

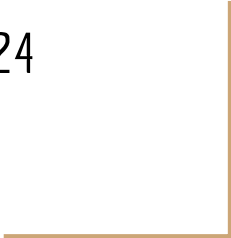


ReAnimate'24

Welcome

June 10th-14th, 2024

Montréal, Québec



ReAnimate'24

2024 Summer School on
Retro Gaming History, Critic, and Development

Main Organisers

Yann-Gaël Guéhéneuc
Professor, SE



Fabio Petrillo
Professor, SE & Games



Carl Therrien
Professor, History



Cristiano Politowski
Professor, Games & SE



Co-organisers

Nicolas Rousse

Master's student, SE



Gabriel Ullmann

Researcher



Laurent Voisard

Master's student, SE



Objectives

Meeting, exchanging, sharing, and learning

- History, techniques
- Critical analysis, game development
- Emulation, preservation, ethics

Program

Plenary presentations

- Presentations and discussions

Hands-on session

- Technical and comparisons

Game jam

- Retro game development

Championship

- Retro gaming in practice

Sponsors



SIGSOFT

cloanto[®]



GINA CODY
SCHOOL OF ENGINEERING
AND COMPUTER SCIENCE

Department of Computer Science
& Software Engineering

Sharing

Discord server

- rQbHvRNQ



Game jam

- Licenses courtesy of Cloanto
- AmigaForever (or WinUAE)
- Config. and HDF files
 - <https://drive.google.com/drive/folders/1zshChxDFg40aufrPZJMu3WhfVnhpmtRj>



Changes to the Program

This evening, after Chris' talk

- Visit to the Media Lab.

Tomorrow morning, Tue. Jun. 11th

- Breakfast at Concordia (9am)
- Go to LUDOV together (bus)