

Grammy-nominated videogame composer Austin Wintory to keynote biggest Freeplay festival ever in April

Austin Wintory, the first videogame composer to be nominated for a Grammy Award, and the mind behind the music for *Journey*, *The Banner Saga*, *Monaco*, and *fIOW*, will give the keynote address at Freeplay's 2015 festival.

This morning, Freeplay revealed its 2015 program, which spans ten days from April 10-19, including the Grammy-nominated Wintory's keynote, and has put tickets on sale.

A complete Freeplay Pass will cost just \$55.00, while single tickets are also available to individual events.

"We're incredibly pleased with how affordable and accessible we've managed to keep the festival," said Dan Golding, Freeplay Director. "Despite being our biggest festival ever, 80% of our 2015 events are actually completely free. We've also got a huge number of events that will be live-streamed for free online, which means anyone in the world can make it to Freeplay 2015."

The reshaped program represents a big evolution for Freeplay, which was previously focused on a conference weekend. 2015 program highlights include a game jam at the Arts Centre Melbourne, a public-facing event at the Wheeler Centre featuring comedian Lawrence Leung, and the Freeplay 10 at ACMI, an event that will look back at ten key Australian indie games from the last decade.

Freeplay's 2015 festival will culminate with a weekend of amazing events in Melbourne, including Wintory's keynote, a symposium of panel discussions, and of course the 2015 Freeplay Awards. For the first time ever, the Freeplay weekend will also include the Freeplay Fete, which will include local video and tabletop games to play, as well as talks, workshops, and a craft fair with games and DIY game items for sale.

Tickets and the full program can be found at freeplay.net.au

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Hi-Res images: <http://www.freeplay.net.au/media/>

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About Austin Wintory

Grammy-nominated and two-time BAFTA-winning composer Austin Wintory's diverse career has straddled the worlds of concert music, film, and video games.

In 2012, Austin's soundtrack for the hit PlayStation3 game *Journey* became the first-ever Grammy-nominated videogame score, also winning two British Academy Awards, a DICE Award, a Spike TV VGA, and IGN's "Overall Music of the Year," along with five Game Audio Network Guild awards, and a host of others. Excerpts from the score have been performed all over the world since its release, including by such as ensembles as the National Symphony, San Francisco Symphony, Colorado Symphony and Pacific Symphony.

Austin's next major game undertaking was *The Banner Saga*, featuring America's premiere wind ensemble The Dallas Wind Symphony, and an all-star trio of soloists (Malukah, Peter Hollens and Taylor Davis). The game and soundtrack album achieved immediate critical and commercial success upon release in early 2014, garnering Austin his 4th and 5th British Academy Award nominations and a nomination for the peer-voted ASCAP Composers' Choice Awards for "Best Video Game Score of the Year."

Austin's film work including the Sundance-winning films *Captain Abu Raed* and *Grace*, along with over 45 other feature films such as *A Little Help* (starring Jenna Fischer), *The River Why* (starring Zach Gilford and William Hurt) and *Standoff* (starring Laurence Fishburne and Thomas Jane).

About Freeplay

Freeplay is Australia's longest-running and largest independent games festival, located in Melbourne, Australia. Freeplay draws Australia's independent game community together at its conference, public events program, arcade, and awards. The festival joins players, makers, critics, artists, academics, and students for a critical celebration of the artistry of games and digital culture.

Since 2004, Freeplay has played host to thousands of attendees and hundreds of talks from speakers such as Harvey Smith (*Deus Ex*), Kieron Gillen (*Rock, Paper, Shotgun*), Jonathan Blow (*Braid*), Brandon Boyer (IGF chair), Adam Saltsman (*Canabalt*), Mare Sheppard (*N+*), Tesuya Mizaguchi (*Rez*), Erin Robinson (*Gravity Ghost*), and Steve Swink (*Scale*). Freeplay has a proud history of showcasing local independent games at both its arcade and awards, including *Jolly Rover* (Best Australian Game 2010), *Antichamber* (Best Australian Game 2011), *Tickets* (Best Australian Game 2012), and *Framed* (Best Australian Game 2013). Iconically-Melbourne, Freeplay has consistently been part of the city's culture, having partnered with ACMI, the State Library of Victoria, Next Wave, The Wheeler Centre, and Federation Square over the years.

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