

# Game Connect: Asia Pacific [GCAP] 2008

19-22 November 2008, Hilton Brisbane, Queensland, Australia

## Game Connect Asia Pacific: Screen Forum

10am – 12.30pm, Wednesday 19 November 2008  
Redlands Room: Hilton Hotel Brisbane



Convergence? You better believe it. But it's not just about Games looking more like Films. It's about production processes, financing, business models and content. This panel will examine these topics and more in a session designed for video game developers and film and television practitioners alike. Chaired by the President of the Game Developers' Association of Australia, and featuring one Video Game industry veteran and three leading lights from the Australian Film and TV industry, this half-day forum will broaden your perspective, and with luck leave you craving collaboration.

### Chair

Tom Crago, CEO - Tantalus

### Panel

- Marcus Gillezeau - Writer, Producer & Director, Firelight Productions
- Colin South - Producer, Media World
- Jackie Turnure - Head of Development & Production, Hoodlum
- Mike Fegan – CEO, Transmission Games

### Topics

- What's happening today in Film and TV in Australia
- Time for a new definition of Screen?
- What makes a Film or TV property work as a Game (and visa versa)
- Implications of the tax off-set for production in Australia
- Convergence... what does it mean in practice?
- Learnings around production systems and business

### Cost

\$160 GDAA Members \$215 Non-members

Register online at [www.gameconnectap.com](http://www.gameconnectap.com)

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