



GAME DEVELOPERS'
ASSOCIATION OF
AUSTRALIA



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EARLY-BIRD REGISTRATIONS OPEN FOR GAME CONNECT: ASIA PACIFIC CNET and GameSpot AU sign-up as media sponsors

Melbourne, Australia – Sept 22, 2006 –The Game Developers' Association of Australia (GDAA), the governing body for the Australian electronic game industry, and hosts of Australia's inaugural game conference **Game Connect: Asia Pacific**, today announced Early-Bird Registration for the conference is now open.

Registration for the conference [Brisbane, November 30-December 2, 2006] can be made at www.gameconnectap.com.

Evelyn Richardson, GDAA President and CEO, said the **Game Connect: Asia Pacific** main theme is education and business strategy for developers, by some of the best developers globally.

Richardson said she was also pleased to announce the signing-up of key media sponsors CNET and GameSpot.AU, which join other key corporate sponsors such as Sony Computer Entertainment Europe and Autodesk.

Richardson said the conference venue would rotate each year among the key game cities, with 2006 being held in Brisbane.

Game Connect: Asia Pacific builds on former annual industry conferences which were supported by the GDAA, but takes the format in a new more regionally focused direction. At the same time, the conference is designed to be more 'grass roots', providing local developers with networking opportunities and to share knowledge and best practice. Key themes for the inaugural conference include production and design and outsourcing/partnering.

Highlights of the Conference include Masterclasses, the Conference Dinner and Awards, a half day Careers Market, an Investment Dinner, and the Adam Lancman Memorial Address.

About the Game Developers' Association of Australia

The Game Developers' Association of Australia (GDAA) was established in December 1999 and comprises Corporate Members from game development companies and educational institutions, Associate Corporate Members (in service sectors that support the industry), individuals, and students. Current membership includes companies and institutions from all over Australia and the United States. The main purpose of the GDAA is to increase the profile of the Australian interactive game industry both domestically and internationally in order to represent the interests of GDAA members, attract capital and publishers from offshore, retain and grow talent in our local industry, and promote a sense of community within the industry. For more information about the GDAA, visit their website at: www.gdaa.com.au