



5TH INTERNATIONAL
INDEPENDENT GAMES
AND PLAYFUL MEDIA
FESTIVAL

A MAZE./ JOHANNES- BURG

2016

A MAZE. / Johannesburg 2016 Speakers



//Olivier Madiba
@madibaOlivier
Founder and GameDesigner at Kiro'o Games. We create AfricanFantasy games full of fun and inspiration for players.
Talk: Aurion Post-mortem : 12 years of dreaming against "the reality"



//Megan Hughes
@dammitZA
Megan is the brand manager for RetroEpic Software, a Cape Town based game development studio. She has a postgraduate degree in psychology and tends to make board games that prod at the interesting aspects of human social behaviour. She also writes weird twine experiences.
Workshop: Creating Emotions with Text



//Danny Day
@dislekcia
Danny keeps talking about how little memory there is in the local games scene. People seem to hate that. Too bad we're all doomed to keep re-inventing everything. Danny has been professionally developing games for 12 years, run a studio for 9 years and is tired of your bullshit.
Talk: Shipping kills because you're not ready for it



//Rodain Joubert
@RodainJoubert
Caught up in the effort of making valuable games, saying valuable words and doing valuable things. Also still trying to define "value".
Workshop: Effective Empathy and Game Creation



//Evan Greenwood
@CodeOfTheVoid
Evan Greenwood is a game designer from Cape Town, South Africa. He last worked on "Broforce", a game that parodied hypermasculinity. As the team at Free Lives (who developed Broforce) included no 3D animators, Evan stumbled into developing physics driven animations for the characters (most notably "Super Wolfenstein HD" which has had several major You-tubers play it). And like these physics driven characters, Evan has been stumbling onward ever since
Talk: How To Dematerialize Completely - Using Unity PhysX



//Cukia Kimani
@SUGBOERIE
Cukia "Sugar" Kimani, born in Kenya and raised all over Africa. Won the first A MAZE./ Johannesburg award for Boxer. Holds degrees in Computer Science, Maths, and Digital Art.
Talk: SCREWING AROUND W/ TOOLS
Award Show Host



//Jakub Koziol
@jakubkoziol
Jakub is an independent exploiter of Attention Deficit Disorder. He's known for his ability to break any build of any game. Most recently he founded Test Company Please Ignore, a QA company with the mission to make testing more accessible for independent developers.
Talk: Finish Your Fucking Game

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//Marc Luck
@AequitasZA

Marc has been developing games for well over 10 years. A founding member of the South African game development community Make Games SA, and one of the minds behind Desktop Dungeons, he's just returned from two months in Sweden, taking part in the Stugan game accelerator.

Talk: [Creative] Discovery through getting out of your comfort zone



Hendrike Lode
Twitter: @Machineers

Henrike Lode is a certified game designer (M.Sc.), game development teacher, excoorganizer of the Nordic Game Jam, founder and creative director of the Copenhagenbased game studio Lohika, where she and her team developed, and selfpublished the awardwinning puzzle adventure

Talk: Challenge the default



//Jonathan HauYoon
@elyaradine

Jonathan has been working in the game industry for over 5 years. He has been credited for shipped titles as an artist, programmer, technical artist and lead artist. He specializes in visual R&D and effects work, and currently works at Free Lives.

Talk: You don't have to leave the game industry to be paid well



//Ben Rausch
@Ben_Rausch

Ben is a game dev, animator, illustrator, DJ, VJ, event designer, cat-buddy & rad bio writer. By day he co-runs creative studio Cool Your Jets & makes game trailers with Cowabunga Industries. By night, he makes things for punk game band Team Lazerbeam, & alternative games party Super Friendship Arcade.

Talk: Echoes and Heartbeats - Creative Inspiration and Inspired Creation Through Games



//Francois Van Niekerk
@francoisvn

Francois helped found Clockwork Acorn in early 2014, which aims to be a sustainable business making games and other interactive software. He has recently been spending some time trying to carve out a small niche by making puzzle games that are accessible, challenging and rewarding.

Workshop: Puzzle Design Primer



//Marco Rosa
@MNRosat

Marco Rosa is a managing partner at Formula D interactive and has a passion for technology, education and gaming. In his position as Managing Director he gets the chance to work with teams of super talented experts in all of those fields to create solutions that impact people in a meaningful, positive and FUN way. He is also the cofounder of the Learning Innovation Design Lab.

Talk: Making games to solve African issues



//Pol Clarissou
@polclarissou

Pol Clarissou is a developer and artist who likes to experiment with games as a medium, and play with the tools and processes of digital arts. Even the Stars and Orchids to Dusk are the biggest amongst the many shortform gamelike experiences he's released, while also toying around with weird hardware, tiny zines, or whatever grabs his fancy.

Talk: Games as conversational spaces



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//Brice Roy

@OneLifeRemains

Brice Roy is a digital artist. Cofounder of the collective One Life Remains, he is specialized in the field of artistic videogames. Among other works, he is the author of the 250 years lasting game experience *Générations*, *Gigantomachie*, a versus fighting installation with giant gamepads and *Slam of the Arcade Age*, a racing game with destructible gamepads. Talk: [Creative] Discovery through getting out of your comfort zone
Talk: tba



//Mike Scott

@elyaradine

Pridwin, Michaelhouse, Rhodes for half a Fine Arts Degree, Bond University for a Business of Communications degree, worked at Red Pepper for a bit animating local kids shows, then went freelance, done a bunch of *Goldfish* and *The Kiffness* animated music videos, animated a pilot for Nickelodeon (*Moosebox*) and Disney (*Dogshow with Cat*), other work highlights include working with David O'Reilly on 8bit [adult swim] idents and 8bit animation for an Anamanaguchi music video, now creating my own content, 'Beatboxing Dave' and 'Bru & Boegie' shorts and other weird stuff.

Talk: '8bit Inspiration - How an early love of videogames kickstarted my animation career



//Veve Jaffa

@gutter__squid

Veve Jaffa is a bioluminescent creatrix of filmic and digital worlds, experimenting with conventional film and game genres to make wonderful, challenging, and more often than not, very gay stuff.

Talk: Make The Art You Want to See in the World (and at least you'll have one guaranteed audience member)



//Jan Willem Njiman, Kitty Calis

@jwaaaap

@KittyCalis

JW is a game designer & 50% of Vlambeer.

Kitty Calis is a freelance Marketing & PR, working on Action Henk. Producer at Guerrilla. Ran BROEIKAS. Made HOKY, DISC ROOM & Adventure Minute.

Workshop: 200 games in 20 minutes



//Rami Ismail

@tha_rami

Rami Ismail is the Business & Development Guy at Vlambeer, a Dutch independent game studio known best for *Nuclear Throne*, *Ridiculous Fishing*, *Super Crate Box*, *LUFTRAUSERS*, *GUN GODZ*, *Serious Sam: The Random Encounter* & *Radical Fishing*.

He created the free presskit-creation tool `presskit()` and is working on releasing its first add-on, `release()`. Rami has spoken on a variety of subjects at dozens of game events around the world, ranging from the Game Developers Conference to Fantastic Arcade & from University seminars to incubator mentorship.

Talk: tba



//Lauren Beukes

@laurenbeukes

Lauren Beukes writes twisty novels, comics, screenplays, kids cartoons and tweets. Her books have been translated into 26 languages, optioned for film and TV and have won major international awards, including the Arthur C Clarke award and the University of Johannesburg Prize. She's most proud of her kid-friendly *Wonder Woman* short set in Soweto, 'The Trouble with Cats' with Mike Maihack, because it's the first time her seven year old daughter actually understood and appreciated what she does.

Talk: Story is Everything



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//Jonatan van Hove

@Burn The Keyboard

Joon is a game designer and grass-roots arcade builder living in Iceland. With Glitchnap, he is working on mobile multiplayer games, and custom installations. He sees beauty in broken things, and that searching for that is a meaningful goal.

Talk: Crash course in game literacy

Workshop: Burn The Keyboard



//Sithe Ncube

@_ladyisith

Following a passion for the intersection of technology and visual art, Sithe co-founded a maker community and a game development community in her home country, Zambia. She is currently the Sub-Saharan Africa Regional Organiser for the Global Game Jam and is working on getting more African locations to be a part of the worlds largest game development event. She also designs games and writes stories when nobody's looking.

Talk: #gamedev as a jump start for small (african) communities



//Richard Baxter

@raxterbaxter

raxter is a freelance indie game developer originally from Cape Town who now is based in Berlin. Whilst they have developed some skills, in general they have no idea what they're doing. Otherwise loves generative art, obsessed with colours, somehow found themselves making trippy VR experiences.

Talk/Workshop: This is how I VJ: A Generative Art Diary and Mini-jam

more talks/workshops tba!!