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IGDA ANNOUNCES LEADERSHIP FORUM KEYNOTE SPEAKERS AND OPTIONAL SCRUM CERTIFICATION TRAINING

Mount Royal, NJ, United States, September 11, 2009 – The International Game Developers Association (IGDA) announces that **Samantha Ryan**, Senior Vice President of Development and Production for Warner Bros. Interactive Entertainment, and **Chris Satchell**, Chief Technology Officer at International Gaming Technologies, will participate as Keynote Speakers at the Third Annual Leadership Forum—to be held November 12-13, 2009 in San Francisco, CA.

The IGDA Leadership Forum will feature three distinct leadership tracks—personal, project, and studio—designed to best fit the attendees’ current or projected career path. The IGDA Production Special Interest Group has been instrumental in developing the Leadership Forum into a premier networking event combined with a comprehensive range of educational topics encompassing key aspects of the industry.

“The great thing about the Leadership Forum is that it attracts working professionals from diverse backgrounds—large and small developers and publishers—who share best practices and real life success stories,” said the Production SIG’s Chair, Heather Chandler. “We’ve found a real need for management training in this industry and the Leadership Forum has helped to provide the medium to facilitate this training.”

Join top leaders in the game development industry like **Kane Minkus, Michael Saladino, Don Daglow, David Edery,** and **Heather Chandler**—among other prominent insiders—as they outline their personal framework for successfully advancing the state of the art in game production and management.

Programming information will continue to be posted at: <http://www.igda.org/leadership/>

NEXT LEVEL TRAINING – SCRUM CERTIFICATION

If you (or your team) have been looking for ways to increase efficiency and productivity levels as well as communication and teamwork, then you’ll be thrilled to learn that IGDA has partnered with **Clinton Keith** to offer 2 days of Game Developer specialized training for using SCRUM (an iterative incremental management technique) for game studios.

This two-day workshop is limited to 35 professionals from the game development community so register today: <https://www.igda.org/leadership/>

About IGDA

IGDA is the largest non-profit membership organization serving individuals who create video games. IGDA advances the careers and enhances the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community. These core activities advance games as a medium—and game development as a profession.

For more information on this topic, or to schedule an interview, please contact David Wright at 856-423-2990.