



**external
development
summit
2014**

FOR IMMEDIATE RELEASE

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REGISTRATION IS OPEN FOR THE SECOND ANNUAL EXTERNAL DEVELOPMENT SUMMIT (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.

VANCOUVER, BRITISH COLUMBIA -- (JANUARY 30th, 2014) -- 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. The program is targeted at industry professionals involved in outsourcing (external development), service providers (vendors), and technology providers and offers a platform that promotes cooperative advancement of external development practices for the games industry. The event takes place September 10-12, 2014 at the Vancouver Convention Centre.

Last year's inaugural summit surpassed attendee expectations with over 300 delegates and more than 80 vendors from 19 countries providing services to the games industry. This year's summit is shaping up to be even more comprehensive; with three full days of engaging industry roundtables, talks, panels, and a host of social events - all while maintaining an intimate atmosphere conducive to networking and idea sharing.

"Strategically, external development in all its forms allows us to continue to make BioWare games both huge and beautiful. XDS was a great opportunity to meet up with our current vendors, reconnect with others, and see the offerings of a wide spectrum of local and international teams," raved John Campbell, External Producer at BioWare. "Several new initiatives resulted from our time in Vancouver, and I'm looking forward to the next one!"

The summit's core values (education, collaboration, leadership, and quality), combined with the involvement of top industry names and influencers, will ensure a high caliber curriculum on topics ranging from future industry trends and best practices to remote collaboration and sustainable integrated outsourcing.

When asked about last year's summit, Gilles Langourieux, CEO of Virtuos Ltd. said "As the game industry matures and deals with multiple simultaneous platform transitions – finding help to produce greater content on more platforms should be at the forefront for most studios. While helping to build new relationships through impressive networking opportunities, XDS also presents opportunities to learn best practices while maturing our industry – especially in regards to external development. XDS 2013 achieved top marks for all-round satisfaction and Virtuos is very much looking forward to the 2014 edition."

More information will be released in the coming weeks related to the summit schedule and presenter line-up. For the most up to date information please visit xdsummit.com.



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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/>

Summit Details

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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