

# Games: Kubernetes Within the Context of Video Games, Please, RetroArch

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- [Kubernetes: The Video Game](#) [2]

Grant Shipley was recently in China for KubeCon, where he gave a keynote talk explaining the Kubernetes ecosystem within the context of Video Games. It's a fun way to examine the entire world of Kubernetes, from end to end, while also enabling Grant to make Mavis Beacon and Commodore 64 references. Take a gander!

- [Please, a tense ten-minute experience has a Linux build available](#) [3]

Got a few minutes to burn? Why not try out the short experimental experience that Please offers. Developed by somewhat, it delivers something quite surreal and freaky.

- [Achievement Unlocked: RetroArch is Coming to Steam](#) [4]

Fans of retro (and not so retro) gaming will be pleased to hear that RetroArch is coming to Steam.

Not familiar with RetroArch? It's a user-friendly GUI that makes use of the libretro API. That API allows developers to create, among other things, modular ?libretro? cores that act as game emulators for systems like the SNES, Mega Drive and Game Boy.

The famed front-end for the popular Libretro API will be available to install on Steam for Windows from July 30. Linux and macOS versions will follow.

The libretro cores that power RetroArch can be used with other compatible frontends (like GNOME Games app) but RetroArch is arguably the best one.

## Gaming

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**Source URL:** <http://www.tuxmachines.org/node/125939>

### **Links:**

- [1] <http://www.tuxmachines.org/taxonomy/term/69>
- [2] <https://blog.openshift.com/kubernetes-the-video-game/>
- [3] <https://www.gamingonlinux.com/articles/please-a-tense-ten-minute-experience-has-a-linux-build-available.14583>
- [4] <https://www.omgubuntu.co.uk/2019/07/retroarch-on-steam-announcement>