

IBM to keynote U.S. game tech meeting

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IBM's top gaming architect will be the keynote speaker at next month's Game Technology Association fall meeting in Austin, Texas.

George Dolbier will be talking Oct. 26 about the processors that Big Blue is working on for the next generation of game platforms.

The address will get into programming models, infrastructure requirements and other finer points of the Cell Processor.

The GTA meeting will kick-off with the keynote from IBM highlighting the capabilities of this next generation of processors, the infrastructure requirements, and new programming models as well as the broad applicability across the games industry, followed by lunch and a series of industry discussions.

Association Executive Director Chris Sherman said in a release Monday that Dolbier will help guide companies that plan to deploy new games and hardware.

"Having the opportunity to hear IBM discuss their plans for the Cell Processor will provide a distinct competitive advantage for all companies creating hardware, software and networking technology for video game development," Sherman said.

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