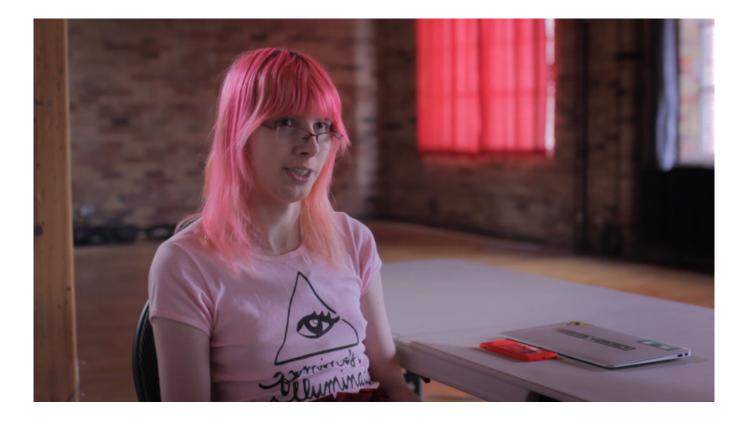GameLoading: Rise Of The Indies Activation Code Crack



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# About This Video

**GameLoading: Rise of the Indies** is a feature documentary exploring the world of indie game developers – their craft, their games, their dreams, and how they have forever changed the landscape of games culture. Disrupting the big-budget industry, indie games have altered the art form through their innovative, varied and personal games. Small teams of passionate and creative developers are offering an alternate voice to players. GameLoading captures this pivotal point in history, where video games have become more personal than ever before.

Featuring: Davey Wreden (The Stanley Parable), Rami Ismail (Vlambeer), Christine Love (Analogue: A Hate Story), Tale Of Tales (The Path), Zoe Quinn (Depression Quest), Robin Arnott (SoundSelf), Trent Kusters (Armello), Mike Bithell (Thomas Was Alone), Ryan Green (That Dragon, Cancer) and many more.

GameLoading: Rise of the Indies comes in two sizes - **Film Only** and **Member's Bundle**

# Film Only

Receive the film with English Closed Captioning. More language captions coming soon.

# Member's Bundle

The Member's Bundle includes
1. The Film
2. Hours of Extra Video Content

3. Original soundtrack by Tim Shiel
4. GameLoading eBooK by Michael Irving

We have hours of Extra Video Content that we are packaging into Short Films, plus two 20 min Micro Documentaries. These two Micro Documentaries explore the creators of Dwarf Fortress, and Japanese Indie Culture, and will be released within the next twelve months.

Extra Video Content includes
6 short videos at launch
A new short video added every month
2 Micro Documentaries added in the next twelve months
Director's Cut (TBC)

# UPGRADE

Upgrading from Film Only to the Member's Bundle is easy!

Title: GameLoading: Rise of the Indies
Production:
StudioBento
Distributor:
StudioBento
Release Date: 21 Apr, 2015
Country: Australia
Video Resolution: 1080p(3.6GB)
Aspect Ratio: 16:9
Audio: 5.1 Surround
Contains: Adult Language
Running Time: 93 minutes


a09c17d780


**Minimum:**

**OS:** Windows 7

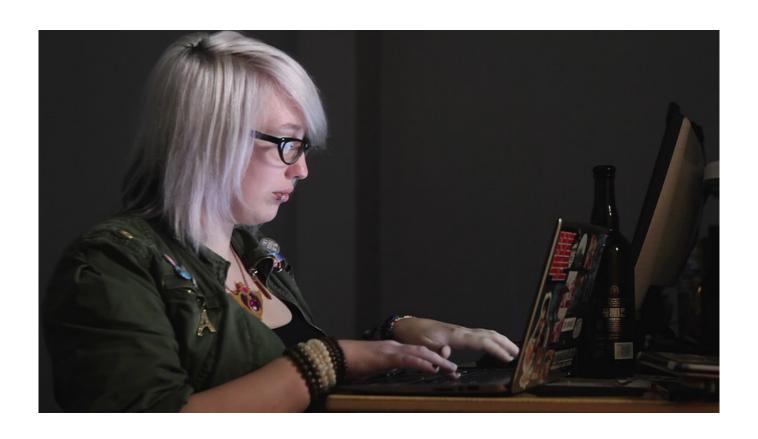**Processor:** Intel Core 2 or AMD equivalent

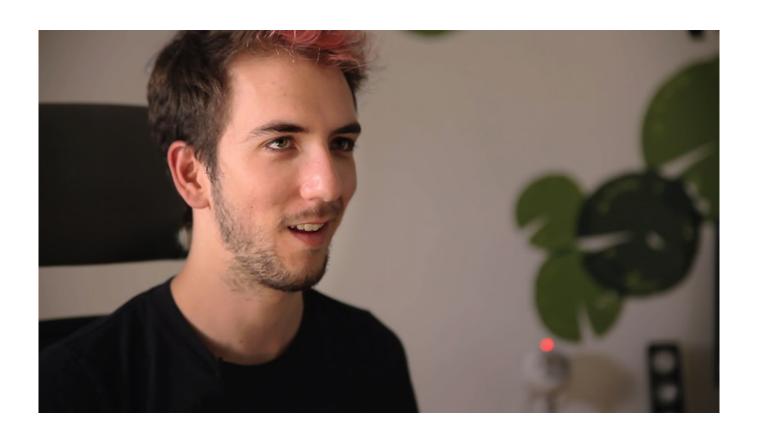**Memory:** 1 GB RAM

**Network:** Broadband Internet connection

**Storage:** 200 MB available space

**Additional Notes:** Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.


English,French,Italian,German,Arabic,Dutch,Finnish,Norwegian,Portuguese,Russian,Swedish

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Excellent and wide ranging look at variety of indie devs and their stories.. Like a lot of people, I bought this mainly to post a review; to get my voice heard.
This is a fairly harmless movie, in and of itself, but you should realize that there's a lot they're NOT telling you in this movie.

They're not telling you how incestuous the industry has become.

It paints a very innocent picture of the indie scene and it's really not.

They are showing you the 5% of the time that they're not on social media calling people sexist and racist.

If they want to have their own customers, great, but they shouldn't be trying to insult customers of existing products.. A whole lot of production to say almost nothing of value. It's essentially a sequel to Indie Game The Movie, and more or less acts as a post-release advertisement for The Stanley Parable, Depression Quest, and a whole bunch of other gimmick software, all while fluffing the developers who made them. Also, Ben Kuchera is there for some reason that I can't quite discern, given his lacklustre-yet-storied career of games "journalism" and known-and-visible history of PR favouritism and hypocrisy.

Other reviewers are talking about the "effort" put into this, and the "insight" it provides you with. Effort for what? Insight into what? It's a sideways advertisement for an incestuous clique of developers receiving awards from their friends for experimentation, and waxing 60%-grade social-science final-assignment on the deep feels of developing a gimmick game.

Games made on a train ride by hipsters who can freely afford to globetrot while masquerading as poor people who are just scraping by. One of the spotlighted games is literally just a limited-feature music visualiser that uses live microphone input instead of an MP3. It's amazing, truly - but not for the reasons this movie thinks it is.

Lucky me, I didn't spend any of my own money on this. I sold a CSGO Lounge item to pay for it. But in the end, someone's money paid for me to watch this, and for that I'm deeply sorry.

Don't buy this. Don't watch this. It's barely even entertaining for free, and imparts no real knowledge upon the viewer regardless of how much they've paid to see it. This is a movie about the greatness of people, not the hardship of game development. Don't pretend it's anything but public relations.. Great Documetary! Thoroughly enjoyed watching it. While it shares many similarities with Indie Game: The Movie, it is in many ways an updated version of it. It was a pleasure to see the heart of game devs and how they are actually shaping the industry and experience itself. This Documentary had a broader stroke to it and shows an experiential evolution that is at the core of many odd-ball games today.. The guy from a trailer has on octopus on his head... And yeah the movie is good. There is one very huge objective problem with developers in this movie. Not all of them, mind you, but a lot of them use those teeny-tiny laptops. What's up with that?! It's appalling and disgusting, and they ruining games! Argh! Misplaced hate! Pointless rage!. Really quite enjoyed this. If you've seen Indie Game: The Movie you know roughly what to expect - it's a documentary about making indie games, about what that means to people, about some of the reasons for doing so, and some of the challenges. But Gameloading is kind of more upbeat and community-focused, bit more of a whirlwind tour of a slice of the indie community rather than a close-up examination of a day-to-day process in the way IGTM followed Ed McMillen etc. Which is not to say there aren't a few "central" people - Davey Wreden working on The Stanley Parable and Robin Arnott on Soundself feature a lot - but it's not a "day in the life" kind of movie.

It's "light", I guess, might be the worst I could say if I were looking for problems. Some people might have a problem with that; might find it kind of insubstantial if they're already familiar with indie gaming culture and are looking for some kind of magic special insight. I didn't feel that way. Gameloading isn't trying to be some deep and detailed analysis of how game development operates. It's just here's some people, here's this stuff they're doing and their explanations of why they love doing it, yay for that! It's a celebration of community and openness and trying new things, not a report, and there's nothing wrong with that. I've read comments calling the film kind of self-congratulatory fluff, but I can't really share that view. Even if I was of the mind that there was nothing here but a clique of hipsters patting each other on the back, I personally happen to think everyone depicted

absolutely deserves a pat on the back, so...good on them?

I bought the bundle and I haven't watched any of the extra features yet; I'll come back and amend this when I have. In the meantime, to the various gaming conservatives out there, I hope you had a lovely time automatically voting this down with the rest of the positive Steam reviews. DISCLOSURE: ADRIEL WALLICK, DEPICTED HEREIN ORGANISING "TRAIN JAM", FAVOURITED ONE OF MY TWEETS ONCE.

(to the regular people who voted it down because they actually just didn't think it was helpful, I understand, I usually don't like what I write either!)

happiness and cheer/10

Edit: Oh, right, I did want to say I'm disappointed it's only available streamed rather than downloaded. On this desktop I have a good wired connection and quality was great, though it did cut out a total of about three times throughout the film, making me reload it (this took about two seconds since it saves where you're up to, so no big deal in practical terms). Mainly just would have liked to be able to watch it on my living room setup, where I'm stuck on wireless and wouldn't get as good a picture. Apparently download is intended to be available at some point, but not really "soon".

The streaming option is of very bad quality, hardly worth the price they charge for it.
I want a full refund, as it is not possible to watch properly!. This is terrible.

You know how everyone's saying it's bad and you want to watch it to see how bad it is? Don't. It's not even entertaining in that manner. It's a bunch of people saying things that don't even mean anything. It's just terrible in every aspect.

They shot it on a pretty good camera though.. GameLoading is an incredibly inspiring documentary about the worldwide indie game development scene, highlighting the challenges developers face and the incredible diverse games they make.
Knowing the people who made this film and who are in the film has made me even more motivated and proud to be in this industry. It also was quite fun to see myself appearing in a couple of shots.

I recommend this to anyone who is even a tiny bit interested in indie games!. This is a decent documentary. It shows how passionate the people who work in the smaller "Indie" game dev scene are about their work and how many risks they are willing to take to push their vision of gamings future.

Unfortnately this documentary is anti #gamergate and pro Zoe Quinn and her feminist agenda/friends. It presents gamergate as a baised, solely misogynistic movement. It makes Zoe look the the victim of an unprovoked internet attack simply because she made a "risk taking" game about depression. Why the dicrector didnt talk about the post that started gamergate is pretty simply, It assassinates Zoe's character and any ethical soapbox she might have to stand on.

Decent docu , pro feminist agenda propaganda involved. You've been warned.. Great movie that gives good insight in the life of indie developers

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