

## Indie Prize Berlin – 130 Participating Studios Announced



**Berlin, Germany – January 5, 2017** *Indie Prize*, an international scholarship program created by *Casual Games Association* for independent game developers, has published the full list of participants for February's showcase at Casual Connect Europe. 130 finalists will showcase their games to the conference guests during three days of the event on February 7 – 9, 2017, at Station Berlin, Germany.

Independent developers submitted 470 games for *Indie Prize* Berlin, 130 of which were chosen by the judges. These best-of-the-best developers from all over the globe are invited to showcase their games in the Indie Prize area during Casual Connect Europe 2017 in Berlin. The best games from the showcase will be awarded at the 17th Indie Prize Awards ceremony in the following categories:

- Best Game Audio
- Best Game Design
- Best Game Art
- Best Game Narrative
- Best Multiplayer Game
- The Best Kids and Family Game
- Best Mobile Game
- Best VR Game
- Most Innovative Game
- Best in Show: Audience Choice

The main goal of *Indie Prize* is to create a place for indie developers to meet and network. It is a place where you can meet developers from all over the globe; indies can showcase their games and benefit from game industry professionals playtesting their creations. At *Indie Prize* you can learn about how features of development differ from country to country, exchange experiences, party and network with CEOs and insiders from the games industry's leading companies. It is a combination of work, networking and fun!

Casual Connect is a professionals-only conference created to support the mass-market games community by gathering the top developers, publishers, distributors and others involved in related industries for networking opportunities and useful lectures created by a board of industry members. More than 170 speakers will cover a variety of topics covering emerging trends in game development, distribution and marketing.

Last year's Indie Prize Amsterdam winners were:

- Best Game Audio – Beats of Fury, Egypt
- Best Game Design – Hue, UK
- Best Game Art – Shadowmatic, Armenia
- Best Game Narrative – Darkestville Castle, Argentina
- Best Multiplayer Game – Wondershot, France
- The Best Kids and Family Game – Leon!, France
- Best Mobile Game – Rop, Turkey
- Most Innovative Game – That Selfie Game, Denmark
- Best in Show: Audience Choice – Clapper, Sweden
- Most Promising Game in Development – Moon Hunters, Canada
- Best in Show: Critics Choice – Fold the World, Belarus

All participants of the Indie Prize Showcase, their games and trailers are listed on the [official Indie Prize website](#).

To participate please register here: <http://europe.casualconnect.org/joinus.html>. More details on travel and accommodations are available here: <http://europe.casualconnect.org/travel.html>

More Information on [Casual Connect Europe](#) and [Indie Prize Berlin](#) is available at their official websites. Highlight videos from previous years are available on Casual Connect's official [YouTube Channel](#).

#### **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 casual gaming field to further the industry with the best learning and networking opportunities for casual games professionals. In addition to Casual Connect Europe, CGA will host Casual Connect Asia in Spring 2017, Casual Connect USA in Summer 2017 and Casual Connect Tel Aviv in Fall 2017. For more information, visit <http://casualconnect.org/>.