These slides don’t have annotations. Check back later. —ryan.

The Linux Game Industry

Ryan C. Gordon, icculus.org

A few notes

- Feel free to interrupt!
- Slides will be at https://icculus.org/self2014/
- Nothing technical in today's talk.
- Feel free to tweet @icculus, or #self2014

Check out this guy.

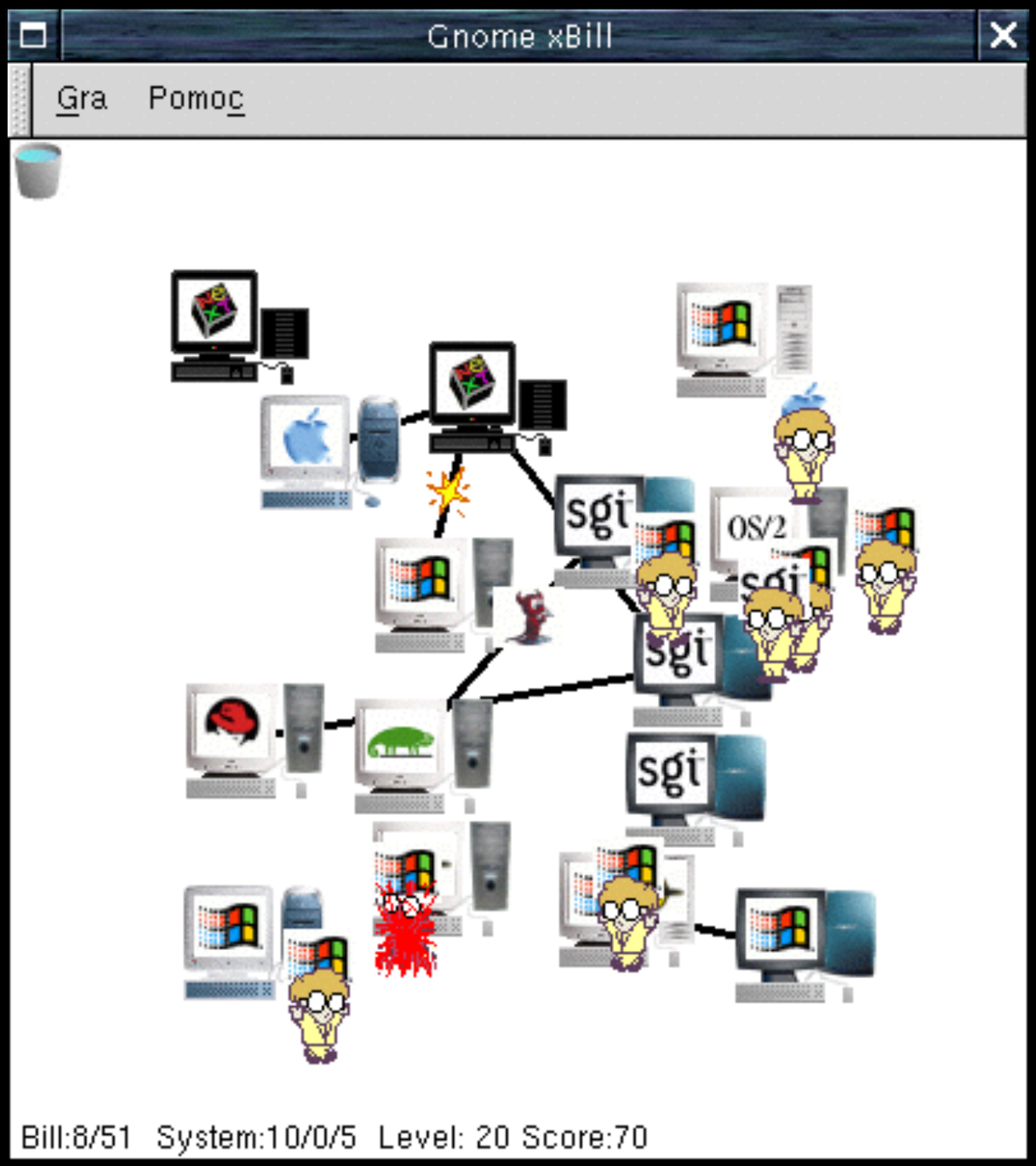
- Hacker, game developer, porter
- Port games, build tools
- Freelance
- 15 years in the trenches

loki
ACTIVISION
Google
CRYTEK
humanhead studios
DOUBLE FINE
TEAM MEAT
RED MARBLE GAMES
Gaslamp Games
LARGE ANIMAL GAMES
imvu
mode7
EPIC GAMES
VALVE
MINMAX GAMES
klei
klei entertainment
CROTEAM
TRIPWIRE INTERACTIVE
TRENDY ENTERTAINMENT
dice
PopCap
Spiderweb SOFTWARE
GUNNARGAMES
kranx productions
Reflexive entertainment
aspyr
LAZY 8 STUDIOS
BIT BLOT
EA GAMES
oberon media

tl;dr:

tl;dr:

Let’s skip ahead.



1993: DOOM

“I did this 'cause Linux gives me a woody. It doesn't generate revenue. Please don't call or write us with bug reports. They cost us money, and I get sorta ragged on for wasting my time on UNIX ports anyway.”

–Dave Taylor, README.linux

1999: Loki Software

Shipped by Loki

Not quite shipped by Loki

Maintained by Loki

Tools!

Other fun stuff

LINUX
ComputerTo
PC
PC

Nothing lasts forever

FUCKEDCOMPANY

Home | Happy Fun Slander | Archives | T-shirts & Crap | Message Board | Wireless | pud.com | Contact Pud

To Loki Games resellers

After 3 wonderful years, Loki will be indefinitely suspending operations on January 31.

We understand that many of you have come to rely, at least in part, on reselling Loki products. In order to protect your ongoing business, we are granting you the first opportunity to purchase our existing inventory.

All orders are subject to the following:

-Effective immediately, Loki will no longer offer end user technical support for any of its products
-All purchases must be paid in full at the time of shipping
-All sales are final
-All shipping costs will be paid by the purchaser

Remember that after January 31 these products will no longer be available anywhere.

Please feel free to contact me or Yvonne at 714-505-8915 x21 if you have any questions.

Thank you all for your support and for three great years!

Kind regards,

Scott Draeker — highlander@lokigames.com
President — 714-505-8915 x11
Loki Software — www.lokigames.com

Some others

Linux Game Publishing

www.linuxgamepublishing.com

HYPERION entertainment

Tribsoft

And of course, this guy.

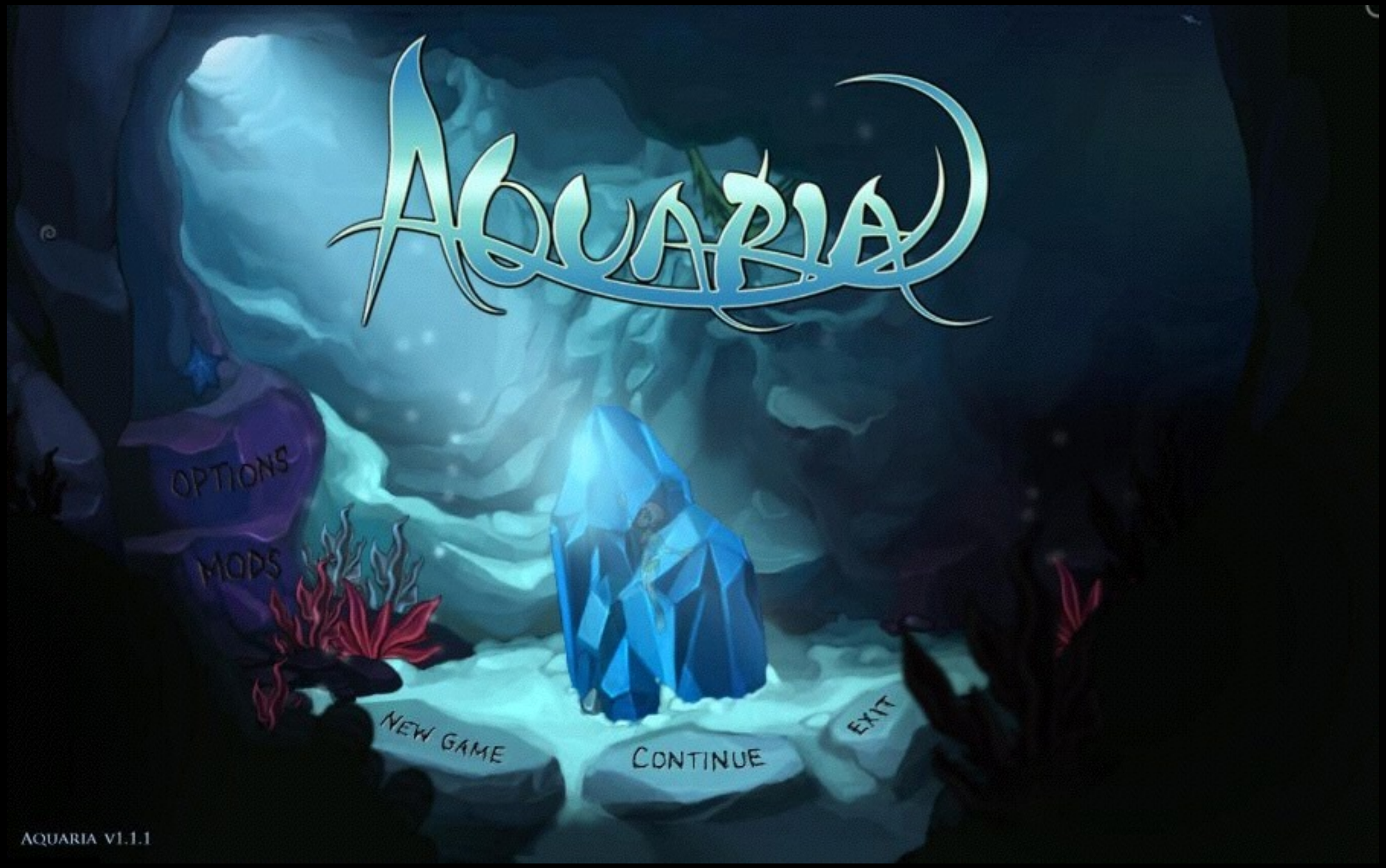
The 2000’s

Unreal
TOURNAMENT
2003
EPIC
GAMES
DIGITAL EXTREMES
ATARI

Unreal
TOURNAMENT
2003
EPIC
GAMES
DIGITAL EXTREMES

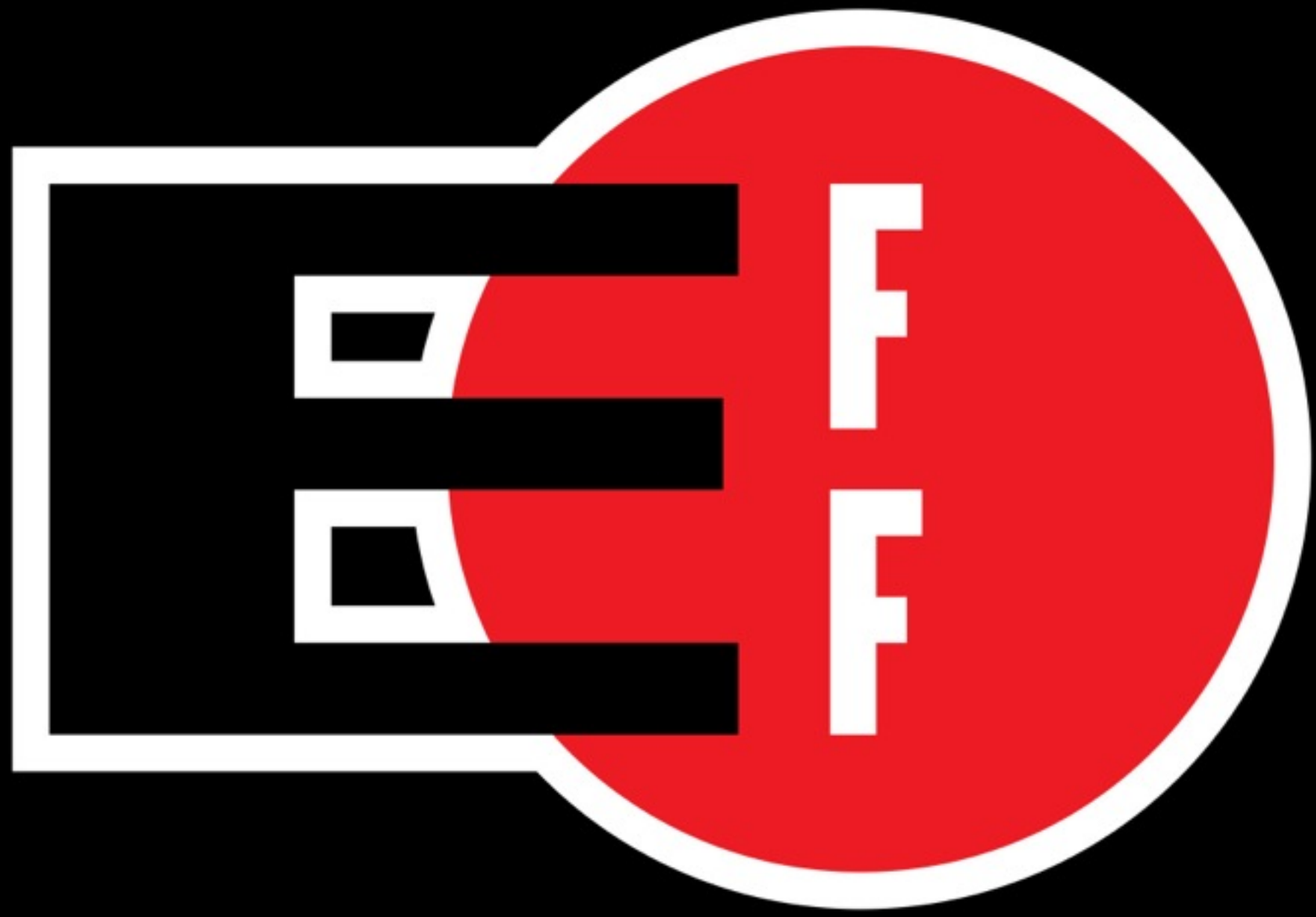
BATTLEFIELD
1942

The 2010’s


AQUARIA
OPTIONS
MODS
NEW GAME
CONTINUE
EXIT
AQUARIA V1.1.1

LUGARU HD

Rise of the Bundles



CHILD'S
PLAY

Child's Play
Presented by Penny Arcade
www.childsplaycharity.org

“The kicker is that if the deal reaches $1,000,000 of total donations, the source code to all the games will become available.”

–The Wolfire crew

“Whatever you say.”

–My internal monologue.

How did we do?

- 1,273,588 dollars.
- ~166k to each developer (~833k total)
- ~183k to the EFF
- ~188k to Child's Play

Flash in the Pan

- Humble Indie Bundle 1: 1.2 million
- Humble Indie Bundle 2: 1.8 million
- Humble Indie Bundle 3: 2.16 million
- Humble Indie Bundle 4: 2.37 million
- Humble Indie Bundle 5: 5.1 million

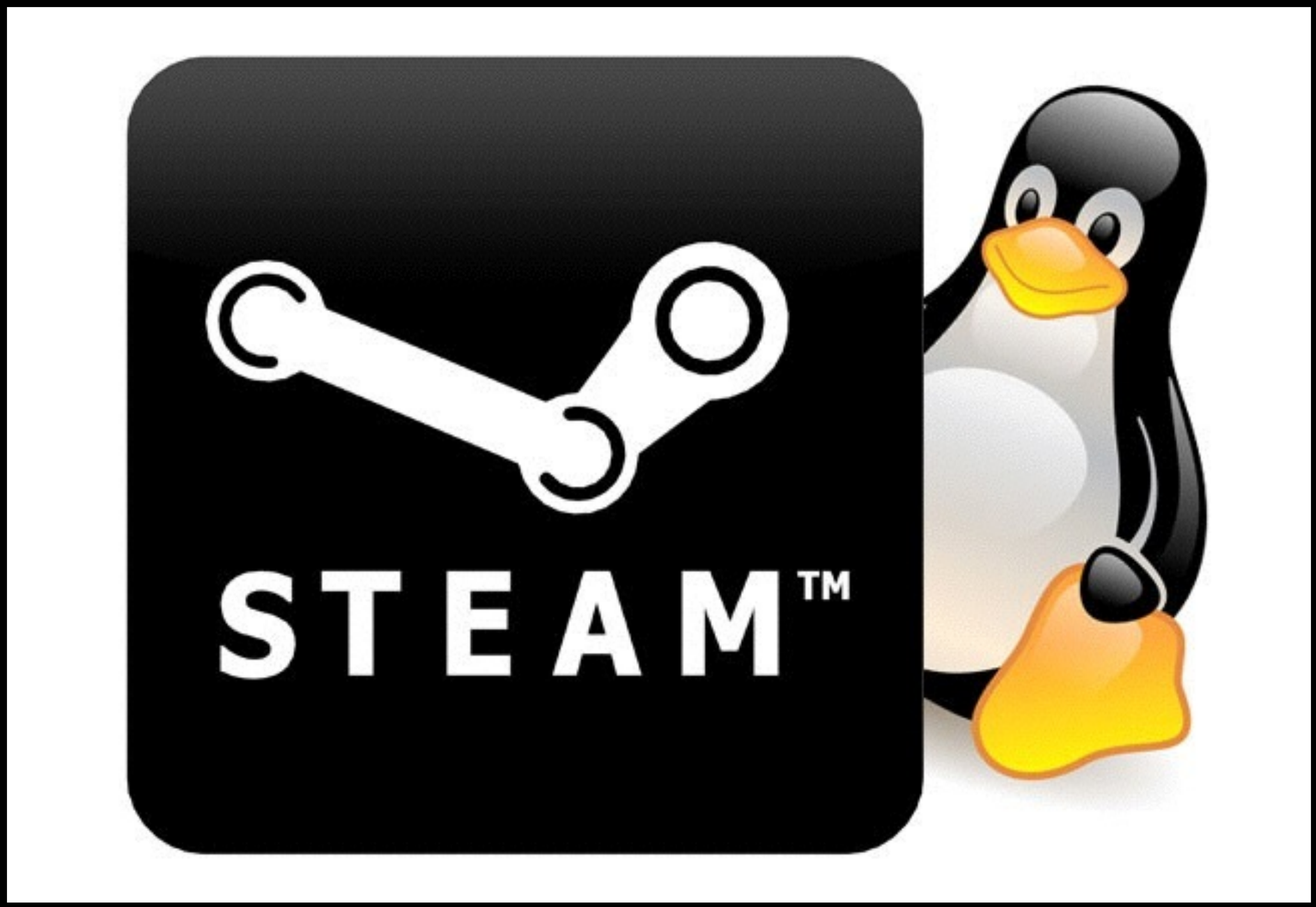
Linux users:

~25% of revenue.

Then this happened.

STEAM™

Then this happened.



Steam for Linux

- Full support for Steamworks features
- SteamPlay
- Over 500 games currently…
- …700+ by end of year?

Then THIS happened.

Then this happened…

UE4

- 19 bucks a month (+5% of your revenue).
- It’s on GitHub!
- Linux and SteamOS out of the box as of 4.1
- Editor running on Linux!

What can you do:

- Make a game.

“I think we’re heading towards a future where triple-A is the minority.”

–Tim Sweeney, Epic Games

Class dismissed.

- Q? A!
- Hire me.
- https://icculus.org/self2014/
- Ryan C. Gordon: icculus@icculus.org
- https://twitter.com/icculus
- http://gplus.to/icculus