



GAME DEVELOPERS'
ASSOCIATION OF
AUSTRALIA



MEDIA RELEASE

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Game Connect: Asia Pacific (GCAP) 2009 puts out a call for speakers

MELBOURNE - Tuesday 30 June, 2009 - The Game Developers' Association of Australia (GDAA), convener of Game Connect: Asia Pacific (GCAP), is seeking expressions of interest from potential speakers interested in being involved in this important industry event.

"GCAP has always boasted an impressive lineup of speakers, both from the Australian development community and from overseas. This year we're raising the bar further still and calling for submissions that focus specifically on new and emerging innovations in game development across all disciplines of our craft," advised Tom Crago, President of the Game Developers' Association of Australia.

"We are also keen to hear from any sponsors, exhibitors and delegates who want to be part of this year's exciting conference and expo. We are committed to making this the biggest and best game development conference ever held in this region and to showcasing the diverse expertise and opportunities that exist in this space," he added.

Some of the main topics that will be covered during GCAP 09 include core games, online, mobile, casual and serious games, along with new developments in art, technology and design.

The GDAA is also looking for presentations and panels in the fields of:

- Technical Innovation and Programming
- Art Innovation and Best Practice
- Advances in Game Design
- Writing and Scripting
- Project Management
- Serious Games in Defence, Health, Education and Simulation
- Business Development and Marketing
- Other areas directly relevant to the Art, Science and Business of game development

Further information on presentation opportunities can be sought by contacting the GDAA COO Mike McNabb, or interest can be registered online at www.gameconnectap.com.

Prospective speakers and panelists are invited to submit a one page abstract, outlining their presentation goals, along with contact details and a brief biography. These materials can be emailed directly to mmcnabb@gdaa.com.au.

GCAP 09 will take place from Sunday 6 December through Tuesday 8 December 2009 at the Crown Promenade Hotel, which is part of the Crown Entertainment Complex in Melbourne, Australia.

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About Game Connect Asia Pacific 2009 (GCAP):

Game Connect: Asia Pacific (GCAP) 2009 is the premier conference, exhibition and networking event for the Asia Pacific Games Industry. GCAP 09 will be held at the Crown Promenade Hotel, Melbourne Australia from Sunday 6 December to Tuesday 8 December, 2009.

Game Developer Awards 2009:

The GDAA Industry Awards will be presented at the Game Connect Asia Pacific annual awards dinner in Melbourne on Tuesday 8 December, 2009

For event & presenter details, contact:

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