates globally on issues related to digital game creation. The IGDA's mission is to strengthen the international game development community and effect change to benefit that community by:

Fostering information exchange and communication among professionals of the global digital game development community;

Providing a common voice for digital game developers and be an advocate on issues affecting the community;

Increasing the recognition and respect of digital game developers and the art form of digital games; and

Providing guidance and support to the next generation of digital game developers.

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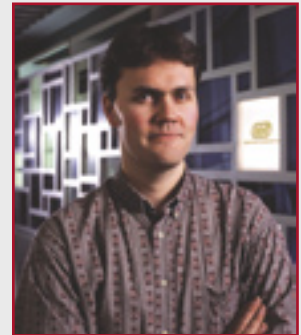
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a word from the chair

Dear Members and Friends,

What a tremendous year for the IGDA! With each year that goes by, the membership grows, new chapters form, we get more organized, and more gets done. This annual report demonstrates the breadth of work being done to better the industry and everyone in it.

Of special importance, **the IGDA has reorganized its management structure**. I know that sounds like Dilbert-esque doublespeak, but with the past support from our friends at CMP, we are now able to be completely self-managed. This allows the IGDA to evolve and expand to help our members in new ways. And though we must rely on support from our members more than ever, I am proud to say we do so with confidence, because the spirit of brotherhood (and sisterhood!) among game developers is unparalleled.



Further, this restructuring has allowed us to at last achieve a long-time goal of **lowering the annual membership fees**, bringing membership within reach of more developers than ever, in countries all over the world. The first month of 2005 saw nearly one thousand new and renewing members – certainly a strong indication of community support for an organization focused on developer needs and issues.

On that note, keeping game development an enjoyable livelihood becomes a more pressing issue each year. And, it is with great pleasure that I report that the IGDA has taken **great strides forward on Quality of Life issues**, taking an open stand against the often dissatisfactory working conditions that plague so many of us (you can read more details on page 7).

On a personal level, I am excited to say that I started my own game studio in 2004. It was a daunting endeavor, but IGDA members were there for me, supplying me with excellent advice, contacts, and support. As the chairman of the IGDA, it is always inspiring to hear of ways **the IGDA has impacted developers' lives in real, tangible ways**. If you have a story about how the IGDA helped you out, we'd love to hear about it – and, of course, we always want to hear your thoughts on how to make the IGDA better.

In conclusion, I want to thank everyone who has helped support this marvelous organization – you are doing work that helps us all, and that will shape the future of game development forever. Please know that your selfless generosity is appreciated.

Sincerely,

A handwritten signature in cursive script that reads "Jesse Schell".

Jesse Schell
Chairman, IGDA
Professor of Entertainment Technology, Carnegie Mellon University
Head Honcho, Schell Games

simplified financials and stats

This page provides a snapshot of the IGDA's financial health and overall progress. The Simplified Income Statement outlines the revenue sources of the organization along with the overall categories of expenditure. Through strong support of the community, the IGDA was able to fund its programs and operations while generating a significant surplus of revenue. In part, this was an intentional strategy to build a cushion as the IGDA moved to a self-management model in 2005.

Further, the stats/charts provided demonstrate the overwhelming growth and support of the IGDA by the game developer community and overall games industry.

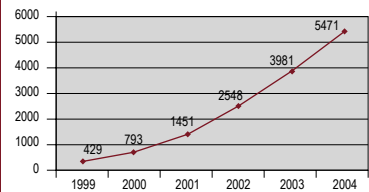
Simplified Income Statement January – December 2004 (US\$)

Revenues	
Membership Dues	266,888
Studio Affiliation Fees	105,945
Partner/Sponsor Fees	70,590
GDC "Royalty" (1)	59,820
Total Revenue	503,243
Expenses	
Member Services & Programs (2)	188,288
Sales & Marketing	14,830
Operational & Admin (3)	227,272
Total Expenses	430,390
Surplus Revenue (4)	72,853

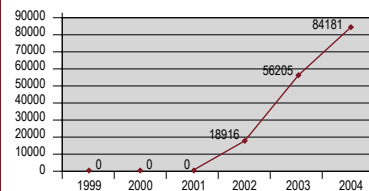
Notes:

- (1) The IGDA was paid a \$20 "royalty" per full conference attendee at the 2004 Game Developers Conference. The royalty arrangement was part of the past relationship between the IGDA and GDC and will not continue for 2005 and onward.
- (2) Member Services & Programs covers expenses related to funding committee work, chapter development, web community tools, and a proportion of salaries used to drive these initiatives, etc.
- (3) Operational & Admin expenses are a diverse set of expenses incurred during normal operations of the IGDA (e.g., credit card processing fees, postage, etc). This also includes managerial fees paid to the CMP Game Group to cover daily management and administration services, including employee salaries, benefits, office rent, computer equipment, etc, not directly related to member programs. This arrangement was part of the past relationship between the IGDA and CMP and will not continue for 2005 and onward.
- (4) As a non-profit organization, the IGDA puts all surplus revenue directly back into the work of the association.

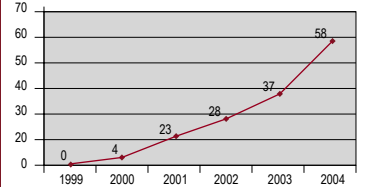
Memberships



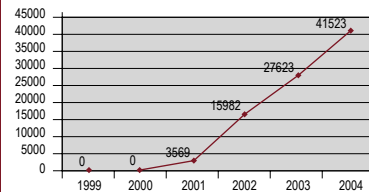
Free User Accounts



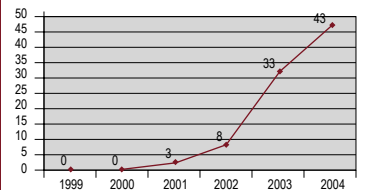
Studio Affiliates



Forum Posts



Industry Partners



advocacy

The IGDA empowers game developers to effect change benefiting the community at large. The work outlined here is primarily based on the output of IGDA committees and related volunteer efforts.

To help guide the IGDA's efforts, the association endeavors to advocate on issues that meet the following criteria:

- Exceed the scope of any one developer or company's ability to resolve;
- Require a dialogue with others;
- Affect the worldwide game development community;
- Benefit the development community as a whole, rather than any specific individual or company;
- Are neutral toward any particular skill, product, or method of game development.

The following areas of advocacy are a reflection of the topics and issues that the IGDA and its members are currently working on. Full details on all of the IGDA's advocacy efforts can be found online at www.igda.org/advocacy/.

Anti-Censorship

The IGDA has been representing game developers on issues of public debate - in particular, the concern over violence in games and other social issues. The IGDA and its members take the responsibility of creative freedom very seriously and as such, the IGDA has been working to address the challenges in these areas, both in terms of outreach and introspective initiatives.

Government Lobbying

The past year saw a great deal of legislative activity at the governmental level in the USA, and abroad. Here are the main cases the IGDA has been involved with:

Washington-State Bill HB1009

On July 15th, 2004, the U.S. District Court in Seattle granted summary judgment to overturn Washington state bill 1009 that was set to regulate certain videogames, ruling the legislation unconstitutional. The decision once again affirms that video games are protected speech. HB 1009 would have banned minors from purchasing video games depicting violence against law enforcement officers (claiming that playing such games causes increased aggression and violence in children and young adults). The Court found that the "legislature's belief that video games cause violence, particularly violence against law enforcement officers, is not based on reasonable inferences drawn from substantial evidence." The IGDA was a joint-plaintiff, along with the ESA, IEMA and other industry organizations who contested HB 1009 as an attack on game creators' ability to express their ideas.

California-State Bills 1792 & 1793

In late 2003, California Assembly member Leland Yee introduced two bills to regulate games: AB 1792 to redefine violent games as a harmful substance to minors (e.g., alcohol and tobacco); and AB 1793 to segregate M-rated games and impose rules/fines on retailers who failed to comply. In coordination with the ESA, the IEMA and other industry partners, the IGDA worked to oppose these bills. The IGDA called upon members in California for grassroots outreach. Hundreds of IGDA members sent letters of opposition to their representatives, helping them understand developer concerns over the bills and the lack of respect/understanding of games as an art form. Yee's first attempt to pass the bills through the Arts Committee failed, but he was given the opportunity to revise and resubmit. Due to pressure from industry, Yee pulled AB 1792 completely and worked to amend AB 1793. After many revisions, a heavily watered-down AB 1793 passed the General Assembly and was subsequently approved by the state senate on August 16th, 2004. AB 1793 was approved by Gov. Arnold Schwarzenegger in September, 2004.

Washington-State Bill 2595

The IGDA conducted grassroots member outreach to the WA Rules Committee members to ensure that SHB 2595 did not get voted out of the Committee. SHB 2595 would have mandated government funded sting operations and monitoring of retailer compliance. The bill died in Committee in February 2004.

The IGDA anticipates a high level of continued action in this area in the USA, and will attempt to assist in similar cases around the world.

Censorship-Related Articles/Events/References

Providing information to the community and allowing developers to learn more about and discuss their concerns over these matters is a critical aspect of the IGDA's anti-censorship work. The IGDA's web site contains references to books, research reports and news articles relevant to this topic. In addition, the IGDA publishes articles and conducts media interviews to advocate on the topic. Further, the IGDA continues to host censorship/violence-related discussion roundtables at GDC each year, along with other relevant panels and lectures. At the 2004 GDC, the IGDA Track hosted a ratings workshop conducted by the ESRB.

Business & Legal Issues

The rapid growth of the game industry introduces challenges for new and experienced developers alike. Too many studios run into operational and financial difficulties – or even fail outright – because of a lack of knowledge about the industry and/or a lack of business experience in general. To combat this and provide a respite from the ever-challenging world of the video games business, the IGDA is working to empower the development community with business knowledge and advocate for developers through the following initiatives:

Developer Business Summit

The Developer Business Summit hosted at 2004 GDC, was the IGDA's first "think tank" event. The Summit provided a rare opportunity for studio heads, publishing executives and other industry leaders to come together in a neutral forum, to roll up their sleeves and work out solutions to some of the biggest issues facing game development studios today (e.g., developer/publisher relations, negotiation practices, IP rights, risk aversion, business/funding models, etc.). All of the presentation materials, along with a comprehensive summary report, are available online.



A group of grizzled industry veterans tackle business issues at the IGDA's Business Summit

Contract Walk-Through

The Contract Walk-Through essays help to educate all developers on game contract issues, so they will be better able to understand and discuss such matters with their lawyers and publishers. Game industry lawyers have compiled essays on important contract issues (sample topics include IP ownership, definition of net sales, the reserve, etc.) and each essay includes annotations from industry experts.

Intellectual Property Rights White Paper

The Intellectual Property (IP) Rights White Paper is a comprehensive analysis of key forms of IP rights, legal definitions and information about global intellectual property rights as they relate to games and those connected to game development. Topics covered in the White Paper include the history of IP rights; forms of IP protection; overview of IP in video games; practical applications; and three opinion essays from leading game industry thinkers. The Paper was written by the IGDA's IP Rights Committee, consisting of forty members including game developers, musicians, journalists, CTOs, CEOs, open-source evangelists, students, academics and lawyers from North America, Europe and Asia.

Game Submission Guide

The Game Submission Guide is an invaluable resource for developers who are submitting/pitching games to prospective publishers. It includes publisher feedback on submission checklist items, and information on what to expect before, during and after the pitch, along with insight into the publisher decision-making process.

Business & Legal Column/Articles/Reference

The IGDA hosts the monthly column, "Famous Last Words", by veteran industry lawyer Jim Charne, to provide insight into legal issues that developers deal with on a daily basis. Further, the IGDA publishes articles and reference lists on a myriad of topics related to the business and legal side of games (e.g., industry stats, alternative royalty models, business formation, etc.).

Credit & Recognition

Far from following a set of industry standards, game credits are often inconsistent from game to game within the same company. As the industry evolves, the axiom that “you’re only as good as your last game” is truer than ever. So, not only is it important for everyone to receive fair credit, but also that everyone is recognized and rewarded for innovative work. To this end, the IGDA has the following initiatives targeting the fair credit and recognition of the industry’s talent:

Credit Standards

In mid-2004, the IGDA established the Credit Standards Committee to address the issue of credit standardization. The Committee’s goal is to establish generally accepted guidelines that all studios and publishers can use to apply project credits. The IGDA will host a series of roundtables to discuss these issues at GDC 2005.

Game Developers Choice Awards

The Game Developers Choice Awards are a chance for developers to honor and recognize the games and developers who have transcended the current state of the art, with all nominees and recipients awarded solely by other game developers. The IGDA presents the Game Developers Choice Awards annually at the Game Developers Conference. In its fifth year, the Choice Awards are arguably the most credible and respected awards in the game industry.

“The recognition I received at the Choice Awards had to be one of the greatest honors of my career. Receiving the award was particularly meaningful because I was chosen by fellow game developers for making a difference within the industry.”

- Mark Cerny, 2004 Lifetime Achievement honoree, creator of the classic *Marble Madness* and producer of the *Crash Bandicoot* series.

Choice Awards are given in the following categories:

- > Lifetime Achievement
- > First Penguin
- > Maverick
- > Community Contribution
- > Best Game
- > Innovation
- > New Studio
- > Audio
- > Character Design
- > Game Design
- > Technology
- > Visual Arts
- > Writing



Ray Muzyka and Greg Zeschuk of BioWare accept the award for Community Contribution at the 4th annual Game Developers Choice Awards

Diversity

Over the past several years, the IGDA has hosted diversity related roundtables and gatherings at GDC. The plan is to transform the interest and momentum from these GDC sessions into diversity-related projects and efforts in the near future. Our first step is to set up a Diversity Advisory Committee. Please contact us if you are interested in volunteering your time to contribute to diversity related initiatives. In the meantime, we encourage you to participate in the Women in Game Development and Game Accessibility SIGs, both of which relate to the larger issue of diversity in games.

Quality of Life (QoL)

Late 2004 saw a hailstorm of criticism and exposure over the poor working conditions within much of the game development industry. The IGDA took a stance by issuing an open letter to the industry, titled “Quality of Life Issues are Holding Back the Game Industry”. Further, the IGDA fielded dozens of media interviews from the specialist press, as well as mainstream and business focused outlets (e.g., CNN, NPR, New York Times, etc).

Thankfully, the IGDA has a Quality of Life Committee whose mission is to make the process of game development easier and more pleasant for everyone. While they have many important projects planned for 2005 and beyond, here's what they're currently crunching on:

Quality of Life Summit

At GDC 2005, the IGDA will host the Quality of Life Summit. The Summit will explore the consequences of poor QoL and ways to improve. Content will focus on case studies of successfully implemented QoL practices and a discussion on how to overcome the issues preventing better QoL. Attendees will be inspired by the reality that it is possible to be successful in the games industry, while enjoying a high quality of life. In addition to inspiration, practical tips and case studies for achieving better quality of life will be gained by all. The Summit will be fully documented with all materials posted to the IGDA web site after GDC.

Quality of Life White Paper

The Committee has documented the impact of quality of life issues on employee turnover, and on the loss of qualified personnel, in the Quality of Life White Paper. The White Paper elaborates on "best practices" for improving quality of life and reaping the economic benefits of a happier team. The Committee first presented this White Paper at a panel during the 2004 GDC.

Student and Academic Relations

The IGDA has been doing considerable work on building bridges with the academic and student communities. These efforts have been focused on setting curriculum guidelines, enhancing collaboration between industry and academia, and providing guidance to students interested in a career in games. The following is a list of the IGDA's ongoing outreach efforts:

Curriculum Framework

The Curriculum Framework serves as a guide for all those who want to implement, or improve upon, game development courses, programs and degrees. The Framework has been in development since 2001, and incorporates the input and feedback from countless academics and professionals. Nearly every game-oriented program in place today was guided by this Framework.

Breaking In

"Breaking In" is an outreach program to educate high school students, guidance counselors and parents on the potential for careers in the video game industry. This dedicated web site (igda.org/BreakingIn/) offers information on the various career paths in the game industry, interviews with professional developers who provide advice and insight on getting into the industry and how to best educate yourself, as well as links to additional resources for preparing for a career in games.

GDC Student Scholarships

The IGDA annually awards 25 GDC Student Scholarships to send qualified students to the Game Developers Conference, where game development professionals from around the world gather to share ideas and build the skills essential to creating the next generation of digital games. Each year, the number and quality of applicants grows dramatically. The 2005 scholarship program took in nearly 300 applications from students around the globe.

Academic Events

The IGDA has hosted academic events over the past several years. These events serve the purpose of furthering the IGDA's academic relations work, providing a forum for academics and developers to converse/connect. The proceedings, notes and materials from these events are catalogued at the IGDA web site so that all can learn from these interactions.

Student and Academic Oriented Column/Articles

The IGDA hosts three monthly columns with an academic slant: "The Ivory Tower" provides insight from the members of the Digital Games Research Association; "Culture Clash" focuses on the art and culture of games by Matt Sakey; and "The Games Game" by industry veteran Tom Sloper, assists those trying to break into the industry and/or pursuing relevant education. Further, the IGDA publishes articles on various topics related to game studies and career development (e.g., design vocabulary, how to network, cultural study of games, mentoring, etc.).

community

The IGDA's mission is to strengthen and unite the international game development community while effecting change to benefit that community. To that end, we encourage game developers to share information for the common good and build personal relationships that transcend workplace and national boundaries. Our approach to community building is multi-faceted:

Chapters

IGDA chapters connect game developers in local communities around the world. Through regularly scheduled meetings, chapters provide professional game developers with opportunities to interact with peers on a local level. See pages 10 and 11 for more details on chapters.

www.igda.org/chapters

Special Interest Groups

Special Interest Groups (SIGs) connect IGDA members interested in a specific topic or discipline relevant to the art or business of making games. SIG members learn from each other, promote their specialties, identify upcoming challenges and work to advance the state of the art and the industry. See pages 12 and 13 for more details on SIGs.

www.igda.org/SIGs

Online Discussion Forums

The IGDA website hosts discussion forums to facilitate ongoing discussions accessible to game developers anywhere in the world. We encourage general discussions, along with dialogue focused around specific game development topics, industry issues, SIGs and IGDA chapters.

www.igda.org/Forums

Special Events

The IGDA organizes community gatherings at various industry events throughout the year. Group Gatherings at the Game Developers Conference provide excellent networking opportunities organized around shared interests. Each year at SIGGRAPH, over 100 people attend the IGDA's Birds of a Feather sessions specifically for game developers at the conference. The members-only party at E3 is soon to become a tradition with 400+ members having a great time at the inaugural party at E3'04.

www.igda.org/events

Getting Involved

Anyone in the game industry can contribute to the strength of the IGDA community. With each new member, development studio, and industry partner lending their support, the IGDA community grows and becomes more valuable – and more representative of the community as a whole. We all benefit from the hard work and dedication of hundreds of IGDA volunteers – and encourage community members to get involved and show their support. See pages 14 and 15 for more details on how to make a difference.

www.igda.org/community



American McGee chats up Derek French (BioWare) and biz partner Anthony Jacobson at the members-only E3 party

chapters

IGDA chapters connect game developers in local communities around the world. Through regularly scheduled meetings, chapters provide professionals, as well as those interested in game development, the opportunity to interact in person on a local level.

Led by volunteers, over 80 local chapters meet in cities around the world. Big or small, formal or informal, regular or sporadic, each chapter reflects the unique nature, and needs, of its local community.

For detailed information on each chapter, reports from past events and a schedule of upcoming meetings, visit igda.org/chapters.

Asia-Pacific

Bangalore, India
Beijing, China
Brisbane, Australia
Chennai, India
Hong Kong, China

Japan
Karachi, Pakistan
Korea
Malaysia
Manila, Philippines

Melbourne, Australia
Mumbai, India
Shanghai, China
Singapore
Taiwan, China



Ryoichi Hasegawa (Sony), and ICO/Wanda developers Fumito Ueda and Kenji Kaido enjoy a drink at the Japan chapter party at the Tokyo Game Show

Spotlight: Brisbane, Australia

"We opened this new chapter in sunny Brisbane, Australia in mid-2004. For those new to the geography, Brisby is north of Sydney and (due to the inversion) is like the Los Angeles to Sydney's San Francisco, both in distance and climate. Major studios include Auran, Pandemic, THQ, and Krome. Many smaller houses abound. So far, monthly meetings have been modestly sized but enthusiastic. Our best events were outreach nights, where industry newcomers bring their portfolio materials, get them evaluated by insiders, and show them to the public in an arts festival. Brisbane allows for a fantastic lifestyle; we all want the game industry to thrive so that we can make better games without having to move away!"

- Matthew Ford, Producer, Auran

Europe

Amsterdam, The Netherlands
Ankara, Turkey
Belgium
Bratislava, Slovakia
Brighton, England
Denmark
Finland

Frankfurt am Main, Germany
Guildford, England
Hamar, Norway
Hamburg, Germany
Ireland
Israel
Italy

Lisbon, Portugal
Lithuania
London, England
Lyon, France
Malmo, Sweden
Midlands, England
North West, England

Oslo, Norway
Paris, France
Scotland
Switzerland
Vienna, Austria

Spotlight: Finland

"The Finland chapter exists in a unique crossover point between traditional game development and the hottest mobile projects. Our monthly get-togethers hold a regular attendance of more than 50 individuals. Chapter events have opened a new kind of warm discussion between the slightly introverted Finnish developers. While previous meetings have focused mostly on social networking, more specific events will run side by side with these informal evenings over the next year. Catch up with the Finnish development scene and help plan your trip to the region by visiting our English-friendly chapter forums at igda.fi."

- Jouni Mannonen, independent developer

Spotlight: Frankfurt am Main, Germany

"After intense preparation, the Frankfurt am Main Chapter held its inaugural meeting in July 2004. We aimed at presenting high quality content while still supporting the socializing part to the max. Consequently, at each of our three meetings in 2004, we combined a dozen lectures by top class industry professionals with free-of-charge Frankfurt Chapter services (IGDA and books corner, informative handouts, no entrance fee, free food and beverages). Meetings have gained overwhelmingly positive feedback and massive attendance (100-120 developers on average), and we plan to exploit even more synergies in 2005 with the indispensable help of the community."

- Jochai Papke, Managing Director, AwareDreams

Spotlight: Ireland

"The Irish chapter has just completed its inaugural year, and what a year it's been! We launched the chapter with a talk and workshop by Ernest Adams, followed by a Sony evening on the PSP and 3rd party developer relations. We also contributed to a government report on the future of the sector, and hosted Awakenings '04—Ireland's first-ever game development conference featuring Graeme Devine, Markus Maki, Chris Van Der Kuyl and Jason Della Rocca. This year, we're planning a follow up to the 2004 report, ongoing consultation with government and regional funding bodies, and Awakenings for the next three years."

- Tony Kelly, Producer, Torc Interactive



Tony Kelly (Torc Interactive) opens Awakenings, the first ever game dev conference in Ireland

North America

Albany, NY	Houston, TX	New York City, NY	San Diego, CA
Atlanta, GA	Huntsville, AB	North Carolina Triangle	San Francisco, CA
Austin, TX	Las Vegas, NV	Orange County, CA	Seattle, WA
Baton Rouge, LA	Leon, Mexico	Orlando, FL	Silicon Valley, CA
Birmingham, AL	Los Angeles, CA	Ottawa, ON	South Florida
Boston, MA	Mexico City	Philadelphia, PA	Toronto, ON
Chicago, IL	Michigan South	Phoenix, AZ	Twin Cities, MN
Colorado	Montreal, QC	Pittsburgh, PA	Utah County
Columbus, OH	New Jersey North	Portland, OR	Vancouver, BC
Dallas, TX	New Orleans, LA	Prince Edward Island	Washington DC & Vicinity

Spotlight: Chicago

"Our Chicago Chapter has had another great year! Highlights include: Alex Seropian at Wideload Games (formerly of Bungie) on Saving Independent Development; a panel discussion on audio for games with Darryl Duncan from GameBeat, Dan Forden from Midway Games, Chadd Portwine from High Voltage, and Matt Scott from Byte-Size Sound; Sheri Pociuljko on Quality of Life; Kudo Tsunoda at EA-Chicago; James Hills of TLC industries; and the first annual Midwest Video Game Developers Summit in September, with over 600 people in attendance. We have an even greater year planned for 2005, including a postmortem on MechAssult 2 from Day One Studios, and a panel of Chicago gaming veterans at the Museum of Science and Industry. Our mailing list has grown tremendously in the past year to over 1000 people."

- Carrie Gale, Graduate Employment Advisor, Illinois Institute of Art

South America

Argentina
Brazil
Costa Rica

special interest groups (SIGs)

Special interest groups address a topic of interest relevant to game development. These communities connect developers, allowing them to learn from each other, promote their specialties, identify upcoming challenges and endeavor to advance the industry.

SIGs are managed and driven by volunteers. While the IGDA provides basic resources and infrastructure to establish and maintain SIGs, each SIG is a relatively autonomous and self-sustaining community.

Each SIG has a dedicated web site to aggregate information and resources, and hosts a private mailing list for SIG communications. Interested members are encouraged to visit our web site for more information on the following active SIGs.

Artificial Intelligence SIG

The AI-SIG and its Interface Standards Committee continue to build a proposal for an open industry standard for interfacing with game AI components. The AI-SIG reports on their progress each year at the GDC and maintains a project space at SourceForge. In 2004 the AI-SIG started a dedicated newsletter to inform developers of recent developments in the game AI area, list related conferences/events and new web resources, and keep readers up-to-date about the standardization initiative.

www.igda.org/ai/

Game Accessibility SIG

The GA-SIG provides support to the game development community to allow them to better meet the needs of gamers with disabilities. The GA-SIG released their first white paper, "Accessibility in Games: Motivations and Approaches", in Summer 2004 to help share information on current industry initiatives and progress (or lack thereof) in regards to making games more accessible.

www.igda.org/accessibility/

Game Preservation SIG

Established in 2004, the GP-SIG aims to bring awareness to the industry's need to remember its history—and not lose it to technological obsolescence. The SIG is discussing ways to perfectly preserve actual game data without loss of quality or functionality, and the legal implications involved.

www.igda.org/preservation/

Human Resources SIG

The HR-SIG serves as a resource for the community of game industry HR professionals (and those involved in the HR process). The HR-SIG has several best practice and benchmark reports available on its site, as well as a private mailing list where HR professionals can discuss human resource-related issues and topics. The HR-SIG hosted a full-day tutorial at GDC'04; a complete report and proceedings are available online.

www.igda.org/hr/

Indie SIG

The Indie SIG provides an outlet for game developers interested in pursuing game development and distribution outside of standard mainstream industry channels. The Indie SIG provides information and resources to help support independent developers with a dedicated mailing list, articles, interviews and resource listings on their web site.

www.igda.org/indie/

Online Games SIG

Over the past several years, the OG-SIG has published annual white papers broadly covering “online games”. In 2004, the SIG published a dedicated paper on web/downloadable games and another on persistent world games. Other papers are forthcoming in 2005. The OG-SIG white papers have been downloaded thousands of times and contain valuable marketing and technical knowledge, comparable to analyst reports – but at no cost. As usual, the OG-SIG will be presenting its work during a panel at GDC. For 2004, the SIG also started an Online Games Quarterly, with the goal of providing information to the online game development community in a more consistent and timely manner than white papers alone allow.

www.igda.org/online/

Production SIG

Established in 2004, the Production SIG is dedicated to refining and formalizing a structured approach to game production. The SIG hopes to de-mystify the production process by providing a set of proven guidelines and practices to consider when planning virtually any game project. To this end, the SIG started its “Formalizing a Production Process” initiative. The SIG also hosts a private mailing list with over 150 industry producers and project managers.

www.igda.org/production/

Quality Assurance SIG

Established in 2004, the QA-SIG seeks to elevate the awareness of quality assurance as part of the development process, improve and standardize QA practices, and gather the community of QA people to work on issues that affect them most. The QA-SIG hosts a private mailing list for discussion on topics related to quality assurance and testing.

www.igda.org/qa/

Students SIG

Established in 2004, the Students SIG aims to provide students with access to resources that will allow them to make better decisions regarding their future in the game industry. Furthermore, the SIG offers students an active place to communicate and discuss challenges. In the coming year, the SIG plans to formalize a school-based student chapter program and to revitalize the IGDA’s “Breaking In” student web resource.

www.igda.org/students/

Women in Game Development SIG

The WIGD-SIG works to create a positive impact on the game development industry by providing women in the industry an opportunity to connect, raising industry awareness of gender issues, and increasing the number of female developers. In 2004, the WIGD-SIG developed a dedicated web site to serve as a hub of gender equity resources for all sectors of the game industry. Members of the SIG also helped to make the inaugural Women’s Game Conference a success. The SIG’s private mailing list continues to be one of the IGDA’s most active – for both female and male participants.

www.igda.org/women/

Writing SIG

The Writing SIG’s goal is to build a community of game writers, who until now have been largely isolated. As one of their first initiatives, the Writing SIG produced a comprehensive “Guide to Game Writing”. Articles and related resources are also available from their site, and the SIG regularly hosts a Group Gathering at GDC for those interested in game writing.

www.igda.org/writing/

Starting a SIG...

The IGDA is always looking to start new SIGs. Anyone interested in starting a new SIG should contact the IGDA with initial thoughts for a proposal. Full details, along with our SIG Reference Manual, can be found on our site.

www.igda.org/SIGs/proposal.php



Chris Bateman (Hobo) leads the Writers Group Gathering at the IGDA’s GDC booth

make a difference

Membership

The IGDA membership is made up of thousands of programmers, designers, artists, producers, other development professionals, and those related to the game community who see the importance of working together to advance the industry and game development as a craft.

Member Directory

New for 2004, the IGDA now has a member directory. This members-only directory provides a listing of all members who have enabled their membership profile—fill yours out today!

www.igda.org/community/members.php

Volunteerism

The IGDA relies on the dedication, time, and energy of hundreds of volunteers to help us strengthen the game development community. We would like to extend our deepest appreciation to all IGDA volunteers - we couldn't do it without you! For a complete list of volunteers, visit:

www.igda.org/community/volunteers.php

Join

By joining the IGDA, you join a worldwide community of game developers who share knowledge, insight, and connections. From local chapter meetings, to online discussions, to committee output, the IGDA provides invaluable information and resources for your career and the betterment of the industry.

www.igda.org/join/

Spotlight: Sheri Pocilujko, Designer, High Voltage Software

"As a person who just joined the industry five years ago, I realized I had a lot to learn and a lot to give. I started off contributing to the Women in Game Development SIG and after attending GDC, I ended up joining a video game production list and later the Production SIG. I still wanted to learn and soon I had joined the Online Games SIG, Human Resources SIG, and the Quality of Life Committee. But I still felt something was missing. Since I had spent my first five years in the industry as part of Quality Assurance, I wrangled together some colleagues and formed the Quality Assurance SIG. All this work helps me get a more global feel for video games while my work on the Executive Board of the IGDA Chicago Chapter gives me the local feel. I find that the IGDA continues to be a great resource to help me learn everything and anything about video games. (That, and I can't say no!)"

Spotlight: Stuart Roch, Executive Producer, Shiny Entertainment

"Personally, I find the IGDA to be an invaluable resource that allows me to share my knowledge, learn from other industry professionals, and get involved with relevant initiatives designed to improve the process of making games. The IGDA - with its wide-ranging interests and reputation for tackling difficult topics such as production and quality of life issues - is the perfect partner for industry professionals seeking to contribute to positive change and influence the direction of our industry."

Spotlight: Kenji Matsubara, Executive Officer, KOEI Corporation

"To tell the truth, I have only been involved with the IGDA for a few years. Although games are the best known form of entertainment in Japan, there are no bonds among developers. I really felt a need to connect developers, so it was natural for me to be attracted to the IGDA. In addition to producing online games, I have a strong desire to connect the academic and business worlds. Last year I started teaching at the University of Tokyo. My goal is to nurture many talented developers and expand links between all of those involved in this attractive form of entertainment. This program is strongly related to the IGDA's Japan chapter, and supporting this movement in most of Japan's academic universities will be a landmark for the IGDA and the gaming industry as well."

Studio Affiliates

The Studio Affiliation Program is a valuable benefit for studio managers to present to their development teams. By joining the Studio Affiliation Program, studios provide all of their employees with personal IGDA memberships, which encourages them to get involved in the community while enjoying individual member benefits. In addition, Studios are recognized for supporting the community.

500ft, Inc.	Demiurge Studios	Ion Storm	Savage Entertainment
Anilogix	Digital Extremes	Laser Shot	Schell Games
Artificial Mind and Movement	Digital Fiction	Mauretania Import /Export	Secret Level
AWE Games	Donohoe Digital	Method Games	Sega Development Studios
Big Huge Games	EA Montreal	Microds Canada	SkyZone Entertainment
BioWare Corp.	Ensemble Studios	Mistic Software	Stormfront Studios
Black Lantern Studios	Epic Games	Mustard Lab	Sumea Interactive
Blue Fang Games	Exile Interactive	Oddworld Inhabitants	The Collective
Buena Vista Games	Factor 5	Pi Studios	Valve Software
Capcom Studio 8	Firaxis Games	Pseudo Interactive	Venar Entertainment
Cartoon Network New Media Games	gameLab	Rampart Studios	Vicarious Visions
CCP	Harmonix Music Systems	Ready At Dawn Studios	WorldWinner
Coresoft	Human Head Studios	Remedy Entertainment	Zylom
DC Studios	id software	Santa Cruz Games	

Spotlight: Factor 5

“As one of the early IGDA board members, I am extremely happy about the state of the organization four years after my tenure. Back then, we saw the first glimpses of the explosion of growth in the games industry, and with it, the immediate need for a developer-centric, independent body. Come 2005, a lot of what we wanted to accomplish is now in place. Entering the next cycle of growth with the arrival of the newest generation of consoles, everybody here at Factor 5 appreciates the tremendous contributions of the IGDA for our community. Amongst our staff are volunteers from the local San Francisco chapter that we, as a company, support in every way possible. For many years we have spread the word to our partners and other developers about the benefits of the IGDA. In particular, quality of life issues will dominate the evolution of the games industry - communication between developers, studios, and publishers will be key to solving these challenges. The IGDA is the organization to provide the platform for this discussion.”

- Julian Eggebrecht, President/Lead Producer

Industry Partners

The IGDA's Partner Program provides an opportunity for industry-related companies and organizations to directly support the development of the community. Partners provide much needed financial support and resources to help back the IGDA's ongoing work. The IGDA extends its sincerest thanks to all our Partners! Without the support of these Partners the IGDA simply would not thrive—let alone survive.

A K Peters	Hybrid Graphics	Savannah College of Art and Design
Alias	IBM	Seneca College Animation Arts Centre
Art Institute of California - San Francisco	IC CAVE, University of Abertay Dundee	SN Systems
Austin Community College	Institut National de l'Image et du Son	Softimage
Avid Computer Graphics	Korea IT Industry Promotion Agency	Sony Computer Entertainment
Charles River Media	Mary-Margaret.com	Tira Wireless
Course Technology	metricminds	VxO Networks
Criterion Software	Metrowerks	Web Technology Corp.
Discreet	Microsoft Research	Xbox
GameJobs.com	MobyGames	
GameRecruiter.com	nVidia	

Spotlight: Charles River Media

“As a leading publisher of information for the game development industry, Charles River Media shares many of the same goals as the IGDA: provide resources for game developers and programmers, identify and create materials for the burgeoning academic market, monitor trends in the industry, and foster the idea of a game development “community” among our authors, colleagues, and customers. We believe the IGDA has presented itself as a serious organization for promoting game industry ideals, just as we consider our company to be a serious publisher for the games industry. The Game Gems and AI Game Wisdom series, Journal of Game Development, and the forthcoming Introduction to Game Development (which follows the IGDA's curriculum guidelines) include many IGDA member contributions. As a result, I believe the synergy between the two organizations has been useful to the entire game development community. We are proud to support the IGDA via the Partner Program.”

- David Pallai, President & Founder

The IGDA in Pictures - 2004



Brian Robbins (Fuel Industries), Jason Della Rocca (IGDA), John Welch (Play First) and Jason Rubinstein (Play First) in group hug mode during John's "online games reception"



Dave Perry (Shiny) and Louis Castle (EA) enjoy the IGDA's VIP Luncheon at GDC



Eric Zimmerman (gameLab) lead the opening "hot seat" panel at the Business Summit



The backbone of the Japan Chapter. Chapter leader Kiyoshi Shin holds the sign at left



The Montreal Chapter in discussion on designing to appeal to non-hardcore gamers



Clint Hocking (Ubisoft) lectures on ethical decision making in games



Mark Cerny accepts his Choice Award for Lifetime Achievement