

## Virtual Worlds News

September 04, 2007

### BigWorld Technology Suite Selected by Bitcasters and IGS

International Games System and Bitcasters, an international media company, have announced that they will be using the BigWorld Technology Suite for upcoming MMOs. The IGS game is unannounced, but it marks the company's first entrance into the MMO space. Bitcasters will be using the suite for a world based on the Cartoon Network's Storm Hawks, "tying the Spinmaster toy line and other products related to Stormhawks seamlessly into the online experience." Branded virtual world tied to toys have been popping up over the summer, with Be-Bratz.com and BarbieGirls.com leading the way. We spoke with BarbieGirls.com developer, Studiocom, last week about the process of developing virtual worlds for toys, but they were using in-house developed software. If Bitcasters has success integrating physical toys with BigWorld's virtual platforms, the suite could garner a lot of interest for new toy-based applications.

Full press releases follow:

Bitcasters selects BigWorld Technology Suite for Storm Hawks MMO

(Toronto, CANADA): - International media firm, Bitcasters, today announced that it will be bringing the popular Storm Hawks animated series to life as an MMO using the BigWorld Technology Suite.

"When we set out to create the Storm Hawks MMO, we needed a technology solution that would allow us to bring the online story to life, and connect our worldwide audience in exciting new ways," commented Nathon Gunn, CEO of Bitcasters. "Not only has the BigWorld solution exceeded our expectations, but the continued support and training the BigWorld team have provided us with has allowed us to get further ahead in a much shorter time than would otherwise have been possible." Along with broadcast partners YTV and Cartoon Network who are broadcasting the show internationally, Bitcasters is working to create something truly unique and compelling, tying the Spinmaster toy line and other products related to Stormhawks seamlessly into the online experience.

"We're very excited to be working with Bitcasters on bringing the Storm Hawks series online," said Gavin Longhurst, VP of Business Development for BigWorld. "Their talented development team has made the most of BigWorld's full solution to bring the great characters, great stories and the world of Atmos alive in a unique online experience."

About the BigWorld Technology Suite & nbs p; ;

Comprised of the BigWorld Server, Content Creation Tools, 3D Client Engine, Live Management Tools & Instrumentation - the BigWorld Technology Suite is the complete MMOG solution, providing all of the difficult technology required to produce an engaging next-generation MMOG.

About BigWorld

BigWorld was formed in 2002 to commercialise years of intense R&D, which started in 1999 and continues to this day. BigWorld Pty Ltd is a privately held company based in Australia that licenses its BigWorld Technology Suite middleware platform to game studios around the world that are looking to produce successful next generation Massively Multiplayer Online Games and Online Social Worlds.

BigWorld Website

<http://www.bigworldtech.com>

### About Bitcasters

Bitcasters is an international media firm that produces television, Internet and game properties. The company's current projects include serious, casual and massively multiplayer online games such as HistoriCanada, Hollywood Tycoon and Stormhawks.com. Established in 1996, Bitcasters has helped to found several key interactive departments and initiatives at some of the world's largest media and entertainment companies and has more than 30 web and casual games to its credit. The company is also active in technology advisory and policy development services for international governments and world leaders.

<http://www.bitcasters.com>

### About StormHawks

"Stormhawks.com is really pushing the envelope in interactive entertainment for kids, a field that is evolving literally by the day," said Nathon Gunn, CEO of Bitcasters. "From portable avatars to earning real-world currency, it's going to be held up as the gold standard in this rapidly developing market."

Next summer will bring an important addition to Stormhawks.com in the form of a new massively multiplayer online role playing game (MMORPG), in the style of Second Life or World of Warcraft but for pre-teen audiences. Based on technology from Big World, the MMORPG will let players communicate and compete with fellow viewers through a 3-D interface that mirrors the on air world of Stormhawks. Through pre-defined, drop-down chatting and other features, the game will also comply with the Child Online Protection Act (COPA) and other best practices in respecting children's privacy online.

<http://www.stormhawks.com>

### About Nerd Corps

Nerd Corps Entertainment is a full service property development and animation studio based out of Vancouver, Canada. The company was formed in 2002, with the primary goal of breaking free from the preconceived boundaries of 3-D animation in order to produce stylistically innovative animated projects from inception all the way to final delivery based on a solid foundation of superb storytelling. Leading off with the comedy/adventure series Storm Hawks, with a 52 x 30 minute episode order by YTV in Canada, Nerd Corps's television development slate aims to blend humor with action/adventure, targeting an audience of six- to 12-year-olds.

<http://www.nerdcorps.com>

### IGS selects BigWorld Technology Suite

(Taipei, TAIWAN): - International Games System (IGS), veteran developer of arcade and PC game titles, have announced that they have selected the BigWorld Technology Suite as the game development platform for their upcoming MMO title.

IGS President, Paul Chiang commented, "Using BigWorld's engine, your R&D team can focus on the core goal of creating and developing great games, without worrying about the limits of an engine and complicated server technology. This makes your games more playable and products more competitive in the market."

"IGS has a long history of delivering compelling titles on all platforms that they have worked on," said Gavin Longhurst, Director of Business Development of BigWorld. "And with their move into the MMO space, we are extremely excited to be working with their team on delivering a unique title to their audience."

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#### BigWorld Website

<http://www.bigworldtech.com>

#### About International Games System

Because of the great market potential of arcade machines and the strength of Japanese game manufacturers in the mid/high level game market, IGS in 1991 decided to set up its own brand name, develop core technology, and become a dedicated game developer for the worldwide market. Major works include combat games, intellectual games and simulation machines, which not only broke the dominance of Japanese products but also successfully established IGS as a famous Chinese brand name.

In the online games industry, IGS has taken only three short years to develop 17 titles for the PC including casual games, match games (such as Chess and Poker titles) and MMOGs.

IGS aims to focus on games industry by following the concrete goals below:

1. Keep on increasing the market share of arcade/online games
2. Aim to become the best game content provider.
3. Aim to build up the best game R&D team, aggressively expanding overseas, and gradually become an international and world-class game manufacturer.

Official Website :

<http://www.igs.com.tw/www/en/index.html>

<http://www.gametower.com.tw>< /SPAN>

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