

# **1UPSTATE**

A CELEBRATION OF GAMES AND THE PEOPLE WHO MAKE THEM

OCTOBER 215T, 2023 ALBANY CAPITAL CENTER

# SCHEDULE

```
10:00 AM DOORS OPEN
        V/ELCOME AND OPENING STATEMENTS
     AM CROSS-DISCIPLINARY COLLABORATION IN GAME DEVELOPMENT [PANEL]
11:10
12:00 PM GETTING STARTED IN VOICE ACTING
        LEVEL UP YOUR GAME DEV HOBBY: STARTING A SOLE PROPRIETORSHIP DBA
1.00
     PM NYS DIGITAL GAME DEVELOPMENT TAX CREDIT PROGRAM
     PM IT BELONGS IN A MUSEUM: VIDEO GAME PRESERVATION AT THE STRONG
1:30
     PM DESIGNING FLUID MOTION AND SATISFYING COMBAT IN KATANA ZERO
2:30 PM ON T\//INE
     PM WRITING FOR IP
     PM BREAK
3.30
     PM VR: GOING BEYOND GAMING
     PM HOW WE CAN CLOSE THE DIVERSITY GAP IN ESPORTS
        PERSPECTIVES ON ESPORTS
```

EXPO HALL OPEN ALL DAY
SCAN QR CODE FOR MORE INFORMATION

PM AFTERPARTY

6.30



# MICHARIAN LOVES Games

Get in Touch at games@kickstarter.com

#### **1UPSTATE** BATHROOMS ELEVATORS WORLD MAP STREE UNUSED QUIET **SPEAKERS** CONCESSIONS ROOM & PANELS ROOM <u>INFO</u> EAGLE 2 1 13 12 9 55 51 20 19 18 17 16 **BATHROOMS EXPOHALL ESCALATORS** 26 25 24 23

#### HOWARD STREET

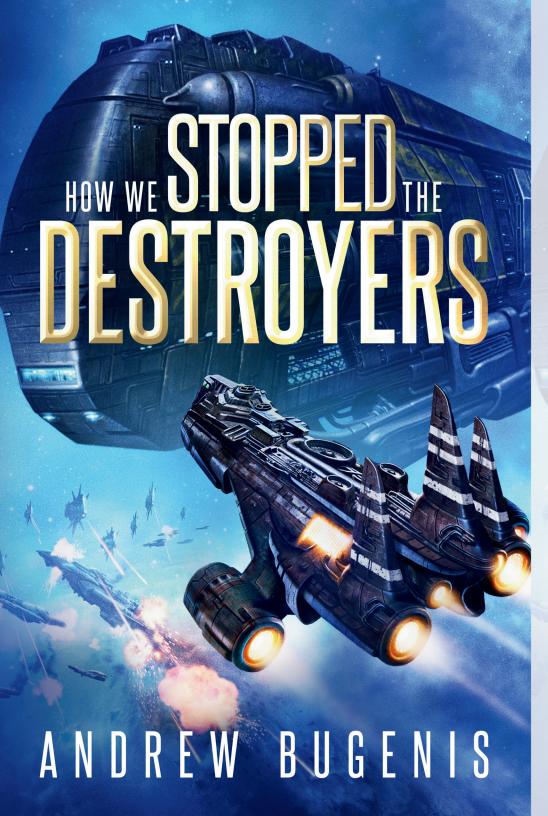
#### **EXHIBITORS**

- 1.DISCOVER ALBANY
- 2.EMPIRE STATE DEVELOPMENT
- 3. RETRO GAME CON
- **4. RETRO GAME CON**
- 5.UPSTATE ALLIANCE FOR THE CREATIVE ECONOMY
- **6. KEVIN URBAN**
- 7. SUNY POLYTECH
- 8. V/EREV/OLF MOON STUDIO
- 9.50 TO SPEAK
- 10.0PEN SORCERY
- 11. TECH VALLEY GAME SPACE
- 12.GUARDIANS MENTAL HEALTH
- **13.FIRST STALL PRODUCTIONS**

- 14. JAY/ICA CARPENTIER
- 15. NONAGE
- 16. CREAM CHEESD TO KILL
- 17. SHORT FUSE
- 18. MEDKIT
- 19. RPI GSAS
- 20. SIMULATOR GAME SIMULATOR
- 21. TEAM PIRKO
- 22. IGNEOUS IS BLISS
- 23. YURISOFT GAMES
- 24. STUDIO INC.OMPLETE
- 25. ORBITAL GAMES
- **26. SUSURRATE PRESS**

EXPO HALL OPEN ALL DAY
SCAN QR CODE TO LEARN
MORE ABOUT EXHIBITORS



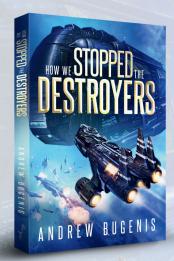


# Praise for Capital Region author Andrew Bugenis' self-published novel of space exploration and humanity paving the way:

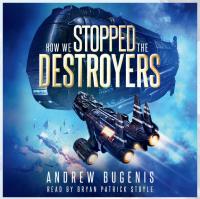
"A super fun romp through space, with a hugely entertaining cast of characters, all of whom are racing to acquire a game-changing new technology for themselves, whilst not getting caught!"

--Becky D., bookseller, Northshire Bookstore

"Don't get too serious. Don't get too ridiculous. Don't think your decisions don't have massive implications. Time for an academic, scientific, military, piratical, philosophical, alien-filled space... adventure? Meeting? Research expedition? Your choice."



--MoreLikeRigorMortis, reader review, Barnes & Noble



"In good sci fi fashion, this book has a lot to say about society. Yet it still manages to be a fun, fast-paced read and it really resonated with me."

--Loona, Goodreads review

"I've been listening to How We Stopped the Destroyers, and I'm impressed. Good story, and great narration. Kudos to Bryan Patrick Style for a great performance!"

--Vicky C., Facebook testimonial

Paperback, ebook, and audiobook recorded and mastered at The Party Farm
in Roscoe, NY - available at Amazon,
Barnes & Noble, Kobo, and more.
Head to press-enter.net/destroyers
for all the ways to read and listen
to How We Stopped the Destroyers!





The Siena College Computer Science program offers a Game Development track.

Study CS fundamentals then specialize with courses in graphics, Al, high-performance computing, operating systems, database, and networking.

Learn more about Game Dev at Siena and the other 7 CS tracks at csdeptchair@siena.edu







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#### LET'S CHAT!

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