

## **REGISTRATION IS OPEN FOR THIRD ANNUAL EXTERNAL DEVELOPMENT SUMMIT (XDS)**

*External Development Summit (XDS) is the first and only annual, international games industry event held in North America with a focus on external development.*

**VANCOUVER, BRITISH COLUMBIA (May 12, 2015) – External Development Summit (XDS) is the first and only annual, international games industry event held in Canada, with a primary focus on external development for art, animation, audio, and software engineering.** The program, determined by the XDS Advisory Committee, is targeted at industry professionals involved in external development (outsourcing), including: service providers (vendors), technology providers, and trade organizations representing over 26 countries. In its second year (2014), XDS surpassed the inaugural year's attendance by 32% with over 400 high calibre delegates. Initial speaker line-up includes: Peter Moore, Chief Operating Officer at Electronic Arts, Colin Penty, CG Supervisor at Black Tusk, and Dilber Mann, External Development Director at Relic (A Sega Studio). The event takes place September 09 -11, 2015 at the Westin Bayshore Conference Hotel in Vancouver, Canada.

Vancouver, a convenient time zone for XDS, offers the perfect ecosystem for an annual, international games event. Ian McKay, CEO of Vancouver Economic Commission (VEC), an XDS sponsor, says "the games industry continues to boom in Vancouver," and "XDS offers some of the world's biggest and most creative leaders an opportunity to learn and collaborate with each other in an exciting environment and the VEC is very pleased to support this homegrown event."

COO of Glass Egg Digital Media (a three time returning Presenting Sponsor of XDS), Guillaume Monier, says "XDS is one of our favorite industry events to attend and sponsor. The concentrated group of industry professionals and intimate atmosphere, provides the perfect platform to network and connect with the people we want to be connecting with." Expanding on this sentiment, David Lam, Art Director at Bioware has said that "XDS is the only conference that brings service providers and content creators into a highly specialized and effective environment. I would recommend XDS to everyone and anyone involved in external development as there is value at all levels of experience."

### **XDS Advisory Committee**

The XDS Advisory Committee is made up of industry leaders who are interested in supporting cooperative advancement of external development within the games (and entertainment) industry. These professionals volunteer their time to ensure the program is excellent in content and educational value.

### **About XDS**

External Development Summit (XDS) is the only annual, international games industry event held in Canada with a primary focus on external development for art, animation, audio, and software engineering. XDS is a professionals only event and brings together a niche community of game developers and publishers,



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vendors, middleware providers, and trade organizations to advance the industry through collaboration, sharing of best practices, networking and the delivery of a high-calibre, educational program.

### **Summit Details**

**Date:** September 09 – 11, 2015

**Location:** Westin Bayshore, 1601 Bayshore Dr, Vancouver, BC V6G 2V4

**To Register:** <http://xdsummit.com/attend/registration/>

**XDS 2015 Trailer:** <https://www.youtube.com/watch?v=s6YrfqafYY0>

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**For further information and interview requests, please contact:**

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