



**INDIE PRIZE**  
game developer ninjas

## Indie Prize USA 2017 Finalists Announced

### Seattle, Aug 1-3, 2017

*Only 1 out of every 8 games submitted moving onto Indie Prize Showcase*

**Seattle, USA | June 27, 2017** – Indie Prize, a scholarship program for independent game developers created by Computer Games Association (CGA), has published the full list of participants for August’s showcase at Casual Connect USA 2017. 40 finalists will showcase their games to conference guests during three days of the event on August 1-3, 2017, at Benaroya Hall, 200 University St., Seattle, Washington, USA.

Indie Prize accepted game submissions until May 31 and received applications from 41 countries around the world. After the submission form was closed, 24 judges started the selection process to see who would receive the international Indie Prize scholarship and be invited to showcase their games to game industry professionals during Casual Connect USA. Along with a showcase table and free accommodations, 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. The best games from the showcase will be awarded at the 19th Indie Prize Awards ceremony in ten different categories at 3PM on August 3 in the Taper Auditorium at Benaroya Hall.

All the Indie Prize judges are veterans of the gaming industry and represent the following companies: Yodo1 Games, Rovio, Zeptolab, GameFounders, Tenjin, Amazon.com, Stugan, Exit Games, I Teut You So, Big Boat Interactive, and many more.

“We are only able to accept 12% of applications for our 40 slots,” said Yuliya Moshkaryova, Indie Prize Director. “Our community has been growing for the past two years and more and more developers from all around the globe are interested in joining the international Indie Prize scholarship!”

Desktop Windows was the dominant platform for games submitted with 36.5% of applicants running their games on the platform. iOS was second-most popular with 27.5% of submissions – followed by Android with 21.6%. Console, Desktop Mac, Web, VR desktop/console shared and VR mobile shared the remaining 14.4% of submissions.

65% of studios applied for Indie Prize for the first time and 35% have already showcased their games at the international Indie Prize Showcase before. 57% of developers stated that their games are not published yet, while 43% of submitted games have been published.

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 Seattle 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 accommodations during the conference.

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

Argentina: Games Expo Argentina (EVA) winner - Impossible Dungeons by HopFrog

Canada: IGDA Victoria winner - Cowbots and Aliens by Wizard Games

Canada: Full Indie Demo Night winner - The Low Road by XGen Studios

Czech Republic: Czech Game of The Year (category: Most Promising Game) - WarFriends by About Fun

Dubai/MENA Region: Digital Games Conference DGC GAMES winner - Rangi by Funsoft

Germany: Quo Vadis winner - Planetoid Pioneers by Data Realms

Italy: Codemotion Amsterdam 2017 winner - Ray Bibbia by Morbidware

Russia: DevGAMM Moscow 2017 winner - Garage by Zombie Dynamics

Turkey: GIST (Gaming Istanbul Digital Entertainment and Gaming Expo) winner - Fabric by Torreng Labs

Ukraine: WEGAME winner - Sayri Adventure by Vidloonna Reborn

USA: East Coast Game Conference winner - Doomwheel by Katsu Entertainment LLC

USA: Sacramento Indie Arcade Gaming Expo winner - Venture Forth by Arclight Worlds

USA: Gameacon Crystal Awards winner - Linelight by My Dog Zorro

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

To attend Casual Connect USA please register here:

<http://usa.casualconnect.org/joinus.html>. More details on travel and accommodations are available here: <http://usa.casualconnect.org/travel.html>

More information on [Casual Connect USA 2017](#) and [Indie Prize Seattle](#) is available at their official websites. Highlight videos from previous years are available on Casual Connect's official [YouTube](#) Channel.

The international Indie Prize scholarship and competition focuses on the up-and-coming creative force of the games industry. Across four global events every year, over 500 teams showcase their games and compete for prizes and the coveted Indie Prize crystal trophies at the Indie Prize Awards.

## **SCHEDULE AND DEADLINES**

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

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

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

Criteria for submissions:

- games must be in a playable form (10 minutes of gameplay at least)

- companies must be independent and a majority of the submitted game IP must be owned by the team

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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 Computer Games Association**

Computer 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](http://gamesauce.biz); and issues research reports on the 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](#).

### **About Casual Connect**

Launched in 2005, Casual Connect is hosted by Computer 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, Casual Connect USA 2018 at **Disneyland®** Hotel on January 16-18, 2018, and Casual Connect Europe 2018 on May 29-31, 2018. See the full schedule of Casual Connect events for 2017-2018 at <http://casualconnect.org/events.html>.