

## **MEDIA ALERT**

23 February 2016

### **SAE games students steam ahead**

Six SAE Brisbane students are this week celebrating the commercial release of their two-player puzzle game on the world's largest digital games distribution site.

The game, *Dyadic*, will be available to purchase on online game platform *Steam* from this Friday, 26 February.

SAE games students Jack Kuskoff, Callan Syratt, Corey Underdown and Jared Ford designed and developed *Dyadic* as part of their Bachelor of Games program. As founders of Handsome Dragon Games, they recruited animation student Angelica Zurawski to create the game art, and audio student Sam McLean to compose and produce the soundtrack.

Kuskoff said the team began working on game concept in March last year and have learned valuable skills during the past 11 months, including scoping, scheduling and maintaining a manageable workflow.

"Looking at our initial versions of the game, it's clear we've come a long way," he said.

In *Dyadic*, two players steal an ancient and priceless relic, awakening an ominous presence deep beneath the earth. While they must work together to solve puzzles and escape, only one finishes the game with the relic.

"It's up to the players whether they want to play the game as friends or foes. Our idea was to create a game that would capture that sense of trust and mistrust."

Just weeks into developing *Dyadic*, the game was posted to Steam Greenlight; a system that enlists the community's help to pick new games to be released on Steam. Developers post information, screenshots and video to support their game and seek community support to get selected for distribution.

"That was a particularly momentous occasion because it meant we were going to be releasing our game on the largest digital distribution platform available," Kuskoff said.

"We're hoping to get *Dyadic* into as many hands as possible through the Steam release while we continue working on our latest game *Emakimono*.

"It's our dream to enough games out in the market to support us working full-time with Handsome Dragon Games."

SAE Brisbane Games Department Coordinator, Dr Christy Dena, said the team's success reflected the Institute's unique approach to teaching and learning.

"We're all about involving the students in hands-on learning in real-world environments at SAE," she said.

"We also get them working across disciplines, forming teams to complete projects that will impress future employers and clients."

Dr Dena, who presented at the inaugural Women in Development – Games & Everything Tech (WIDGET) symposium last year – said it was also critical for students to learn soft skills, such as leadership and communication, that were key to running successful businesses in the games sector.

"The students from Handsome Dragon Games are a great example of what can be achieved with the right passion, commitment, technical skills and some business savvy."

Interactive games is anticipated as the fastest growing consumer sector, projected to achieve 7.6 percent compound growth to \$12 billion by 2018.

To download Dyadic visit <http://store.steampowered.com/app/442140/>  
To follow the team's progress, visit <http://handsomedragongames.com/> or  
<https://www.facebook.com/handsomedragongames/>

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### **About SAE**

SAE Australia offers Higher Education and VET education opportunities to about 3,000 students, including certificate, diploma and degrees across the following major fields of study; audio, film, games, animation, web & mobile and design. SAE is also one of the world's leading creative media institutes, with 54 campuses in 28 countries. SAE is a part of the Navitas group. Further information about SAE is available at [www.sae.edu.au](http://www.sae.edu.au).

### **About Navitas**

Navitas is an Australian global education leader providing pre-university and university programs, English language courses, migrant education and settlement services, creative media education, student recruitment, professional development and corporate training services to more than 80,000 students across a network of over 100 colleges and campuses in 31 countries. Navitas is an ASX Top 100 Company. Further information about Navitas is available at [www.navitas.com](http://www.navitas.com).

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