Game Developer Symposium 10.0

Sheppard Mullin DC
11.09.2017

5:30 p.m. - 7:45 p.m.

2099 Pennsylvania Avenue NW
Washington, DC 20006

This symposium will focus on practical tips that game developers should know to get their game from idea to market.

<u>Speakers:</u>

Catherine Swanwick, CEO of **Catlilli Games**. Catherine has developed a number of educational games, which she has commercialized, and for which she has won a number of awards. She is in talks to license her games to major publishers. She will provide practical advice on her experiences and what other game devs should know. **CatLilli** is currently one of the companies in the **VSGI**, a serious games-focused accelerator associated with **George Mason University**.

James Casey, Associate Director of the **VSGI** and game design professor at **GMU**. James has extensive game development experience with some blockbuster games. He will speak about the benefits of working with an accelerator such as **VSGI** and offer practical tips to developers as well.

James Gatto, Partner and Social Media and Games Industry Team Leader at **Sheppard Mullin**. He represents some of the industry's biggest companies, developers, and insiders. He will talk a bit about some practical advice for game developers to go from idea to commercialization, as gleaned from his vast experiences, observations, and connections.