

MUSEUM OF THE MOVING IMAGE

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OFFICIAL GAME SELECTIONS, INDUSTRY SPEAKERS, AND CONFERENCE DETAILS ANNOUNCED FOR INDIECADE EAST 2015

Artist and educator Mary Flanagan and Frictional Games' Thomas Grip round out keynote lineup

IndieCade's annual festival presented in collaboration with Museum of the Moving Image brings the diversity and innovation of independent games to New York City with games showcase, talks and discussions, workshops, and more

Early-bird discounted tickets on sale through January 19

Astoria, New York, January 16, 2015—IndieCade, the premier international festival of independent games, and Museum of the Moving Image have announced conference workshops, speakers, and games selections for **IndieCade East 2015**, to be held **February 13 through 15** at the Museum in New York City. Details for the conference can be found online at www.IndieCade.com/east. Passes are available at www.movingimage.us/indiecadeeast.

"IndieCade East is an incredible opportunity for independent developers, aspiring creators, and video game fans to come see what's next from some of the most daring and innovative people in the industry," said Stephanie Barish, Chief Executive Officer, IndieCade. "This is the place to discover and play the next wave of indie games and hear from the creators who are shaping the future."

A showcase of new and unique games

The 2015 IndieCade East Game Showcase will feature a wide array of video games from dozens of independent game developers, including award-winning selections from the IndieCade Festival 2014, which was held in Los Angeles. Games are for all major platforms, including PlayStation®4, PlayStation®Vita, Xbox One, Nintendo's Wii U™ system, Leap Motion, PC, Mac, Linux, and virtual reality. Additional games include tabletop games, sports, performance art, and more. The full list of games to be showcased at IndieCade East 2015 can be found at http://www.indiecade.com/east_2015/games/.

Mary Flanagan and Thomas Grip round out keynote speakers

IndieCade has announced the event's two final keynote speakers: Mary Flanagan, a

leading innovator, artist, educator, author of two critically acclaimed books, designer whose works have included everything from game-inspired art to games that shift people's thinking about biases and stereotypes, and founder of Tiltfactor game labs. Flanagan has been a member of the White House Office of Science and Technology Policy (OSTP), Academic Consortium on Games for Impact and has been funded by the National Science Foundation, the National Endowment for the Humanities, the American Council of Learned Societies, and the National Institute for Justice for game projects.

Thomas Grip, an indie horror developer for over 15 years, co-founded the independent studio Frictional Games in 2007, which has since developed the Penumbra and Amnesia series—games that have had a major influence on the horror genre. His primary roles in these projects include designer, art director, and programmer. While the games he has been involved in are mostly known for their scariness, they have all also had a strong focus on narrative, a subjective that Thomas has written extensively about. He and the rest of Frictional Games are currently working on SOMA, a sci-fi horror game that will explore the mystery of consciousness.

Flanagan and Grip join previously announced keynote speaker, okidOKO's Gonzalo Frasca, PhD. Additional details about the keynotes and the speakers can be found at http://www.indiecade.com/east_2015/conference/.

Insightful and educational workshops for developers and aspiring creators

This year's conference workshops will tackle a variety of topics, from theoretical discussions to practical teachings about the industries associated with gamemaking. Examples include an examination of the representation of indigenous peoples in games, a discussion of the hardware and software of post-Communist Central and Eastern Europe, how to write better dialog for games, and how to market and promote an independent title.

Each conference session is led by experts in the field. Full details on the workshops can be found at http://www.indiecade.com/east_2015/schedule/.

Additional activities at IndieCade East 2015 will include:

- The **Show & Tell** showcase giving aspiring game developers the chance to demo their latest creations to an audience of game makers and game fans
- An all-weekend **eSports tournament**, with the final list of games to be announced
- **Night Games**, an evening of physical and large-scale games (Saturday, February 14)
- Demos, talks and exhibits include: Premiere Sponsor PlayStation showcasing a lineup of their newest games; Nintendo exhibiting their portfolio of fun indies and giving a talk; Leap Motion presenting select winning demos from the [3D Jam](#) and more.

For more information and updates, visit www.IndieCade.com/east or

www.movingimage.us.

About Festival Passes

Festival passes provide access to all IndieCade East programs and events. Purchase now through January 19 to receive the early-bird discount: \$100 public (\$80 student/senior/Museum member). Order online at movingimage.us/indiecadeeast.

Beginning January 20, full festival passes will be \$125 public (\$100 student/senior/Museum member). Individual day passes will also be available: Friday, February 13, passes will be \$45 (\$35 discounted); Saturday, February 14, passes (including access to Night Games) will be \$55 (\$45 discounted); Sunday, February 15, passes will be \$45 (\$35 discounted).

For families: Children and accompanying adults will be able to access the IndieCade East Games showcase throughout the weekend as part of their Museum visit. Many of the games on view will appeal to visitors of all ages. Regular Museum admission is \$12 adults / \$9 seniors and students / \$6 children (3–12).

Digital media at Museum of the Moving Image

As the first museum to include video games as part of the scope of the moving image, Museum of the Moving Image is considered a leading institution in the exhibition of digital media. Changing exhibitions focusing on this subject area have included *Hot Circuits: A Video Arcade* (1989), the first-ever exhibition at any museum devoted to video games; *Interactions/Art and Technology* (2004), presented in conjunction with Ars Electronica (Linz, Austria); and *Spacewar: Video Game Blast Off!* (2012), a survey of the first 50 years of video games. Most recently in video game exhibitions, the Museum partnered with IndieCade in 2014 to present *Indie Essentials: 25 Must-Play Video Games*. The Museum regularly exhibits video games in its core exhibition, *Behind the Screen*. More information at movingimage.us.

About IndieCade

Applauded as the “Sundance of the videogame industry,” IndieCade supports independent game development globally through a series of international events highlighting the rich, diverse, artistic and culturally significant contributions of indie game developers. IndieCade's programs are designed to bring visibility to and facilitate the production of new works within the emerging independent game community. Annual events include IndieCade East, IndieCade's Showcase @ E3, and IndieCade Festival, the largest gathering of independent game creators in the nation. For more information, visit indiecade.com.

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MUSEUM INFORMATION

Museum of the Moving Image (movingimage.us) advances the understanding, enjoyment, and appreciation of the art, history, technique, and technology of film, television, and digital media. In its stunning facilities—acclaimed for both its accessibility and bold design—the Museum presents exhibitions; screenings of significant works; discussion programs featuring actors, directors, craftspeople, and business leaders; and education programs which serve more than 50,000 students each year. The Museum also houses a significant collection of moving-image artifacts.

Hours: Wednesday-Thursday, 10:30 a.m. to 5:00 p.m. Friday, 10:30 to 8:00 p.m. Saturday-Sunday, 11:30 a.m. to 7:00 p.m. **Holiday hours:** The Museum will be open 10:30 a.m. to 5:00 p.m. on Mon., Jan. 19 (Martin Luther King, Jr. Day) and Mon. and Tues., Feb. 16 and 17.

Film Screenings: Friday evenings, Saturdays, Sundays, and as scheduled. Tickets for regular film screenings are included with paid Museum admission and free for members at the Film Lover level and above.

Museum Admission: \$12.00 for adults; \$9.00 for persons over 65 and for students with ID; \$6.00 for children ages 3-12. Children under 3 and Museum members are admitted free. Admission to the galleries is free on Fridays, 4:00 to 8:00 p.m. Tickets for special screenings and events may be purchased in advance online at movingimage.us.

Location: 36-01 35 Avenue (at 37 Street) in Astoria.

Subway: M (weekdays only) or R to Steinway Street. Q (weekdays only) or N to 36 Avenue.

Program Information: Telephone: 718 777 6888; Website: movingimage.us

Membership: <http://movingimage.us/support/membership> or 718 777 6877

The Museum is housed in a building owned by the City of New York and located on the campus of Kaufman Astoria Studios. Its operations are made possible in part by public funds provided through the New York City Department of Cultural Affairs, the New York City Economic Development Corporation, the New York State Council on the Arts, the National Endowment for the Arts, the National Endowment for the Humanities, the Institute of Museum and Library Services, and the Natural Heritage Trust (administered by the New York State Office of Parks, Recreation, and Historic Preservation). The Museum also receives generous support from numerous corporations, foundations, and individuals. For more information, please visit movingimage.us.