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Sandra Knowles, *Founding Editor*

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By Staff
Writer and
Game
Programmer,

Jeff Lindsay

Another year,
another

GameDevelopers Conference at the Convention Center and numerous surrounding hotels in San Jose, California. The purpose of this conference and exposition is to bring game developers together to share information and technology. The show not only has a colorful expo floor, but very informative track meetings that talk about all aspects of the game industry. The tracks come in many flavors including lectures, panels, and roundtables. One of the greatest things about the game industry is that developers one each other and provide others with in-depth looks at how their projects went so that others don't make the same mistakes. This sort of thing doesn't stop at the GameDevelopers Conference (GDC), but also continues in magazines and websites devoted to sharing information within the industry.

The reason I went wasn't only to report to

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Digital Times all the great things that went on there, but as a game developer I went there to see what the rest of the industry was doing and to learn something new. Another reason I went was to meet new people. Like many other entertainment industries, connections are everything. As a new development company, we went to make good connections from the start. If anybody is a budding game developer, it's important to go to expo's like the GDC to learn more about the industry and the people behind it.



Digital ELVIS- Pelvis!

E-Learning Elvis-style is being deployed to help students 'get it right' while doing pelvic exams. Dr. Carla Pugh, a Kaiser Permanente surgeon and Stanford Medical School research associate has developed a digital E-Pelvis. This is how the simulation works: a pelvic mannequin is hooked to a computer. On a monitor; students see the correct location and intensity of the touch applied during a ersatz exam!

I suggest taking this E-learning process to the Web by employing Immersion's TouchSense technology. With TouchSense, computer users experience tactile sensations from Web pages and can feel objects and actions that correspond to events or graphics on a computer screen. -editor

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