

## QA



# GEORGE P. GEORGEADIS

Founder of Dreamgazers Interactive and creative director talks to us about life as an independent developer in the next generation

### INFORM

**Name:** GEORGE P. GEORGEADIS

**Company:** DREAMGAZERS INTERACTIVE

**Role:** PRESIDENT/ CREATIVE DIRECTOR

Tell us three words that best describe your game.

■ *Silent Hill meets The Never Ending Story*

What is the storyline of *Dreamers*?

■ *Dreamers* is a game about a young man in his twenties (Jorge) that suffers from a bizarre form of narcolepsy. He experiences sudden and uncontrollable attacks of deep sleep, sometimes accompanied by paralysis and hallucinations, which can occur at anytime and anywhere. More importantly, they cause him to experience dreams from which he might never wake.

Tell us a little about the team's history and this new endeavour

■ Well, prior to forming Dreamgazers Interactive, I personally used to be involved with a different development

company for a couple of years. Even so, when things started rolling for Dreamgazers I have to admit I was (and still am) very overwhelmed with the number of "hats" that I have to wear everyday and I find myself switching from writer, to modeller, web designer, director to suddenly businessman, all the while still having a day job to pay the bills. Soon afterwards, thankfully, I wasn't alone. I was blessed with the support of many talented individuals.

How difficult has it been to develop for next-gen consoles?

■ The expectations are really high right now. With production values, quality control and budgets matching those found in the film industry and with gamers expecting their games to take

full advantage of their brand new next-gen hardware, it definitely has put a lot of pressure on the independent developer. That is why you will notice we have such a big casual-games industry now because most independent developers start there.

Do you think realistic representations of the world impact greatly on the experience delivered by next-gen games?

■ Like I said earlier, I believe now gamers expect nothing less than the best. However, that can mean many things, since it heavily depends on what the gamer is after. Some of the titles that have been highly successful this year actually didn't offer the best in the world of visuals, which tells us that gamers are looking for the best overall experience. Good graphics may attract us to a game, but if the game is not fun to play, we often find ourselves moving on to the next one.

*Dreamers* looks to be a very different title to what you might expect of a videogame, are you worried you might alienate the more traditional gamers out there?

■ Alienation is part of the key to our salvation. I strongly believe gamers are hungry for something different. As an industry we tend to stick with the familiar until we try something new, that is, then it's way to late to go back.

Do you think motion-sensing technology adds to the gaming experience or is it just a gimmick?

■ We're all about breaking the mould and I am so excited to see Nintendo and Sony laying the foundation for developers to be able to create new experiences. Developers can have the wildest ideas, but it helps when the hardware can support them.

How do you see the development of physical storage media? Would you prefer to work on a download basis or disc formats?

■ With internet connections getting faster and faster I think the download path is inevitable. Not so sure if I would prefer it to physical storage media (as a collector), but as a developer I believe it makes sense.

Is next-gen game development only for the big boys?

■ It may seem that way at first and it certainly has become more difficult for smaller developers during the last few years, but I anticipate the tables to turn. With budgets sky-rocketing and the really limited selection of 'good' games on shelves these days, I believe the innovation and fresh ideas of smaller developers will become essential and publishers will shift their focus to the little guys.