THIS IS FOOTBALL 2

Developer Information

Studio Soho was the first of Sony Computer Entertainment Europe's internal development studios which was set up in 1994. Its first two releases Total NBA and Total NBA '97 were both critically acclaimed. The studio then went on to produce Porsche Challenge, Rapid Racer and Spice World and more recently This Is Football which has just recorded over 500,000 units sold since its launch at he end of last year.

Key Personnel

Ben Fawcett has been working at SCEE for 4 years. Originally working in the developer support department, he moved into development in 1996 by taking the position of Lead Programmer on Total NBA 97. *This Is Football* is his second game, as **Software Engineer,** he is responsible for coding in-game A.I, gameplay mechanics and the commentary system.

Dominic Cahalin started working for SCEE 5 years ago as a Producer on the 3D platformer Jumping Flash. Since then he has moved into a full time **design** position contributing to several internally developed games. *This Is Football* is his most recent project – where he has been responsible for all areas of game design as well as co-scripting the commentary.

Tony Racine started his games career programming on the Commodore Pet with titles published on the Atari 8 bit, QL, ST and Amiga computers. He moved from Eidos almost two and a half years ago to join SCEE as the **Producer** on *This Is Football*. His main responsibilities include project and team management and the co-ordination of the commentary and motion capture sessions.

Ian Wright started his video game career in the 1980's producing two hit Spectrum titles. After obtaining a PHD in A.I., he joined SCEE to work on *This Is Football* (his first PlayStation game). As **Software Engineer** he is responsible for the Out-game and front-end A.I systems.

Jim Blackler began his career at Domark Software in 1993, starting as Assistant Programmer on Prince of Persia [Megadrive]. He then went to programme and design Bloodshot [Megadrive, Mega CD] and Crimewave [Saturn]. He also converted Theme Park to Mega CD, before joining SCEE in 1997 to work on *This Is Football*. As **Software Engineer** he is responsible for the in game OSD, memory management, debugging, and general (invaluable) project support.

Marina Vydelingum joined SCEE from Virgin interactive, where she had worked on 4 titles. She has been working on *This Is Football* (her first SCEE title) for 2 years. As **Texture Artist** her responsibilities include designing and texturing team kits and contributing to stadia artwork

Lewis Evans joined the *This Is Football* team a year ago, moving from the development support team, where he specialised in Net Yaroze technology. As a **Software Engineer,** Lewis is responsible for coding the Custom menus and set pieces.

Luis Fernando Fernandez Lopez started work on *This Is football* (his first PlayStation game) almost a year ago - moving to London from Spain where he had worked on 2 PC titles. As **Software Engineer** his role consists of assisting in the technical direction of the game.

Vince Diesi has been with SCEE for 4 years, and like several other team members, has his roots in the PlayStation development support department. Vince moved into internal development almost two and a half years ago to work on *This Is Football* as **a Software Engineer**. His main responsibilities are the camera technology and the ultra high-speed stadia and pitch rendering.

Simon Fenton joined SCEE from Bits three years ago, to work on the final stages of NBA 97. *This Is Football* is his second title and he has been on the project from its earliest phase. As a Graphic Artist and animator Simon is chiefly responsible for the Motion capture and hand created animations. He has also worked extensively on refining the player models.

Robert Swan has been with the team for just under a year. *This Is Football* is his first role in the video games industry. Robert came to the attention of SCEE through his Net Yaroze 'Adventure' game (as featured on the front of Official PlayStation Magazine). Robert has been working as a **Software Engineer** on various aspects of the game, but has found a particular niche in the Cut scenes.

Jason Page Before joining SCE, Jason was working for GraftGold, where amongst other titles he did the Music and Sound Effects for Rainbow Islands and Uridium. He joined SCE in 1996 and has written music for Gran Turismo, Cool Boarders 2 and Porsche challenge

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Developer: Sony Computer Entertainment Europe **Genre**: Football Simulation	
No. of Players: 1-8 **Peripherals**: Multi Tap, Analog Controller (DUAL SHOCK), Memory Card	