

Post-Conference Report from 40th Casual Connect

Three day Casual Connect Asia event featured over 120 speakers, non-stop networking and Indie Prize Singapore Winners

Singapore, May 19, 2017 – Casual Connect Asia 2017, the International trade event for the video game industry hosted by Casual Games Association (CGA), just finished, ending yet another successful show at the Hard Rock Hotel at Resorts World Sentosa in Singapore.

Throughout three conference days from May 16-18, over 1,200 industry experts gathered to discuss the hottest trends of the video game industry and network with business partners from all around the world. Casual Connect presented a broad variety of talks and panels in seven different tracks: Industry Insights, Growth, Design & Development, Market Navigation, Kids & Family, Social Gaming and Global & Emerging markets.

Experts from leading companies such as Ubisoft, Kamagames, MyTona, Gravity, mixi, Inc. (XFLAG), Rovio Entertainment, Hipster Whale, Huuuge Games, The Walt Disney Company, Nickelodeon Asia, Google Play, Color Switch, Bushiroad, Most Played Games and YouTube visited the 40th edition of Casual Connect this May.

Over 120 speakers from companies including Ubisoft; Hipster Whale; Gravity Co., LTD.; PlayStudios Asia; Most Played Games; mixi, Inc. (XFLAG); Fifth Journey and many more shared their experience and industry insights.

For a complete schedule of speakers and topics, please visit <http://asia.casualconnect.org/schedule.html>

“Once again, Casual Connect Asia was a great success. We were delighted to provide a casual but professional setting for game industry leaders to meet and discuss topics that matter,” says Sasha Paleeva, Content Development Manager at Casual Connect. “We are looking forward to hosting Casual Connect Asia in Hong Kong in 2018 and planning to rotate the locations of our events in future to ensure they are even more accessible for developers everywhere.”

The international Indie Prize scholarship program funded by CGA gave indie developers a platform to present their games in the showcase. The best and brightest developers were awarded in ten categories – with the winners being announced at the 18th Indie Prize Awards on May 18 at Casual Connect Asia 2017:

Best Game Audio - Rhythm Doctor by 7th Beat Games (Malaysia)

Best Game Design - Stifled by Gattai Games (Singapore)

Best Game Art - Lila's Tale by Skullfish Studios (Brazil)

Best Game Narrative - Monster Prom by Beautiful Glitch (Spain)

Best Multiplayer Game - Mushroom Wars 2 by Zillion Whales (Russian Federation)

Best Kids and Family Game - She and The Light Bearer by Mojiken (Indonesia)

Best Mobile Game - Sara Is Missing by Kaigan Games (Malaysia)

Best VR Game – The Wizards by Carbon Studio (Poland)

Most Innovative Game – Stifled by Gattai Games (Singapore)

Best in Show: Audience Choice - Dragon Up: Match 2 Hatch by East Side Games (Canada)

Find the full list of nominees [here](#).

Submission forms for upcoming Indie Prize showcases in Seattle, USA; Kyiv, Ukraine; Disneyland Resort, USA; London, Great Britain - for independent developers are currently open:

[Casual Connect Seattle 2017](#) | August 1-3, 2017 | [Apply BEFORE May 31, 2017](#)

[Casual Connect Kyiv 2017](#) | October 24-26, 2017 | [Apply BEFORE August 30, 2017](#)

[Casual Connect USA 2018](#) | January 16-18, 2018 | [Apply BEFORE November 15th, 2017](#)

[Casual Connect London 2018](#) | May 29-31, 2018 | [Apply BEFORE March 31st, 2018](#)

More information on [Casual Connect Asia](#) and [Indie Prize Singapore](#) is available at their official websites. Highlight videos of this year will be available on Casual Connect's official [YouTube Channel](#) within the next few weeks.

Assets are available [here](#).

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About Casual Connect

Launched in 2005, Casual Connect is hosted by Casual Games Association (CGA), bringing together the most talented and knowledgeable experts in the gaming field to further the industry with the best learning and networking opportunities for gaming professionals. CGA will host Casual Connect USA on August 1-3, 2017, and Casual Connect Kyiv on October 24-26, 2017. See the full schedule of Casual Connect events for 2017-2018 at <http://casualconnect.org/events.html>.

About Indie Prize and Premium Dev Showcase

Indie Prize is a scholarship program for up-and-coming indie development teams who show promise as future leaders in the games industry. Indie Prize offers participants an opportunity to learn and network with other indie game developers and showcase their games, skillsets, and ideas to publishers and potential partners. The Premium Developer Showcase is an upgraded option of Indie Prize for game developers who want to

showcase their games in a larger space. The premium package includes two tickets, a premium listing with logo and a premium showcase location.

About Casual Games Association

Casual Games Association is an international trade organization dedicated to promoting games and providing educational resources for the game development community. The association hosts annual conferences in North America, Europe, Asia, Kyiv and Tel Aviv; runs online gaming news website gamesauce.biz; and issues research reports on the video games industry. For more information about the association, visit <http://www.cga.global>. All lectures from past events can be watched at the official Casual Connect [YouTube channel](#).