

MUSEUM OF THE MOVING IMAGE

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INDIECADE EAST, THE NEW YORK CITY EDITION OF THE LEADING INDIE GAME FESTIVAL, RETURNS TO MUSEUM OF THE MOVING IMAGE FEBRUARY 16–18

The 2018 edition, a celebration of IndieCade's tenth anniversary, launches an exhibition featuring influential indie games and designers championed by the organization in the past decade

Astoria, Queens, New York, January 19, 2018—IndieCade™, the nation's premier independent video game festival, and Museum of the Moving Image, the nation's only museum devoted to film, television, and digital media, will partner for a fifth year to present **IndieCade East** from **February 16 through 18, 2018** at Museum of the Moving Image in New York City.

This lively weekend festival—which fills the Museum with games, panels, and talks—celebrates the diversity and creativity of both video game creators and fans and showcases how their independent energy, inspiration, and innovation enrich the world of video games. While much of the focus is on new and upcoming games, this year's edition will also take a retrospective look, in celebration of IndieCade's tenth anniversary. The festival will launch ***IndieCade Presents: A Decade of Game Design***, an exhibition that highlights eight influential game developers from this past decade, presenting recent projects and contextualizing them within their larger bodies of work. Featured makers are **Anna Anthropy, Tracy Fullerton, Copenhagen Game Collective, David Kanaga, Paolo Pedercini, Nonny de la Pena, Jason Rohrer**, and **Aureia Harvey / Tale of Tales**. The exhibition will be on view February 16 through June 17, 2018.

In addition to the exhibition, the festival program includes:

- **panels and discussions** headlined by prominent gamemakers, academics, artists, and additional industry professionals;
- **Night Events**, Friday and Saturday evenings devoted to physically interactive and party-style gameplay and music;
- **Show & Tell** demos of work-in-progress games;
- **Community pop-up**, including two-hour Show & Tell slot (open first-come, first-served to Full Festival passholders);
- **twelve-hour game jam utilizing Blink**, a tactile new hardware developed by MIT graduates, with the work of Jason Rohrer as inspiration to create games about the

journey of life;

• **improv workshop led by Upright Citizens Brigade**; and an immersive theater workshop.

More information will be announced soon. Check movingimage.us or IndieCade.com for updates.

IndieCade East 2018 passes are now on sale:

\$125 (\$100 for students, seniors, and select MoMI members). Individual day passes are also on sale (\$45). Order online at movingimage.us/IndieCadeEast or purchase in person at the Museum during public hours.

About IndieCade

Applauded as the “Sundance of the videogame industry,” IndieCade supports independent game development globally through a series of international events highlighting the rich, diverse, artistic and culturally significant contributions of indie game developers. IndieCade's programs are designed to bring visibility to and facilitate the production of new works within the emerging independent game community. Annual events include IndieCade East, IndieCade's Showcase @ E3, and IndieCade Festival, the largest gathering of independent game creators in the nation. For more information, visit indiecade.com.

Digital media at Museum of the Moving Image

As the first museum to include video games as part of the scope of the “moving image,” Museum of the Moving Image has a history of showing innovative moving image works. Changing exhibitions focusing on this subject area began in 1989 with *Hot Circuits: A Video Arcade*, the first-ever exhibition at any museum devoted to video games; *Interactions/Art and Technology* (2004), presented in conjunction with Ars Electronica (Linz, Austria); and *Spacewar! Video Games Blast Off* (2013), a survey of 50 years of video games. More recently in video game exhibitions, the Museum partnered with IndieCade in 2014 to present *Indie Essentials: 25 Must-Play Video Games*. Currently on view through March 25 are Bennett Foddy and AP Thomson's *Multibowl*, a collection of fast-paced mini games sourced and sampled from more than 300 video games published before 2000; and Angela Washko's *The Game: The Game*, a dating simulator that pits players against several men modeled on real-life seduction coaches, who vie for their attention in a bar setting; The Museum also includes video games in its core exhibition, *Behind the Screen*, and collection.

Join the conversation using **#IndieCadeEast18**

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[PRESS REGISTRATION IS OPEN: PLEASE APPLY FOR CREDENTIALS.](#)

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MUSEUM INFORMATION

Hours: Wednesday-Thursday, 10:30 a.m. to 5:00 p.m. Friday, 10:30 to 8:00 p.m. Saturday-

Sunday, 10:30 a.m. to 6:00 p.m.

Film Screenings: Unless otherwise noted, tickets for screenings are \$12 (\$9 students and seniors / free for Museum members at the Film Lover and MoMI Kids Premium levels and above) will be available for advance purchase online at movingimage.us. Ticket purchase may be applied toward same-day Museum admission.

Museum Admission: \$15 for adults; \$11 for persons over 65 and for students with ID; \$7 for children ages 3–17. Children under 3 and Museum members are admitted free. Admission to the galleries is free on Fridays, 4:00 to 8:00 p.m.

Location: 36-01 35 Avenue (at 37 Street) in Astoria.

Subway: M (weekdays only) or R to Steinway Street. W (weekdays only) or N to Broadway.

Program Information: Telephone: 718 777 6888; Website: movingimage.us

Membership: <http://movingimage.us/support/membership> or 718 777 6877

Museum of the Moving Image is housed in a building owned by the City of New York and has received significant support from the following public agencies: New York City Department of Cultural Affairs; New York City Council; New York City Economic Development Corporation; New York State Council on the Arts with the support of Governor Andrew M. Cuomo and the New York State Legislature; Institute of Museum and Library Services; National Endowment for the Humanities; National Endowment for the Arts; and Natural Heritage Trust (administered by the New York State Office of Parks, Recreation and Historic Preservation). For more information, please visit movingimage.us.