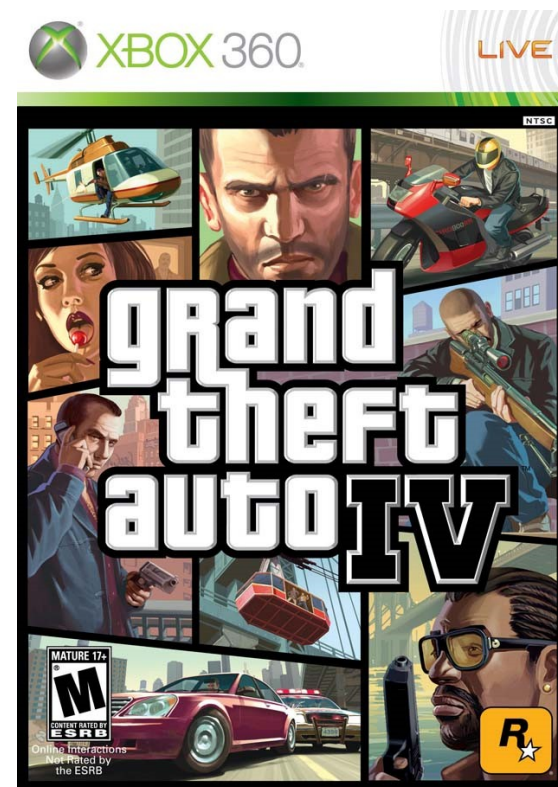


Hello.

Garage Game Design: How User-Created Web Games Drive Innovation

What's Innovation?

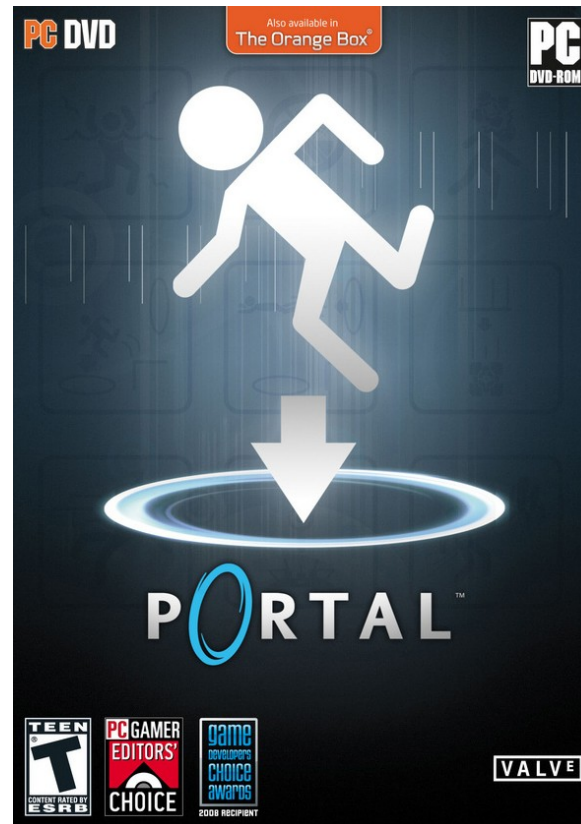
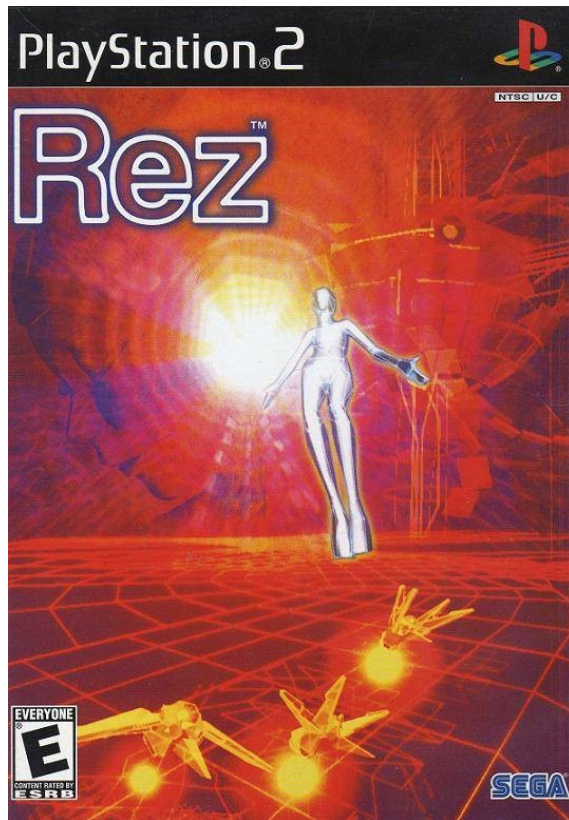
Is it making high-quality but incremental improvements to an existing genre?



Is it finding different ways to make your character do things?



Or is it having a really cool idea and just running with it?



Flash has empowered users to become game creators, and surprise! They are sometimes better at it than we in the “industry” are.

PC DVD

Also available in
The Orange Box®

PC
DVD-ROM



PORTAL™



VALVE®

PORTAL

THE FLASH VERSION

NEW GAME

LEVEL SELECT

PLAY MORE GAMES

OPTIONS

CREDITS

VALVE'S PORTAL

Portal 1.1.2k
website - portal.wecreatestuff.com
Dragy2005@hotmail.com
Henmazolski@gmail.com

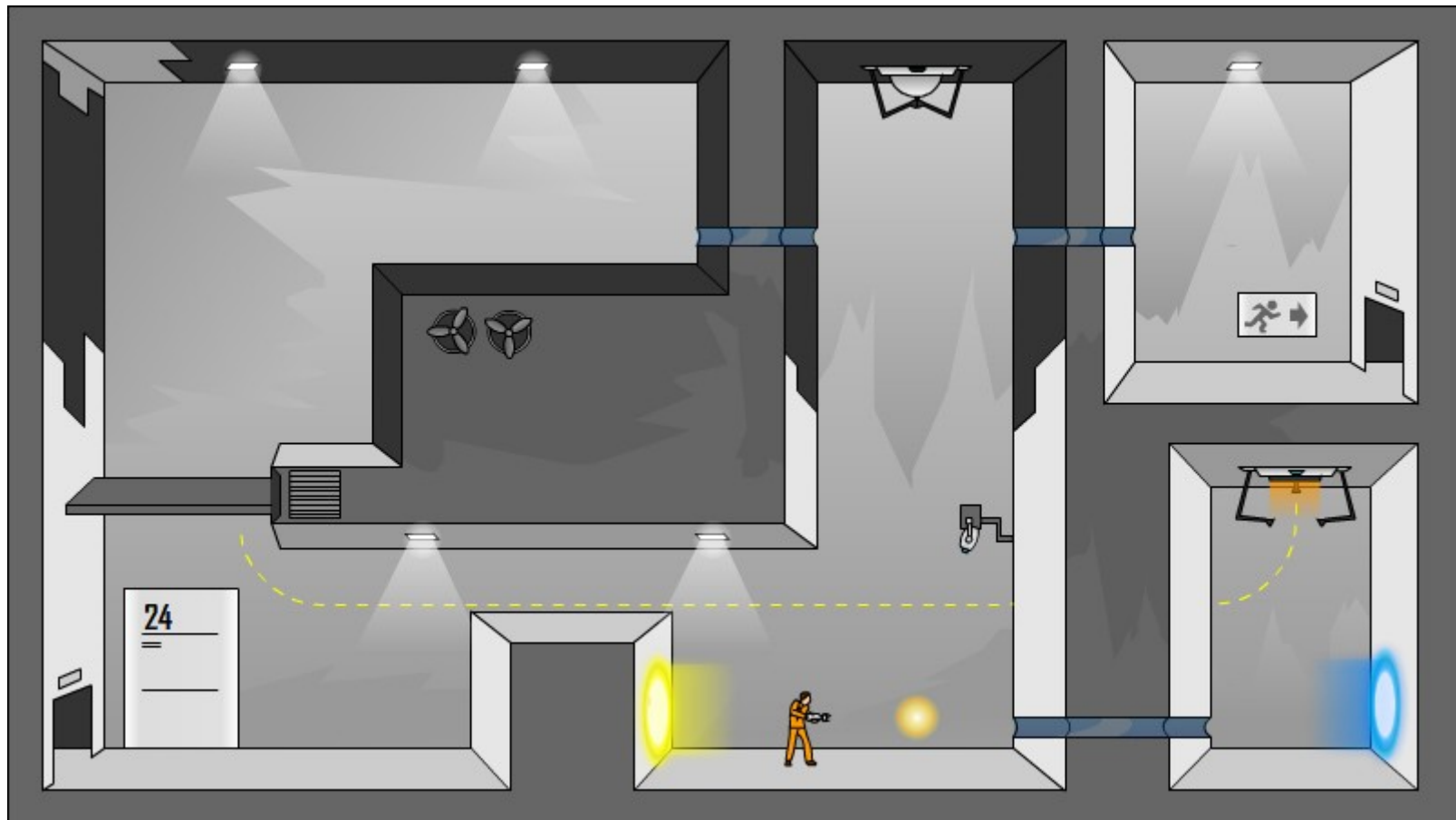
MUTE

“Portal: The Flash Version started as a Flash project by Hen Mazolski and Ido Tal, back when Valve first announced about their exciting new game. We define ourselves as definite Valve fanboys, and we just couldn't wait to play the game.

We decided to make our own version of it ourselves, just for us, as a side project. Little did we know, it turned out to be a very fun game to play even in 2D, and after some pressure from our close friends, we decided to send it out to the world.”

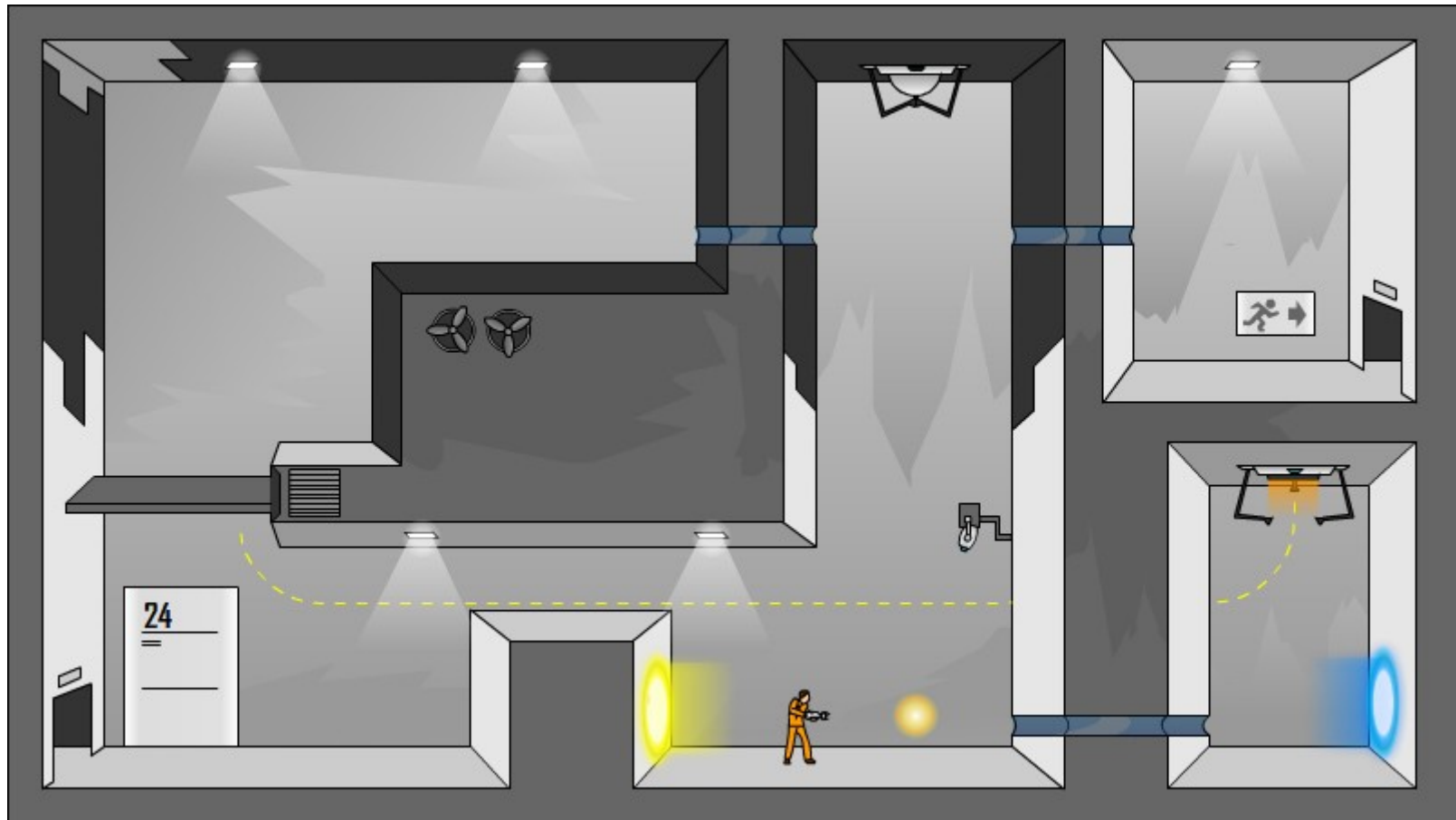
- WeCreateStuff.com

The Puzzles in Portal: The Flash Version are better than those found in Valve's Orange Box version.



OMG!

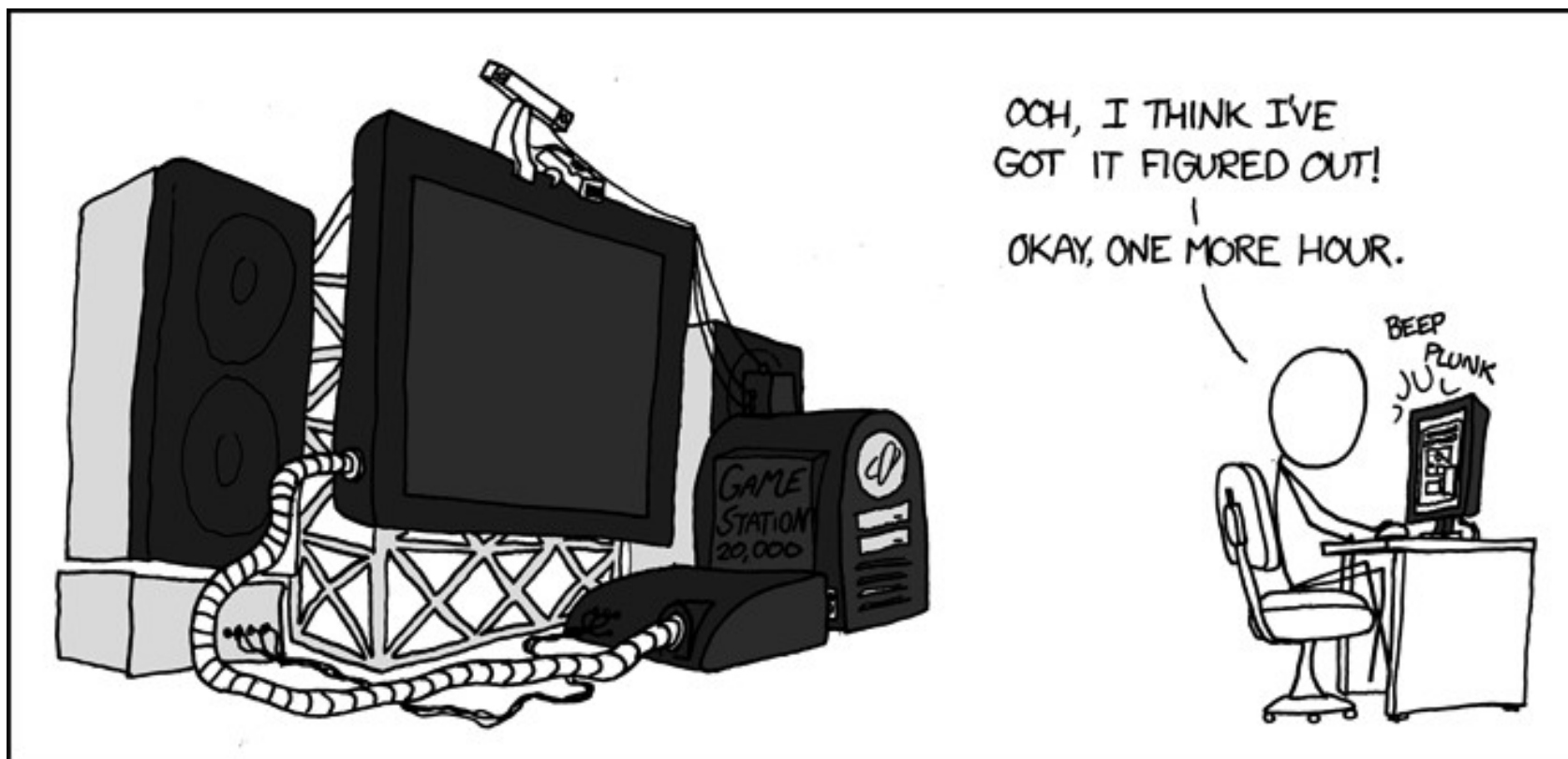
The Puzzles in Portal: The Flash Version are better than those found in Valve's Orange Box version.





Features 14 puzzles from Portal: The Flash Version

What's so Great About Flash?



THE MOST POWERFUL GAMING SYSTEMS IN THE WORLD STILL CAN'T MATCH THE ADDICTIVENESS OF TINY IN-BROWSER FLASH GAMES.



6.91M Japan
15.03M America
11.89M Others

33.83M**47.3%**

0.76M Japan
12.91M America
7.92M Others

21.59M**30.2%**

2.41M Japan
6.12M America
7.51M Others

16.04M**22.4%**







23.89M Japan
26.35M America
32.44M Others





82.67M**67.8%**

PlayStation Portable

10.70M Japan
14.00M America
14.57M Others

39.27M**32.2%**

| | | | |
|---|--|---------------|---|
|  | 6.91M Japan 15.03M America 11.89M Others | 33.83M |  |
|  | 0.76M Japan 12.91M America 7.92M Others | 21.59M |  |
|  | 2.41M Japan 6.12M America 7.51M Others | 16.04M |  |

| | | | |
|---|---|---------------|---|
|  | 23.89M Japan 26.35M America 32.44M Others | 82.67M |  |
|  | 10.70M Japan 14.00M America 14.57M Others | 39.27M |  |



850,000,000
(99% of all Internet users)

Built-in Tools (vector illustration, animation, compiler)

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Reasonably easy to code (ActionScript)

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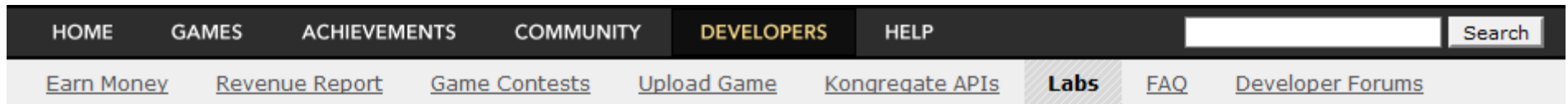
Relatively Cheap: \$699

Flash is not a simple “Make Your Own Game” Application

An infinite range of game ideas is possible, and, largely unfettered by publishers or deadlines, flash developers are able to truly innovate – just taking a cool idea and run with it.

Kongregate Labs

<http://www.kongregate.com/labs>



[Edit](#)

Kongregate Labs powered by SCION

Learn to create your first game

Making games is easy! Well, okay, maybe it's actually kind of hard, but starting out is easy at least! Especially when you have Kongregate's shootorials (shooting tutorials) to guide you through the process.



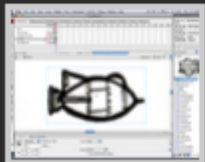
Check out the link below to play through the game you can learn to build yourself.

[Play 'Shoot!' now »](#)

If you'd like to discuss the shootorials with other Kongregate members, [join the Kongregate Labs discussion on our forums](#).

Shootorials

Ready to remix 'Shoot!' and make it your own? [Download the source code](#), then watch the tutorials below to get started.



[Shootorial 0: Flash!](#)

This beginner flash game programming tutorial covers the basics of downloading the free trial version of Adobe Flash CS3, as well as covering some of the fundamentals of using Flash as a game making tool. [View Tutorial »](#)



[Shootorial 1: Ship Movement Via Keyboard Input](#)

This is the foundation of any game. The player needs to be able to control a game object through user input, usually either via mouse or keyboard. Shootorial's user controlled game object (or sprite) is

New Developer Contest

In conjunction with our normal weekly prizes, we're also offering \$550 total to the most talented beginning developers who can use our shootorials to produce awesome games of their own. Starting with our code and making something totally different is encouraged - it could be a shooter, a racing game, a platformer, or something else entirely. User ratings will determine the winners, so make sure it's fun!

[View official rules »](#)

- 1st place - \$250 USD
- 2nd place - \$150 USD
- 3rd place - \$150 USD

Final day to submit contest entries is November 28, 2008.



[Enter your game now](#)

You pick the Winners!

Enjoy some great games, and to help choose who will win the grand prize.



[Rate Scion Contest Entries](#)

[Customize your Game](#)

If we're ever going to solve the “Are Games Art?” question, it won't be with the big budget titles. It'll be in the indie web game scene.

A few examples of games that would never be made in the traditional game world:

Z-ROX

by Evil-Dog

Warning

This game is extremely brain intensive and hard.

People have been accused of making one-dimensional games before, but this was on purpose.

<http://www.kongregate.com/games/EvilDog/z-rox>



Sometimes it's not just the mechanics, but the style.

<http://www.kongregate.com/games/Edmund/aether>



Art and elegance can be found in simplicity and experimentation.

<http://www.kongregate.com/games/danielben/i-wish-i-were-the-moon>

The most important part of innovating in video games is something most game developers can never afford to do:

FAIL

Low Budgets = Freedom

How do you make a living as a renowned
Flash Game Innovator?

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- Shared Ad Revenue

(On Kongregate, developers currently get \$2-3 per thousand plays. Our top developers can make a thousand dollars a month or more.)

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- Making Advergames

(Soulless but profitable.)

What would happen if you gave these amateurs enough money to do it full time?



“Remnants of Skystone” by Flipline Studios

“Zening” by Michael King

User-Generated Content Game:

“Vectorious” by SMERC Design

Thank you, Copenhagen!

chris@kongregate.com