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 PRIJX 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
Anthology of Intimacy
ARBox
Biped
Blabarium
Blind Spot
Bloodroots
Bloodminded
Co-opoly
Cosmo's Quickstop
Creature in the Well
Découret
Dialect: A Game about Language and How it Dies
Dicey Dungeons
Do Not Feed the Monkeys

Dragon's Descent
ElemenTerra
Elsinore
Fujii
Grace Bruxner Presents: The Haunted Island, a Frog Detective Game
The Headlands Gamble
Headliner: NoviNews
Horses
HOT SWAP: All Hands On Deck
In Other Waters
Inhuman Conditions
JUMPGRID
Junk
Kind Words
(Lo fi chill beats to write to)

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