

Press Release: Rafael Chandler to teach Master Class at Russian Game Developers Conference

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Rafael Chandler, Creative Director of consulting firm Media Sunshine, will be teaching the master class at the Russian Game Developers Conference (KRI) in Moscow this April. His session, titled "Next-Generation Game Development," is a presentation developed by Chandler and his business partner, Executive Producer Heather Maxwell Chandler. The class, divided into four hour-long segments, deals with game design, production, localization, and narrative.

"I'm really excited to be speaking at Russia's leading game conference," said Chandler. "This is a great opportunity for developers from all over the world to come together and talk about the future of our industry. We have put together a series of presentations on the challenges and opportunities of next-gen game development, which I'm looking forward to presenting to my fellow game developers."

About Rafael Chandler

Rafael Chandler is the Creative Director of consulting firm Media Sunshine. During his seven years in the game industry, he's worked as a writer for Zipper Interactive, Electronic Arts, Ubisoft, SouthPeak Games, 1C Company, and NHN. His contributions include Ghost Recon: Advanced Warfighter, Monster Madness: Battle For Suburbia, Star Wolves 2, Rainbow Six: Lockdown, Ghost Recon 2, and various unannounced next-generation projects. Chandler is the author of *The Game Writing Handbook* (Charles River Media, March 2007), and he also writes Screen/Play, a regular feature at Gamasutra.com. For more information, please visit www.rafaelchandler.com.

About the Russian GDC

The fifth international Russian Game Developers Conference (KRI 2007) will be held in Moscow, April 6-8, 2007. Game developers and publishers from all over the world will gather to network, lecture, and demo their games. For more information, please visit www.rgdconf.com/2007.

About Media Sunshine

Media Sunshine was founded in September 2005 by Heather Maxwell Chandler, a veteran game producer with credits on over thirty games at Activision, Electronic Arts, SouthPeak Games, and Ubisoft. Based out of Cary, North Carolina, Media Sunshine provides production, localization, and writing services to game developers and publishers all over the world. For more information, please visit www.mediasunshine.com.