







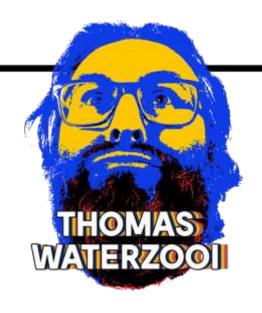
Who Am I?

Thomas Waterzooi

- Game designer
- Game developer.
- Game animator
- Game musician

Jack of all trades

Sometimes: teacher at LUCA School Of Arts (Gent)



Previously

Larian Studios

Dragon Commander

Divinity Original Sin

IO-Interactive

HITMAN



Solo-Dev 2018

What I didn't want to make:

- Games where the main mechanic is violence
- Games for young kids (-12)
- Hardcore games, skill-based
- Time-pressure

Solo-Dev 2018

What to make? Something...

- .. my non-gamer friends would like
- .. my mom would like
- .. closer to my world
- .. with a good story

So basically: A movie?? A game for non-gamers???

MANIFESTO REJECTA

MAMIFESTO REJECTA

A New Audience

- Adults with adult-interests
- Games don't represent these interests
 - Museums, city-tripping, art
 - Friends, relationships, food, culture
 - Lifestyle, illness, depression
- Learn how to make games for these people
- Games can be(come) art

Accessibility

- No previous skills
- No time pressure
- Short
- Author-driven
- For adults
- Embed culture => ART

What if we DO touch the artwork?













PLEASE, TOUCH THE ARTWORK









Please, Touch The Artwork 2

Where's Waldo

+

James Ensor

+

Monty Python

- Hidden object adventure
- No stress
- 83+ paintings
- Hints when stuck
- Age 12 to 99

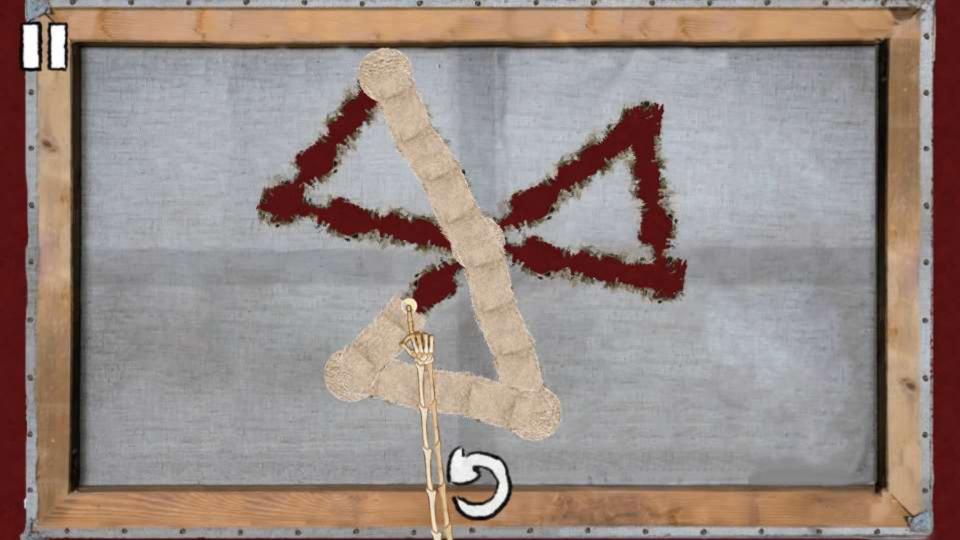
Gameloop

Gameloop











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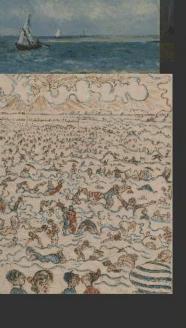




1. Collect paintings

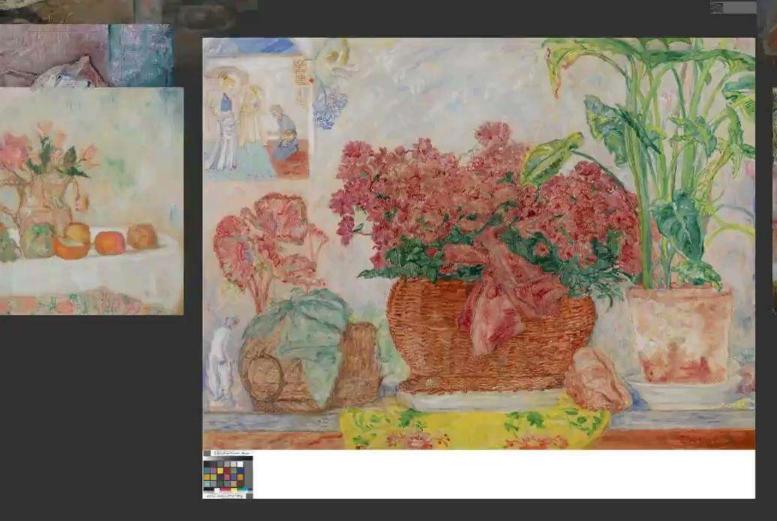


2. Bundle by theme





Ensor_Clouds.jpg

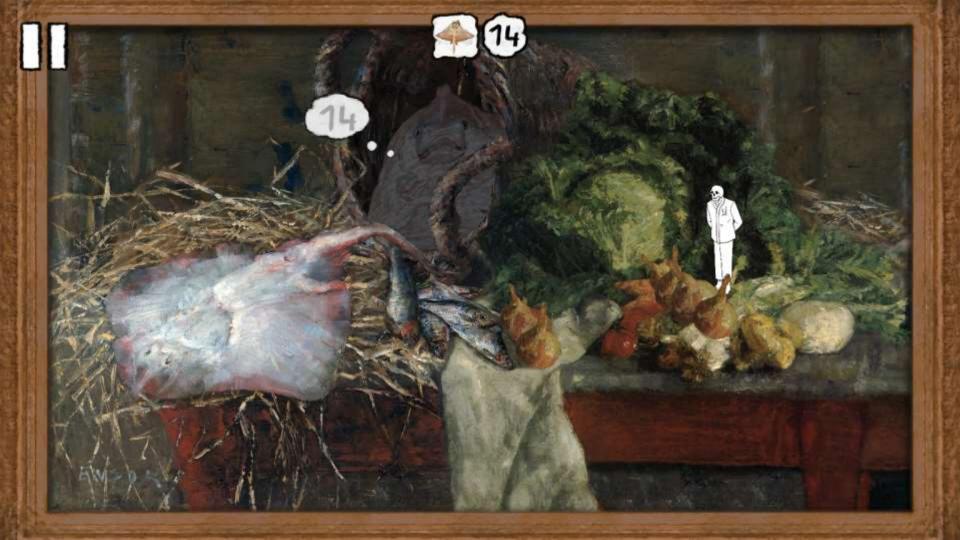




3. What do characters need?













Process

4. Animation





Process

5. Player should stand out





Flanders
State of
the Art



1000% GRATIS







THE FUTURE?

THE FUTURE?

Statistics

- Downloaded 250.000 times in the first week
- 1000+ Overwhelmingly positive reactions
 - 'Love to visit a museum with his works'
 - 'Re-sparked my love for art'
- Over 90.000 hours played (that's over 10 years)
- Over 8 million views

(on Twitch & YouTube & socials)

Other painters











Other painters













Please, **Touch The Artwork** Please, Touch Please, Touch

PLEASE, TOUCH THE ARTWORK

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Questions?