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## NOMINATIONS FOR PRESTIGIOUS GAME AWARDS NOW OPEN *WINNERS TO BE ANNOUNCED AT GAME CONNECT: ASIA PACIFIC*

**Melbourne, Australia – October 19 2006** –The Game Developers' Association of Australia (GDAA), the governing body for the Australian electronic game industry, and host of Australia's inaugural game conference **Game Connect: Asia Pacific**, today announced that nominations for the prestigious annual GDAA Awards are now open. [Brisbane, November 30-December 2, 2006] [www.gameconnectap.com](http://www.gameconnectap.com).

Categories for the 2006 Awards include: Best Game; Best New Startup (Adam Lancman Award); Best Console Title; Best PC Title; Best Handheld Title; Best Mobile Title; Best Gameplay, and Best Audio.

The finalists and winners of the GDAA Awards will be announced at the **Game Connect: Asia Pacific** Conference Awards Dinner on Thursday, 30 November in Brisbane. The Dinner will be a formal event attended by 250 delegates and VIP guests.

Evelyn Richardson, GDAA President and CEO, said the Game Awards would be a key highlight of the **Game Connect: Asia Pacific** Conference, and recipients of the peer review Awards should expect national and international industry and media attention. All winners will receive a trophy and acknowledgement in press release(s) and on the official GCAP website at [www.gameconnectap.com](http://www.gameconnectap.com).

Eligible nominators can submit their nominations for the GDAA Awards online at the GCAP website [www.gameconnectap.com](http://www.gameconnectap.com). Nominations will close at 1700 hours AEST 3 November 2006.

**Game Connect: Asia Pacific** is attracting major endorsement from games industry leaders. The new-look conference, which is being held in Brisbane this year, will rotate each year among the key game cities.

"At IRG we regard the upcoming Games Connect: Asia Pacific 2006 a crucial event on any developer's calendar. We look forward to the various programs being offered and the chance to share knowledge and information with our peers in order to lift the standard of game development to an even greater level in the region" – **Mike Fegan, CEO IR Gurus**.

"A wonderful opportunity to check out what's happening in the games industry. With new techniques and new ideas as told by the experts. There's business contacts to be made and jobs



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to be explored with the many national and international companies who will be attending. The GCAP will act as the hub of games activity in Australia and will focus the development of the games industry for the next twelve months. If you are thinking of getting into games or want to do business with this very productive Australian industry, you definitely should not miss it.” - **John Moss, Academic Director, QANTM College**

“The importance of Game Developer Conferences can never be underestimated. Although we are in far off Australia our locally developed games are played throughout the world and we are embracing more and more the growing markets of SE Asia. Our GCAP conference will expand our presence in this market.” - **Graham Edelsten, Director, Auran**

“Game Connect Asia Pacific is the premier event in the region for networking with Australia's great pool of game developers. The conference is the cornerstone of the local industry, and is supported by Tantalus and by every other major Australian studio. It will be a fantastic event.” **Tom Crago, CEO, Tantalus Interactive**

**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 expo, 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](http://www.gdaa.com.au)