

Designers break the mould

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TWO Middlesbrough games designers have broken the digital mould by unveiling groundbreaking interactive packages in the same week.

3rd Dimension Creations, the brains behind Blitz Arcade's new CodaChain, and Babel Digital, which announced the first in a series of "serious games" to be developed by the company, are both spin-offs from the Teesside University's graduate development programmes.

CodaChain is the latest small games release created by 3rd Dimension on behalf of Blitz, one of the UK's leading independent games developers. The largest project to date, it has enabled the young team to expand. "It was a big step up for us," said joint director Sean Crooks. "It's a new piece of intellectual property and a brand new style of game."

Blitz design manager for CodaChain, Ed Linley, said the game was an antidote to the violence that had come to define many games, but would appeal to both the hardcore and casual user.

Meanwhile Guanxi, developed and owned by Babel with help from Teesside's Institute for Digital Innovation, was inspired by the Beijing Olympics. Advanced 3D animation techniques and artificial intelligence allows users to practice conversation skills and cultural etiquette before entering foreign markets.

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