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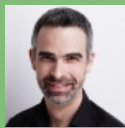
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David Lightbown



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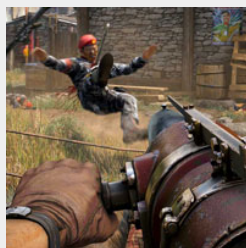
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Sharpen your game dev toolset with tips from Ubisoft at GDC 2015

November 19, 2014 | By Staff

Ubisoft's David Lightbown believes the tools we use to make games could use some improvement, and he's coming to [GDC 2015](#) in March to show us how it's done.

Lightbown serves as the user experience director of the technology group at Ubisoft Montreal, and in his Programming track talk "[Tools Development at Ubisoft: Building a Shared Vision to Improve the User Experience](#)" he plans to run down a handful of his own user-centric tool design techniques.

He'll also show some examples of internal Ubisoft tools that were having issues, how his novel "shared vision" approach to design helped improve them, and how that in turn helped their respective teams build big Ubisoft games like *Assassin's Creed: Unity*, *Far Cry 4* and *Watch Dogs*.

It's a talk worth attending for anyone with a mind to optimize their studio's production toolset, and you don't need to be a programming whiz to get something out of it -- Lightbown will explain everything you need to know during his session.

In the months ahead, conference organizers look forward to announcing more GDC 2015 sessions covering a diverse array of topical game industry issues.

All of the announced talks are now available in the online [GDC 2015 Session Scheduler](#), where you can begin to build your conference week and later export it to the up-to-the-minute GDC Mobile App, coming soon.

In the meantime, don't miss your chance to save money by registering early -- the deadline to [register for passes](#) at a discounted rate is January 21, 2015. GDC 2015 itself will take place March 2-6 at the Moscone Center in San Francisco.

For more information on GDC 2015, visit the show's [official website](#), or subscribe to regular updates via [Facebook](#), [Twitter](#), or [RSS](#).

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