



P R E S S   R E L E A S E

## **OSDN Announces New Games Section on Slashdot®**

### ***Popular technology news site launches games section for PC and console gamers***

**April 29, 2003 – Boston, MA** — OSDN's Slashdot ([www.slashdot.org](http://www.slashdot.org)), the leading technology news and discussion site, today announced the launch of Slashdot Games, a new information section of the site aimed at serving the needs of the fast-growing gaming community. The new site provides Slashdot-style editorial to console and PC gamers, developers and designers.

Slashdot Games (<http://games.slashdot.org>) features the same level of dynamic content the Slashdot community has come to expect, including daily articles, new product announcements, discussion of game development and programming, interviews with leading game developers and designers, reviews, and open commentary from site visitors.

"We've wanted to run a game section on Slashdot for years. We constantly have an abundance of game related content that we don't have room for on the main page, and now all of that will have a home. Besides, now I can count 'Zelda™' on my timesheet," said Slashdot site director and co-founder, Rob Malda.

Slashdot site visitors are consummate gamers, active in the gaming community, and likely to purchase new games and/or hardware on a regular basis. 89% of site visitors play electronic games and use computer games, while more than half use console games and online games. Almost half plan to make some type of game purchase in the next twelve months.\*

"Slashdot will work with the PC, console, and retro gaming communities to provide the best content and information on games," said Slashdot Games editor Simon Carless. Carless will share editorial responsibilities with well-known Slashdot editor Jon "Cowboy Neal" Pater. With Pater's acknowledged passion for gaming and Carless' expertise as a writer and designer in the games industry, Slashdot Games provides a first-person understanding of games technology and trends to create the most relevant article library possible. Carless' credits include writing columns and articles for noted industry Web site Gamasutra, and designing PC and console titles for companies such as Atari and Eidos Interactive.

For more information about Slashdot, go to [www.slashdot.org](http://www.slashdot.org). For information about advertising on Slashdot Games, go to [advertising.osdn.com](http://advertising.osdn.com) or contact [eric.kazanjian@osdn.com](mailto:eric.kazanjian@osdn.com). To submit editorial

content for potential inclusion on Slashdot Games, go to [www.slashdot.org/submit.pl](http://www.slashdot.org/submit.pl) and select Games in the section pull-down.

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#### **About Slashdot**

[Slashdot](#), voted #1 Tech Blog from a recent *Forbes*' poll, brings the day's top technology, science and culture news to the worldwide technology community for comment, debate and scrutiny. Slashdot editors post news items throughout the day. Frequently, sites highlighted on Slashdot experience "the Slashdot effect"—intensive traffic spikes lasting up to two days. One of the fastest growing IT sites, Slashdot's page views have increased 41% year-over-year, and unique visitors have increased 23% year-over-year.

#### **About OSDN**

[OSDN](#) (Open Source Development Network, Inc.), a subsidiary of VA Software Corp. (Nasdaq: LNUX), is the most dynamic community-driven media network on the Web. OSDN publishes two world-renowned networks of Web sites: the OSDN Technology Network, which attracts every level of IT decision maker, influencer and buyer; and the MediaBuilder Network, which reaches graphic artists and Web designers worldwide. Each month, OSDN sites deliver more than 160 million page views and reach 9 million unique visitors.

*\*Source: OSDN's January 2003 Laredo Survey*

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