EXTERNAL DEVELOPMENT SUMMIT (XDS), ANNOUNCES ADVANCE PROGRAM FOR 2014 VANCOUVER SUMMIT

XDS (External Development Summit), the first professionals-only video games industry event with a primary focus on external development for art, animation and software engineering, announces 2014 advance program.

VANCOUVER, BRITISH COLUMBIA (July 30th) - XDS (External Development Summit), the first professionals-only video games industry event with a primary focus on external development has announced their 2014 advance program. The program is targeted at industry professionals involved in external development, service providers (vendors), and technology providers, and offers a platform that promotes cooperative advancement of external development practices for the games industry. Speakers include big industry names such as: Don Parker, CEO and Co-Founder of Shotgun Software; Gilles Langourieux, Founder of Virtuos; Judith Crowe, Senior Production Consultant at Side Effects Software – and many more. The event takes place September 10-12, 2014 at the Vancouver Convention Centre and over 400 delegates are expected to attend from over 20 countries.

XDS is building on its inaugural year with an excellent, comprehensive program, which includes engaging industry 'Unconference' Roundtables, Tech Innovation Sessions, high-energy panel discussions, and a host of social and networking events such as an Industry Pub Crawl - which will take Platinum Pass holders on a tour of some of Vancouver's local service providers. "The Industry Pub Crawl is an especially exciting addition to the program, as it gives delegates from all corners of the world a chance to get to know some of the unique facets of local studios while showcasing Vancouver" says Chris Wren, Chair of the XDS Advisory Committee. The Vancouver Economic Commission (VEC) is also giving XDS attendees a 'Level-UP' on networking opportunities by supporting this year's summit with an exhibition area suitably called 'Vancouver Level-UP - presented by the VEC'. 'Level-UP' will focus on promoting and networking with local businesses while providing delegates an opportunity to connect with other attendees involved in external development.

Carlos Garcia, Senior Outsourcing Artist, at Crytek says "XDS is a must if you're in the External Development Industry. Many people working in External Development feel invisible, without many effective networking opportunities – XDS gives us the chance for targeted networking, idea exchange, work processing, industry problem solving, and industry development and growth. If you have to choose one industry event to attend, it's XDS."

Judith Crowe from Side Effects, who will be presenting during new Tech Innovation Sessions – which focuses on real-world case studies delivered by middleware providers and their clients to demonstrate how a tool or workflow is integrated with production – says "XDS is a great place for industry leaders to learn about and discuss new game development technologies. I am excited to be introducing the Houdini Engine which provides a procedural framework for creating more game content, faster than ever before."

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Aligning with the Vancouver Convention Centre's mandate of sustainable practices, XDS 2014's program will remain paperless with the introduction of a new mobile app for registrants. The new app will ensure that attendees have everything they need - the paperless event program, session descriptions, business-to-business meeting facilitation, interactive agenda and other important information and features, at their fingertips.

XDS Advisory Committee
The XDS Advisory Committee is made up of industry experts who are interested in supporting cooperative advancement of external development within the games industry. These professionals volunteer their time to ensure the program is excellent in content and educational value. For further information and to view members of the committee, visit: http://xdsummit.com/about-xds/advisory-committee/

About XDS
XDS (External Development Summit) is the first professionals-only video games industry event with a primary focus on external development for art, animation and software engineering.

XDS is organized and designed by games industry professionals with the sole intention of furthering external development practices through knowledge sharing and relationship building. All proceeds from sponsorships and ticket sales go toward funding the event, and delivering subsequent XDS events to advance the games industry.

Summit Details

To View 2014 Online Advance Program Visit: http://xdsummit.com/program2014/

Date: September 10 – 12, 2014

Location: Vancouver Convention Centre, Vancouver, Canada

To Register: http://xdsummit.com/attend/registration/

For further information and interview requests, please contact:
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