



Hello!

Julia Lopez-Mobilia

visual designer talking about indie games



1) what am I talking about?

2) indie games in Austin

3) #spacecowboygamejam etc.

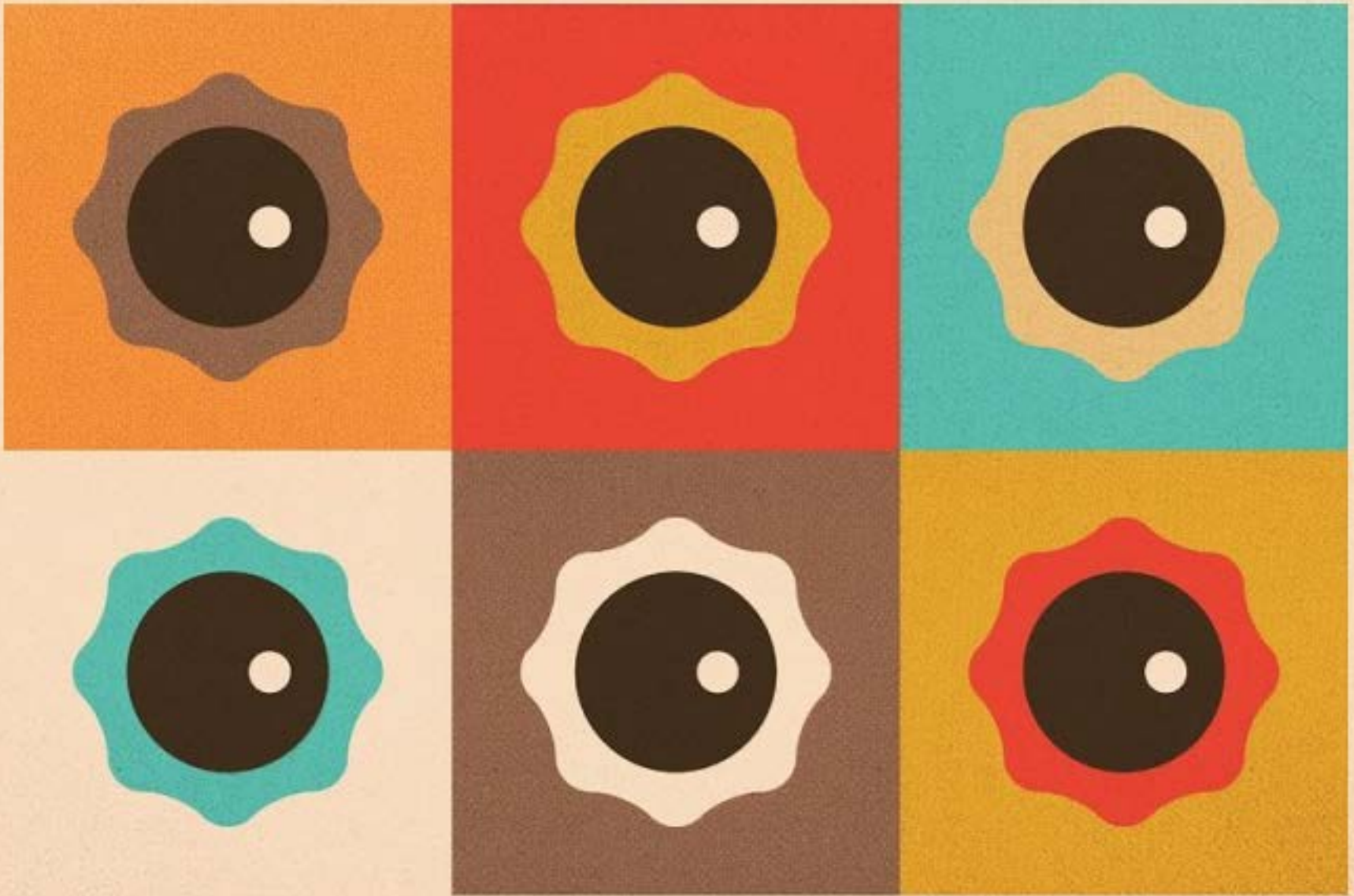
I'm talking about gamejams & independent game development

Indie games may take years to be built from the ground up or can be completed in a matter of days or even hours depending on complexity, participants, and design goal.

why I get really excited about them? A lot successful indie games stick art, design. and sound at the top of the list



kentucky route zero



soundshapes



overland



hohokum

okay, so from a designer's
perspective you can see
why i'm real into this

Austin + Indie Games

(how I got into this)

Juegos Rancheros

juegosrancheros.com

people get up and talk about WIP, show off finished stuff or talk about great work out there

they also just started putting on game jams

#spacecowboygamejam

this was pretty much it

VENUS PATROL AND
JUEGOS RANCHEROS
ARE PROUD TO PRESENT
THE SPACE COWBOY GAME JAM
HOSTED BY ITCH.IO

MAY 24TH THROUGH JUNE 8TH

THE BEST GAMES WILL BE
ON DISPLAY IN MARFA, TX
(A REAL LIFE MYSTICAL DESERT)
DURING THE MARFA FILM
FESTIVAL

JULY 2ND THROUGH 6TH

NEED SOME INSPIRATION?

SOME THINGS WE LOVE:

COWBOY BEBOP
(I MEAN OBVIOUSLY)
(ESPECIALLY THIS ONE)

ALSO
SEE YOU SPACE COWBOY
A ZINE BY JANET SUNG

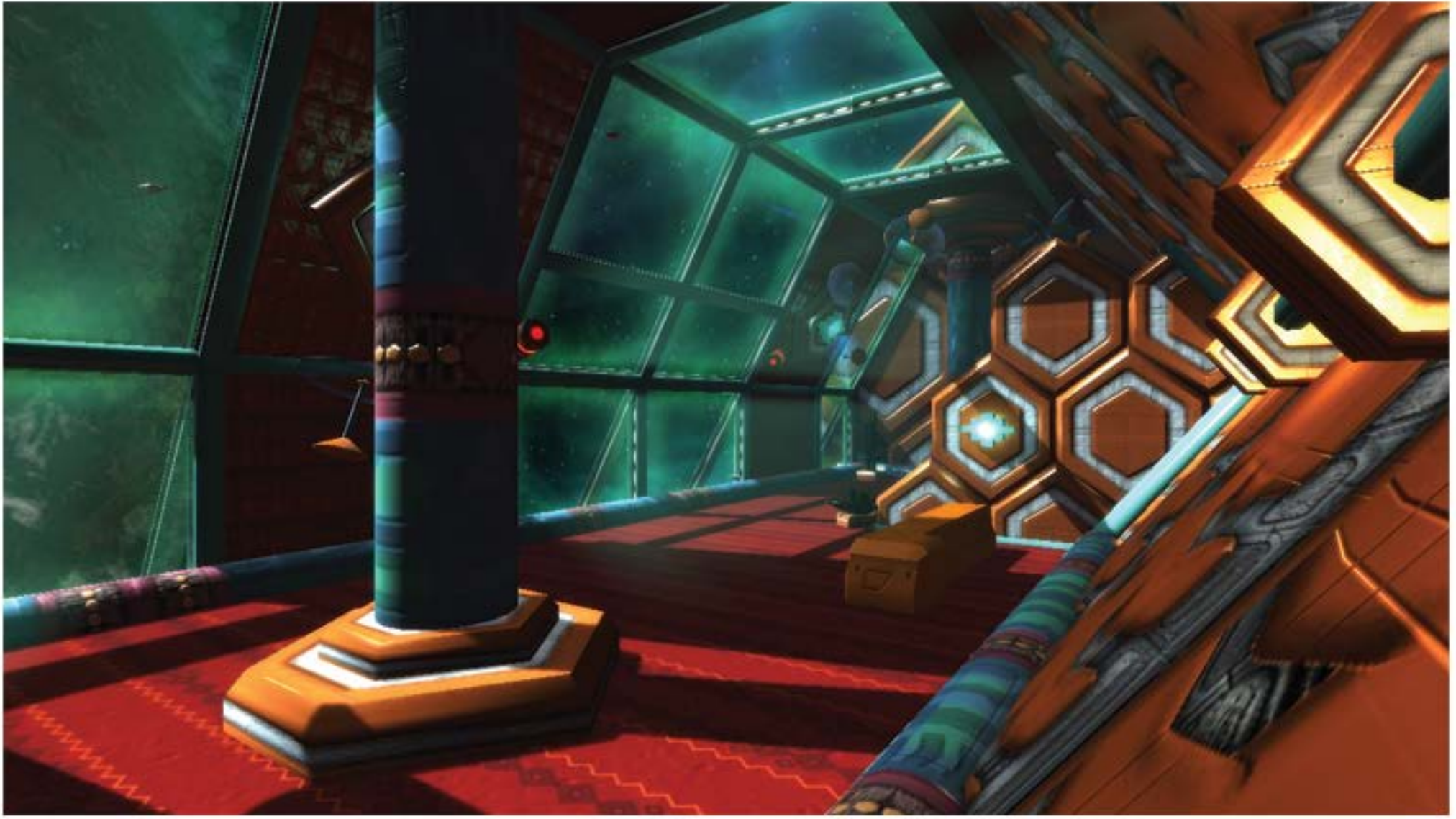
COYOTE DOGGIRL
A COMIC BY LISA HANAWALT

AND
THE AMERICAN ASTRONAUT
A FILM BY CORY MCABEE



What we did in 2 weeks:









Gunslingers without mercy trade bullets and harsh words on the cold winds of an untamed star system...