

# The making of Battlefield 1942

Johan Persson

Digital Illusions

## **Abstract**

Come and listen to the story of how Battlefield 1942 was made. Starting with the first steps of coming up with a game-concept and persuading a publisher to sign a deal. Moving on to the huge efforts, complex process and the hurdles that needed to be overcome in production, and ending with the final stages of Alpha and Beta-testing.

## **Speaker Bio**

Johan Persson has a masters-degree in "Computer science and engineering" from KTH. He was one of the co-founders of Refraction Games, the studio behind "Codename Eagle". Today this studio is Digital Illusions' Stockholm office. He had the original concept and was the lead-programmer and physics-programmer for "Battlefield 1942", a game that has so far sold well beyond a million copies world-wide. Johan Persson is currently creative director at Digital Illusions.