

Franklin M.

LOEW Lecture Series at Becker College



The Franklin M. Loew Lecture Series is a public forum that invites scholars and professionals to present lectures on topics of interest and importance to the Becker College community and the public.

I built a game – now what?

Alex Engel, Disruptor Beam

- Tuesday, October 28, 2014, 6:30 p.m. -

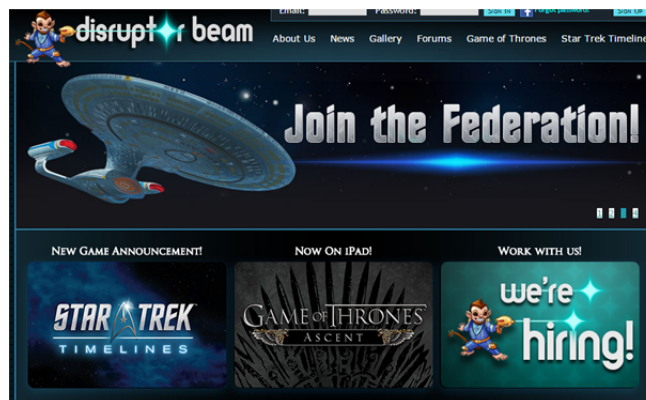
Game developers can be so focused on shipping a product that many forget that games actually have to go live in front of players! What is it like to ship a game? How does focus change from being in development to being live? And, what are some common perils that developers make once their game is live?



Alex Engel has been in game development for a decade, working on half a dozen major games like Eve Online, Lord of the Rings Online, Dungeon and Dragons Online, Asheron's Call, Batman, and Game of Thrones. Currently Disruptor Beam's Product Manager for Game of Thrones Ascent, he manages a multi-million-dollar online game with millions of players on mobile, web, and tablet.

This talk is co-sponsored by MassDiGI

Location: Becker College, Weller Academic Center, Room 210, 61 Sever St., Worcester



Free and open to the public. Seating is limited. To RSVP, call 508.373.9460 or email lectures@becker.edu For more information, visit www.becker.edu/lectures.