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Sixty Top Flash Game Developers from Around the World to Share Flash Game Development Tips, Secrets and Advice at Online Flash Mindmeld MicroConference

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CHICAGO, Jan. 31, 2011 /PRNewswire/ --Flash Mindmeld promises to be a true meeting of the minds – 60 of the world's greatest developers behind Flash games will speak about what makes or breaks a successful Flash game. This hotly anticipated event premieres Feb. 15, 2011, and those interested in being a part of this game-changing meeting are encouraged to sign up at <http://FlashMindmeld.com> today.

"The growth of online casual games across multiple formats including Flash is exploding," said Dan McNeely, founder/CEO of Armor Games. "Knowing what it really takes to develop a successful game is more critical than ever. That's why we were the first to sponsor Flash Mindmeld – it's simply the fastest way for developers to learn how to stand out."

A look at the lineup reveals key players in the Flash gaming industry, including developers from EA2D (Electronic Arts Inc.) in California, Miniclip in Switzerland, Nitrome in London, Ninja Kiwi in New Zealand, GameInABottle in Hungary, and Artlogic Games in Indonesia. Each participant was asked to respond to the following question: "What makes or breaks a great Flash game?" Common mistakes made in development, how to stand out and what key points separate a good game from a great one are just some of the topics to be covered by these experts.

"There's never been such a great source of amazing tips and information," said David Fox, founder and CEO of OBTO Tech, which is presenting the event. "Our event will appeal to both new and veteran developers."

Each of the 60 Flash developers will present a 60-second tip, creating one of the first "central hubs" for critical information on how to make a great Flash game, Fox explained.

Tom Fulp, CEO of one of the largest Flash game portals, Newgrounds.com, is one of the participants. In addition to founding Newgrounds.com, he is the creator of Flash games such as Alien Hominid, which later was ported to popular gaming consoles such as PlayStation 2, GameCube and Xbox. Fulp also co-founded The Behemoth, the company responsible for the 2008 XBLA Game of the Year, Castle Crashers.

"I guarantee there is no better way to get 60 minutes' worth of awesome Flash game development insight from 60 of the most influential people in the industry than with David Fox's Flash Mindmeld," said Chris Hughes, co-founder of Flash Game License.

Flash Mindmeld is sponsored by: Adobe, Mochi Media, Newgrounds, Flash Game License, Miniclip, Armor Games, Kongregate, Player.IO and Dreadnaught Pixel.

For more information, visit <http://FlashMindmeld.com>

About OBTO Tech

OBTO Tech is a technology startup, headquartered in Chicago and led by David Fox, CEO/Founder. It focuses on what happens at the intersection of Flash applications, PHP development and social media.

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