

## Speed Game Dating

*Speed Game Dating (SGD)* is a new event format which we present at Flash GAMM.

The players usually decide whether they are going to play the game during first few minutes of the game session. The same is true about the publishers – they consider whether to promote the game within these first minutes too.

We applied the principle of [Speed Dating](#) to the communication of game developers and publishers. Thus the developers who have games to show could get acquainted with maximum of publishers interested in that.

If you are interested in the Speed Game Dating event, please, be sure to fill in the form at our site. The link to the form: <http://www.flashgamm.com/moscow2012/en/program/#sgd>

**We can't guarantee the admittance to those who fail to register until April 30, 2012!**

### The format of Speed Game Dating

- SGD will be held **in hall Galactica 3** during the whole conference day. It will be streamed into **flash, social and mobile** sections.
- The developers with their laptops, tablets and mobile devices will be sitting at one side of the table – the publishers at the other.
- You will have **3 minutes** for the presentation, then a SGD moderator will give a signal to change the pairs – the publishers will move to the next developer clockwise.
- If the number of developers and publishers doesn't coincide, we'll optimize the streams to get everyone acquainted.
- After the official part you will not be limited in time to talk to each other during the conference.

### Advantages of Speed Game Dating

- Sometimes developers hesitate to come up to a booth, don't know what to say or who to talk to. SGD solves the problem.
- Unlike projects fair, you are not bound to your computer and don't have to miss lectures. SGD enables you to show the game to the most interested people in the minimum time.
- We create general conditions for mutual advantage of publishers and developers.

### Speed Game Dating participation conditions

The participation is **free of charge** for both developers and publishers.

You need to fill in the [online form](#) till **April 30, 2012**, and confirm your participation by email in a few days before the conference (all the registered participants will be sent a confirmation letter with detailed instructions).

**We can't guarantee the participation to those who won't register in advance!**

### Requirements to developers

- You have to have a game or its prototype to present.

# Flash GAMM!

The conference for Flash, social & mobile game developers  
and publishers

- Choose your section (mobile flash or social) in advance.
- Come up **15 minutes before** the start to take a seat and switch on your laptop.
- You won't be allowed to take part in the event in case you are late.
- One game can be presented by one and the only person.
- Games can be presented on laptops, tablets or mobile devices. The attendees without devices and titles to show can't take part in the event.
- Take your business cards or at least printed sheets with your contact information.
- It is recommended to prepare the gameplay video (30-40 seconds) for the publishers to catch the game idea quicker.
- Print out a few screenshots and information about your game. Thus, it would be easier for the publishers to remember you and your title.

## Requirements to publishers

- Choose your section (mobile flash or social) in advance because they take place in different time.
- Come up **10 minutes before** the start!
- You won't be allowed to take part in the event in case you are late, so, please, be punctual.
- You can take part in more than one SGD section if your company has different publishing channels.
- Only one representative of your company can take part in a particular section.
- You have to have your business cards.

## Schedule

- 11:00 - 13:00 – Flash
- 15:00 - 16:00 – Social
- 16:30 - 18:00 – Mobile

**Developers** have to come 15 minutes before.

**Publishers** have to come 10 minutes before the SGD.

Please feel free to ask your questions regarding the SGD.

Our contact email: [kapustina@absolutist.com](mailto:kapustina@absolutist.com)