

**EXTERNAL DEVELOPMENT SUMMIT (XDS) CELEBRATES A SECOND SUCCESSFUL INTERNATIONAL SUMMIT IN VANCOUVER, CANADA**

*XDS (External Development Summit), the first international professionals-only video games industry event with a primary focus on external development for art, animation and software engineering, completes its second successful year.*

**VANCOUVER, CANADA (September 23, 2014) – XDS (External Development Summit), the first professionals-only video games industry event with a primary focus on external development, celebrates a second successful year, hosting the three day summit in Vancouver, B.C, Canada.**

The international event took place September 10-12, 2014 at the Vancouver Convention Centre and included attendance by industry professionals, service providers, and technology providers from across the globe.

XDS 2014 experienced a 25% increase in attendance rates, resulting in 400 attendees from over 30 countries. In addition to growing international support that came from highly respected companies such as MexicoIT from Mexico, and Glass Egg from Vietnam, this year's summit also boasted increased local support.

"Vancouver is host to so many notable companies within the games industry, and the External Development Summit [XDS] provides a platform for these companies to connect with what is an increasingly global sector. Sponsoring the 'Level-UP Pavilion' at XDS - which showcased seven local companies including: Finger Food Studios, Work at Play, SomaTone Audio, UX Guys, KoolHaus Games, Animatrik Film Design, and Goldtooth Creative - allowed the VEC to help further connect international businesses to Vancouver, while supporting the burgeoning local games community," says Ian McKay, CEO of the Vancouver Economic Commission, proud sponsors of the Vancouver Level-UP Pavilion – presented by the VEC.

The XDS Advisory Committee, which consists of industry professionals from companies such as Disney, Microsoft, EA, and many more – designed an event program for 2014 that tackled a wide range of in-demand, industry specific topics, which focused on: collaborative thought sharing, best practices and case studies in external development.

"XDS contains the highest concentration of professionals from the world of External Development to be found anywhere," explains Sam Carlisle, Senior Outsource Program Manager of Microsoft and member of the XDS Advisory Committee. "The sessions provide valuable insight into how peers are tackling some of the common and more unusual issues surrounding External Development. By becoming the catalyst that has sparked an External Development community, XDS has earned its place as the first event I book each year."

For further information and news announcing 2015 summit dates, please visit [xdsummit.com](http://xdsummit.com).



**FOR IMMEDIATE RELEASE**

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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/>

**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.

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