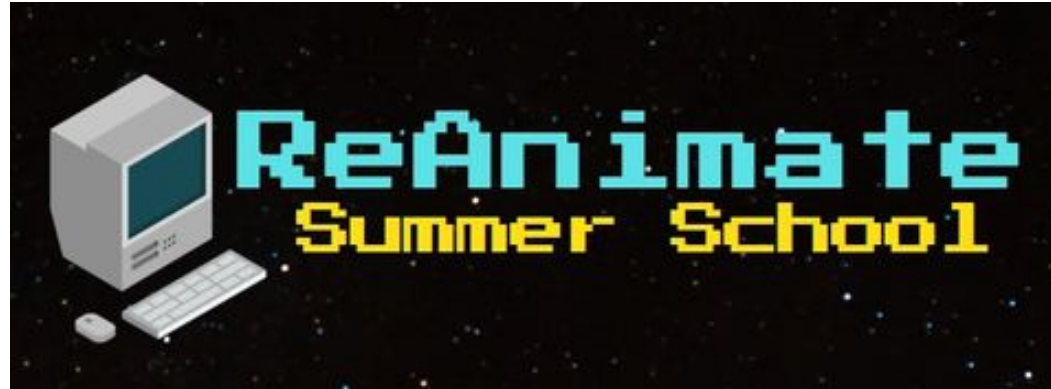


Welcome to



The Organisers

3rd Summer School on Retro Gaming
History, Critique, and Development
26/06/08

House Keeping



All sessions in ER1072

Hello
my name is

Please get a nametag!

AWESOME!

Computers



oldcomputr.com



Natural Access to Bi-directional Utilities
The NABU PC



<https://www.oldcomputr.com/posts-about/commodore/amiga-1000/>
<https://museum.syssrc.com/artifact/500/>
<https://www.youtube.com/watch?v=HLYjZoShjy0>

Links

Web Site

<https://tinyurl.com/bdfef9u>



Material

<https://tinyurl.com/2ehdsfp>



Organisers



Gabriel Ullmann
NGCI



Cristiano Politowski
OntarioTech



Henrique De Freitas Serra
Concordia U.



Diego Elias Costa
Concordia U.



Vinicius Mioto
Concordia U.



Fabio Petrillo
ÉTS



Yann-Gaël Guéhéneuc
Concordia U.

Schedule

	Sunday 2026-06-07	Monday 2026-06-08	Tuesday 2026-06-09	Wednesday 2026-06-10	Thursday 2026-06-11	Friday 2026-06-12	Saturday 2026-06-13
					CGSA	CGSA	CGSA
8h-9h	Setup	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Tear Down
9h-10h		Welcome	Directions + Teams	Game Jam	Game Jam	Wrap-up	
10h-11h		Aleksander Franiczek	Presentation CRVJA			Giuseppe Destefanis	
11h-11h15		Coffee Break	Coffee Break	Coffee Break	Coffee Break	Coffee Break	
11h15-12h15		Femke Kocken	Game Jam	Game Jam	Game Jam	Frédéric Maheux	
12h15-13h		Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks	
13h-14h		Championship	Championship	Championship	Championship	Championship	
14h-15h		Gregory Nacu	Leo Binkowski	Game Jam	Game Jam	Votes	
15h-16h		Martin Robillard	Game Jam			Celebrations	
16h-17h						Closing Session	
17h+					Arcade MTL	Champagne Box	

Presentation

Keynote speech

Game jam



Goals

- Learn about game development in the past
- Interact with prominent, precursor computers
- Develop a game as if it was 1990 again
- Have fun!

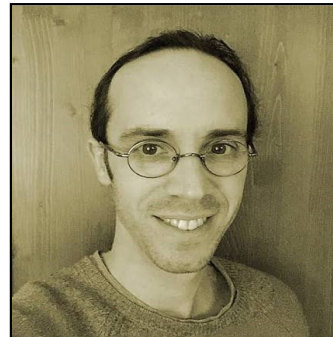
Speakers



Giuseppe Destefanis
University College London



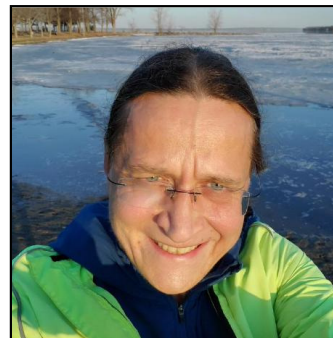
Aleksander Franiczek
Canadian scholar



Gregory Nacu
OpCoders Inc.



Femke Kocken
Dutch researcher



Leo Binkowski
NABU RetroNET



Frédéric Maheux
UQÀM



Martin Robillard
McGill U.

Judge



Chris Gibbs
Concordia U.

Upon graduating with a degree in Software Engineering in 1988, Chris co-founded a UK games development studio, **Attention To Detail** and was managing director through until 2003. ATD designed and developed video games for publishers worldwide, across all genres but notably racing, sports and action.

From 2003 to 2012, Chris was **Executive Producer and Studio Manager for Electronic Arts**, specialising in Mobile Game Development and pioneering the move to touchscreens and games-as-a service. From 2014 to 2019 Chris designed, developed and launched his own mobile game, **Smart Numbers**, which Apple made Game of the Week in 50+ countries.

In 2021 Chris joined Concordia University where he leads development of the **TOOLS4Cities** software with a particular focus on creating user experiences that demystify the science and applying principals of gaming to engage users with the issues of urban sustainability and livability.

What About You?

