



INDIE SENSIBILITIES EMBRACED AT GAMING CONFERENCE

The article which is about the Indie sensibilities embraced at gaming conference, Crawford continued to give the conference keynote address for the first several years of the conference, including the famous "whip" speech in the early where he punctuated a point about game tuning and player involvement by cracking a bullwhip perilously close to the front row of the audience. About half of the time during the first two days of GDC are given over to tutorials. Read the full article here:

[Indie sensibilities embraced at gaming conference](#)

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