MUSEUM OF THE MOVING IMAGE

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INDIECADE ANNOUNCES CONFERENCE SPEAKERS, EVENT SCHEDULE, AND GAMES AVAILABLE FOR PLAY AT INDIECADE EAST 2016

Annual event returns to Museum of the Moving Image with showcase of 40+ games and gathering of leading independent game developers

Astoria, Queens, NY, April 13, 2016—IndieCade, the premier international festival of independent games, has detailed conference speakers, the event schedule, and the list of games to be shown at **IndieCade East 2016**, to be held **April 29 through May 1** at Museum of the Moving Image in New York City. Details for the conference can be found online at www.IndieCade.com and the event schedule can be found at http://www.indiecade.com/east2016/schedule.

Event passes are available at www.movingimage.us/indiecadeeast.

"This year's *IndieCade East* will be an incredible exhibition of alternative games and installations and reflects the innovation and creativity inherent in interactive entertainment as an art form," said **Stephanie Barish**, chief executive officer, IndieCade. "In addition, independent developers and aspiring creators will be able to take advantage of our many workshops and speaker presentations to grow their craft, refine their businesses and truly flourish as artists in the interactive entertainment industry."

"As in past years, we are pleased to welcome IndieCade and the vibrant independent game development community, as well as the broader game-playing public, to the Museum to celebrate the art, technology, and business of independent game design and production," said **Carl Goodman**, Executive Director of Museum of the Moving Image.

Speakers:
Speakers for IndieCade East 2016 include business leaders, developers, professors, and many more disciplines from within interactive entertainment. Some of the speakers for this year's event include: **Mihai Gosa**, CTO/CEO, KillHouse Games; **Juan Gril**, Studio Manager, Joju Games; **Todd Harper**, Visiting Professor, University of Baltimore, USA; **Thomas Knowlton**, Outreach Librarian, MyLibraryNYC, NY Public Library; **Mike Lazer-Walker**, Playful Systems, MIT Media Lab; and **Richard Marks**,

Director, PlayStation Magic Lab, Sony Interactive Entertainment.

Additional details about keynotes and all of the speakers for *IndieCade East* can be found at [IndieCade East Speakers](#).

Workshops for Developers and Aspiring Creators
As with every IndieCade event, IndieCade East 2016 will present a series of talks and workshops led by some of the industry's leading players, covering new technology, development strategies, creative process and much more.

Full details on the workshops and tracks can be found at [IndieCade East Schedule.](#) A sampling of workshop tracks include:
• Alternate Universe: Design Lessons from the Other Other Indies
• Weird Science: Tools and Technology Changing Games
• System Update: Communities, Commerce, Institutions

A Showcase of New and Unique Games, Available for Play
IndieCade East Games will provide an extensive showcase of 40 unique interactive entertainment experiences, including video games, table top games and conceptual installations. The full list of games to be showcased at IndieCade East 2016 can be found at [IndieCade East Games](#); a sampling of the games lineup includes:

Line Wobbler by Robin Baumgarten
Line Wobbler is a one-dimensional dungeon crawler game with a unique wobble controller made out of a door-stopper spring and a several meter long ultrabright LED strip display.

Nevermind by Erin Reynolds
Nevermind is a biofeed back-enhanced adventure thriller game that takes you into the dark and twisted world of the subconscious.

HOTARU by Kaho Abe (in collaboration with Katherine Isbister and Jack Langerman)
HOTARU is a two-person interactive game experience, using costumes embedded with technology, projection on a half dome surface and custom software. The players represent the last remaining lightning bugs in a world consumed by pollution, and must cooperate with each other in order to fight against a virtual enemy of darkness.

Hurt Me Plenty by Robert Yang
Hurt Me Plenty is a short game where you spank the heck out of a dude and learn about how BDSM communities attempt to formalize consent / caring.

Codex Bash by Alistair Aitcheson

Codex Bash is a problem-solving installation using four custom-made wireless buttons. Players must solve coded messages to tell them what sequence to press the buttons in, before the virus reaches the mainframe!

For more information and updates, please visit www.IndieCade.com or www.movingimage.us/indiecadeeast.

Festival Passes
Festival passes provide access to all IndieCade East programs and events and can be purchased online at movingimage.us/indiecadeeast. A full-festival pass is available for $125 (with discounts for students and seniors); individual day passes are also available.

#IndieCadeEast16

ABOUT MUSEUM OF THE MOVING IMAGE
Museum of the Moving Image (MoMI) 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 first museum to collect video games, MoMI began presenting exhibitions of video games in 1989 with *Hot Circuits: A Video Arcade*, and most recently with *Indie Essentials: 25 Must-Play Video Games*, a collaboration with IndieCade, in 2013-2014. Year-round the Museum also presents video games as part of its core exhibition *Behind the Screen*. More information at movingimage.us. Twitter: @movingimagenyc

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 and for information on IndieCade Foundation, visit indiecade.org. Twitter: @IndieCade / Facebook: facebook.com/IndieCade

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PRESS REGISTRATION IS OPEN: PLEASE APPLY FOR CREDENTIALS.

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MUSEUM INFORMATION

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 on Monday and Tuesday, April 25 and 26, 10:30 a.m. to 5:00 p.m.

Museum Admission: $15 adults; $11 senior citizens (65+) and students (18+) with ID; $7 youth (3–17). Children under 3 and Museum members are admitted free. Admission to the galleries is free on Fridays, 4:00 to 8:00 p.m.

Film Screenings: Friday evenings, Saturdays and Sundays, and as scheduled. Unless otherwise noted, tickets are $12 adults / $9 students and seniors / $6 children 3–12 / free for Museum members at the Film Lover level and above. Advance purchase is available online. Ticket purchase may be applied toward same-day admission to the Museum's galleries.

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.