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As a guest speaker, I will be presenting a short abstract on The Sims Online (TSO) and its impact on the whole industry. YAY! I will be visiting London! I will be at the Game Developers Conference 2018. This conference is the oldest and largest in Europe, and I am honoured to be a speaker. I will be presenting a short abstract on MMOs in their current state, and in my opinion, these will be the topics of the future! There will be an official Reddit AMA (ask me anything), so get some questions ready! I have been nominated for the GameExcellence Community Choice Award for best individual performance in online game development. On the other hand, I have also been nominated for the Excellence in Videogame Journalism Award. It looks like these two awards are all I have this year, so I might not be able to attend any other events. Which means, I won't be able to attend ESFJ either! Maybe I will be able to attend a few gamescom events again, but I will probably not be attending any events related to the Game Developers Conference (except maybe playing games), as it will overlap with my GDC presentation! "The best part about game development is that we all live to make a better game," said Alex Wu. "The best part about being a writer is that we all live to make more people think about the game we made." Wu is one of the six winners of this year's Games Press Awards, presented by the Game Developers Choice Awards (GDCA). The awards are given out during the opening ceremony of the Game Developers Conference in San Francisco. When you think of game development, most people in the industry would think of the whole development of a game from concept to launch. If you have any idea about how the entire process from concept to launch takes place, you would be wrong. Because you will always see the things you expected to happen, but sometimes, the things you have not expected to happen show up unexpectedly! In my first few years working on The Sims Online, I always thought a simple game that is not possible to make more than \$15 million in profit would never be a success. I thought "the only way to make a successful online game is to make the game that is so unique and exclusive that only a handful of people would ever play the game." I am 82157476af

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