



Indie Prize is an international scholarship for independent developers that is funded by Computer Games Association (CGA). More than 1,000 developers apply to Indie Prize during the year and judges from throughout the games industry select the most promising games to participate at international Indie Prize showcases during Casual Connect conferences. All Indie Prize finalists receive an invitation to participate in an upcoming Indie Prize showcase and two free all-access passes to an upcoming conference. All participants of the Indie Prize USA Showcase will be listed on the [official Indie Prize website](#) after December 18.

Criteria for submissions: 1) Games must be in a playable form (10 minutes of gameplay at least), 2) companies must be independent and a majority of the submitted game IP must be owned by the team. **Indie developers can apply to Indie Prize USA 2018 before Nov 15, 2017, here: <http://bit.ly/IndiePrizeSubmissionDueNov15>**

As part of our Game Nations community, over 100 conferences and events from around the world have nominated the best game from their shows for Indie Prize showcases in 2017. For the upcoming showcase at Casual Connect USA 2018, **14** games were nominated by partner events. The list of games nominated for Indie Prize USA by the Game Nations community are:

Argentina: Eva Cordoba winner - Mansana Misteriosa by Estudio Escabeche  
Belarus: DevGAMM Minsk 2017 winner - to be announced  
Brazil: BIG Festival - Brazil's Independent Games Festival winner - Distortions by Among Giants  
Canada: Canadian Gaming Expo winner - King of the Hat  
Czech Republic: Game Access '17 winner - Mashinky by Jan Zeleny  
Egypt: Run Double Jump winner - Skelewtan's First Law by Youmaku Games  
Online: Appodeal Blast Off Your Indie Game Contest winner - UPO: Alien Rescue by rikkir  
Online: AirConsole 25k Game Dev Contest winner - Penny's Farm by Snake Cake  
Peru: Perú Game Expo winner - TeddyMania by Amazing Games Studio  
Switzerland: Geneva Gaming Convention winner - Devader by Falkenbrew  
Ukraine: Games Gathering Conference winner - to be announced  
Ukraine: Amazon Developer Day Kyiv winner - Drawing for Kids by Bini Bambini  
USA, NV: Gameacon Crystal Awards winner - to be announced  
USA, NJ: Gameacon Crystal Awards AC winner - to be announced

Through a new initiative, CGA is also offering nomination partners, international delegations and non-profit government organizations the opportunity to showcase their brands and countries at Casual Connect with a special discount – giving them the ability to connect with hundreds of professionals on-site. More details can be found [HERE](#).

Casual Connect USA 2018 will take place at Disneyland® Hotel, California, USA on January 16-18, 2018. The conference expects 2,000 gaming professionals, 200 speakers and 75 Indie Prize showcase teams from all over the globe. More information can be found at <http://usa.casualconnect.org/>. Casual Connect brings together the most talented and knowledgeable experts in gaming to further the industry with the best learning and networking opportunities for professionals since 2005. See the full schedule of Casual Connect events for 2018 at <http://casualconnect.org/events.html>.

**You can register for your Casual Connect USA conference pass before prices go up on December 18 here: <http://usa.casualconnect.org/joinus.html>**

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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 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](http://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](#).

### **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>.