

# INDIE CADE

International Festival of Independent Games

Thank you to our hosts



Center for  
Media and Design

## AWARD SHOW PROGRAM

FRIDAY, OCTOBER 11TH, 2019 | 7:00 PM - 8:00 PM

Welcome to The 12th Annual Awards Show and After Party, honoring IndieCade's 59 nominees and standout games from this year's festival.

**OPENING REMARKS:** Stephanie Barish, Sarah Elmaleh, and Asher Vollmer.

**COOPERATIVE DESIGN AWARD:** Honoring the delicate art and craftsmanship of crafting experiences that require and gain meaning from playing together. Presented by Chris Bell.

**PROCEDURAL DESIGN AWARD:** Honoring the craftsmanship of algorithms and procedures that help create innovative and responsive works of interactivity and play. Presented by Brendon Chung.

**TABLETOP AWARD:** Honoring works crafted to be played with words, paper, and objects, leveraging the human imagination as a processor and human companionship as a reward. Presented by Anya Combs.

**LOCATION BASED AND LIVE PLAY AWARD:** Honoring works which leverage spaces and human bodies in space to create playful, crafted experience. Presented by Nick Fortugno.

**BERNIE DEKOVEN BIG FUN AWARD:** Honoring big and pervasive games and the standout creators who bring them to life. Presented by Celia Pearce.

**ADAPTATION AWARD:** Honoring works that reimagine how a well known tale, genre, or system can be explored within the context of play. Presented by Jesse Vigil and Martzi Campos.

**NARRATIVE DESIGN AWARD:** Honoring the artistry of storytellers innovating the ways that we communicate meaning and play with stories. Presented by Eric Stirpe and Molly Maloney.

**PERFORMANCE AWARD:** Honoring the craftsmanship and artistry of vocal and physical performers elevating works of interactivity and play. Presented by Ashly Burch.

**INDIECADE JURY PRIX AWARD:** Honoring the game that impresses and surprises with depth, innovation, and artistry. Presented by Irwin Chen.

**INNOVATION IN EXPERIENCE DESIGN AWARD:** Honoring works which transport and transform the player through a skillfully crafted experience. Presented by Brent Bushnell.

**GAME CHANGER AWARD:** An individual whose extraordinary contributions to games deserve special acknowledgement. Presented by Mitu Khandaker.

**INNOVATION IN INTERACTION DESIGN AWARD:** Honoring the craftsmanship and innovation behind unique interaction, hardware, and system design. Presented by Samantha Gorman.

**INDIECADE GRAND JURY:** Recognizes the game among our 59 nominees bringing together the best qualities of this year's festival. Presented by Lindsey Rostal.

### SHOW CREDITS

SHOW DIRECTOR: Sarah Elmaleh

PRODUCER: Drew Rivera

HOSTS: Sarah Elmaleh and Asher Vollmer

LEAD WRITERS: Cameron Wen and Jack Hackett

WRITERS ROOM: Luis Lemus, Colton Stock, Kylie Harrington,

Kim Walker, Daniel Cabral, Vince Caldera, and Quinton Buxton,

VENUE: Santa Monica College - Center for Media and Design

SPECIAL THANKS: Frank Dawson, Jo Hao, David Javelosa, and Richard Lemarchand

ARTIST INFORMATION: Tonight's trophies were crafted by Katie Diaz of KT's Creature Comforts, a Cambridge, England seller of hand-made upcycled dolls and accessories. Katie's designs are built from repurposed donation goods, giving each one a unique look and personality.

### INDIECADE FESTIVAL

CHIEF EXECUTIVE OFFICER: Stephanie Barish

FESTIVAL DIRECTOR: Sam Roberts

FESTIVAL CHAIR: Celia Pearce

CHAIRS: Elizabeth Swensen, Chris DeLeon, Raghav Bashyal,

Ted DiNola, Lena Rain, and Jeremy Gibson Bond

COORDINATORS: Willa Lim and Lea Pfau

GAMES MANAGER: Shawn Pierre

CONTENT MANAGER: Parker Mann

DIRECTOR OF OPERATIONS: Erin Shaver

JURY COMMITTEE: Thank you



## NOMINEES

Ama's Momento	Dragon's Descent
Anthology of Intimacy	Elementerra
ARBox	Elsinore
Biped	Fujii
Blabyrinth	Grace Bruxner Presents: The Haunted Island, a Frog Detective Game
Blind Spot	The Headlands Gamble
Bloodroots	Headliner: NoviNews
Bloodyminded	Horses
Co-opoly	HOT SWAP: All Hands On Deck
Cosmo's Quickstop	In Other Waters
Creature in the Well	Inhuman Conditions
Décorum	JUMPGRID
Dialect: A Game about Language and How it Dies	Junk
Dicey Dungeons	Kind Words
Do Not Feed the Monkeys	(lo fi chill beats to write to)

## NOMINEES CONTINUED

Knights and Bikes	Red Flags
Kroma	RPG TIME: The Legend of Wright
Liberated	Shasn
Lineweight	Skate & Date
Lost & Found: Order in the Court - the Party Game	Smile For Me
Mad Mixologist	Spring Falls
Moncage	SweetXheart
Mortals for Blinks	Tetrahed Run
Nauticrawl	Tick Tock: A Tale for Two
Neo Cab	The Under Presents
NEScape!	Wao Kanaka
The Occupation	WarTweets
Patrick's Parabox	When Rivers Were Trails
Plasticity	Wizard's Warehouse: The Magick of Retail
Queering Spacetime	Wrong Box



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