

Tabelle1

„Open Source Game Dev“ Devroom

Schedule for FOSDEM 2013

Sunday, 3rd February 2013

Time	Talk
09:00	
09:05	
09:10	time for setting up the devroom and getting everything rolling (including implementing last minute changes)
09:15	
09:20	
09:25	
09:30	
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09:40	Pandora - a mobile Linux computer including gaming controls. A short introduction and explanation of its long history and development. (Michael Mrozek)
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10:25	
10:30	time for switching speakers
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10:40	Continuous Integration and Testing in Games (Thomas Kinnen)
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11:25	
11:30	time for switching speakers
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11:50	Community based translations of games - why babelfish ain't enough (Nils Kneuper)
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12:40	time for switching speakers
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13:00	The Clue Project Update (Shrey Bendit)
13:05	
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13:15	The Gidion Project Update (Shireya Paruliy)
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13:30	time for switching speakers
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13:40	An introduction to the Wesnoth animation engine (Jérémy Rosen)
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14:30	time for switching speakers
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14:40	Explaining the Quake 3 virtual machine (Ludwig Nussel)
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15:30	time for switching speakers
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15:40	Open source gaming discussions among all people in the room, possible topics: „Is there a way to coordinate better?“ „Can we make it easier for possible contributors (not only coders!) to get involved?“ ... (moderated by Nils Kneuper)
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17:00	END OF FOSDEM 2012