



Indie Prize Berlin receives 470 game submissions – First details about participating studios

20 percent increase in submissions for Indie Prize Showcase as submission period closes

BERLIN, Germany | 9 December, 2016 – Indie Prize, a scholarship program for independent game developers created by Casual Games Association (CGA), today announced that submissions for Indie Prize Berlin 2017 are closed and the selection process has been started. Indie Prize Berlin 2017 will take place during Casual Connect Europe 7-9 February, 2017.

Developers from 63 countries submitted 470 games for multiple platforms. This is an increase of over 20 percent compared to last year. PC is still the strongest platform with nearly 44 percent of all submitted games – closely followed by mobile games equally among both platforms (iOS/Android). In the coming weeks, 38 judges will select the 120 best indie games which will be invited to showcase at the Indie Prize area during Casual Connect Europe in Berlin.

Indie Prize has international partners around the world, united under the Game Nations community banner. Those partners nominate the best games in their local contests to participate in the showcase in Berlin without going through the internal Indie Prize process. The winners receive a guaranteed spot at the upcoming Indie Prize Showcase with two free all-access passes and free accommodation during the conference.

The list of games nominated for Indie Prize Berlin by the Game Nations community are:

Poland: FreeGalactus Winner - *Book of Demons*

Egypt: Run Double Jump Winner - *Pix Hop*

The Netherlands: Dutch Game Awards Winner - *FRU*

The Netherlands: Indigo Winner - *Tied Together*

Moldova: Game Factory Jam Winner - *Colonize*

Belarus: DevGAMM Winner- *Pathologic*

Czech Republic: Game Developers Session Winner - *Mashinky*

Germany: Respawn Winner - *unWorded*

Ukraine: Games Gathering Conference Winner- *Deuterium Wars*

Ukraine: GetIT Kyiv 2016 Winner - *caRRage*

Sweden: Sweden Game Conference Winner - *Passpartout*

Argentina: Eva Cordoba Winner- *Okhlos*

Romania: DevPlay Winner- *Second Hand: Frankie's Revenge*

India: NASSCOM Winner- *Missing : Game for a cause*

Lithuania: GameOn Winner - *Monster Buster*

Russia: White Nights Winner - *Pig Bang*

France: Indie Games Play 7 - *Double Kick Heroes*

Italy: Codemotion Winner - *Edge Guardian*

“We are overwhelmed by the amount of submitted games this year. It’s great to see that studios from all over the world would like to showcase their projects and take part in the Indie Prize scholarship program,” said Yuliya Moshkaryova, Indie Prize Director. “We are also thrilled that a fourth of the submitted games have already participated in past Indie Prizes and, of course, that more than 70 percent of the games applied for the first time. It’s an unbelievable opportunity for them to network and exchange experiences with the best indie developers from every corner of the globe!”



All the Indie Prize judges are veterans of the gaming industry and represent the following companies: Yodo1 Games, Rovio, Zeptolab, Unity Technologies, RJ Games, GameFounders, Tenjin, Eye For Games, Amazon.com, Demiforce, BANDAI NAMCO Entertainment Europe, Stugan, Exit Games, I Teut You So, Affiniti Ventures|AV(M) & IPC, Big Boat Interactive, VK.com and many more.

The Indie Prize Scholarship provides the opportunity for qualified indie development teams to showcase their games at Casual Connect – a conference created for professional developers and publishers in the video game industry. Along with a showcase table, indie developers are provided with two free all-access passes to Casual Connect, granting access to the Indie Prize Showcase, educational sessions and networking parties. Showcase participants will also be able to compete for 10 different awards with winners being announced 9 February at the Indie Prize Awards ceremony during Casual Connect Europe 2017.

The final list of participants will be announced one month before the show in January 2017.

For further information on [Casual Connect Europe](#) and [Indie Prize Berlin 2017](#) please visit the official websites or watch last year's highlight video at Casual Connect's official [YouTube](#) channel.

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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 Connect

Launched in 2005, Casual Connect is hosted by Casual Games Association, bringing together the most talented and knowledgeable experts in gaming to further the industry with the best learning and networking opportunities for professionals. In addition to Casual Connect Europe 2017, CGA will host Casual Connect Asia on 16-18 May, 2017, as the 40th anniversary edition of Casual Connect, followed by Casual Connect USA on 1-3 August, 2017.

<http://europe.casualconnect.org/joinus.html>

About the 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 USA, Tel Aviv, Europe and Asia; runs online gaming news website gamesauce.biz; and issues research reports on the casual 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](#).