

Beat: News

Gamer con Dublin 2017

An experience of a lifetime

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USPA NEWS - Ireland's largest gaming event

focused entirely on the Consumer Gaming sector took place on the 18-19 March, The event, which hosted over 8000 gamers across 2 days, took place in the Convention Centre in Dublin Ireland it was a sold out event. It was one one of those events no one can top.

I was delighted to be able to a member of the Media for such an event here in Dublin, I didn't know what to expect when I got to the convention centre in Dublin it was an immersive experience with the Gamers of Ireland. The 2000 seater Auditorium at the Convention Centre was perfect for Gamers interested in seeing their favourite YouTube's, and the 30,000 square foot exhibition hall gave attendees the opportunity to experience Virtual Reality, play their favourite games, and there also was the Merch-Market for all of the latest gaming merchandise.

With close to €250m being spent each year on Gaming in Ireland, GamerCon aims to cater for the very significant, and growing Gaming Market. Perhaps surprisingly, the average gamer in Ireland may be closer to 30 than they are to 15, as gaming has become so mainstream in the past 5-10 years in particular, so they aim to cater for a sophisticated gamer who wants an experience, not just an event. The set designers who created foran immersive experience that was 2nd to none.

Ferdi Roberts, CEO of gamercon. Said

gamercon is a family friendly. The event will is for all ages for all groups, we hav a kids zone area dedicated to Lego, Minecraft and PG-rated games, with older attendees catered for also with the worlds most popular gaming titles such as Counterstrike, Rocket league, League of Legends, World of Warcraft and a host of others.

“We also have 50+ titles at the event, covering online Multi-player, Sports, Driving, First Person Shooter and more´ said Roberts “and we also cater for those who like the Retro games such as Mario Bros, Pac Man and Space invaders, in our dedicated Retro Zone´.

We have our special guests, stars from YouTube and more, including talks from leading games development companies demonstrating what it takes to conceive, develop and launch games.

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