

Freeplay announces key 2015 dates, including biggest ever festival, and the Freeplay awards.

This morning the Freeplay Independent Games Festival announced its biggest ever festival, to take place in April 2015.

April 10 – 19 will see ten days of Freeplay to celebrate ten years of Freeplay. The festival will take place in Melbourne, Australia, and for the first time will include a free online-only program that will include speakers from around Australia and the globe. The ten-day festival will culminate in a complete weekend of events on April 18 and April 19.

“We’re incredibly excited about our biggest festival yet,” said Dan Golding, Freeplay’s director. “It’s funny to think of it this way, but having run ten festivals makes us one of the oldest games events in the world, let alone Australia. Freeplay has seen so much—from our amazing array of speakers, award-winning games, our volunteers, and of course our staff—that we can’t let that pass unremarked on.”

Freeplay also announced the details of its 2015 awards. Open as usual to both digital and analogue games, submissions will open on March 2 and will close on March 13. Finalists will be announced on the first evening of the festival, April 10, and the winners will be revealed at a special ceremony to mark the end of the festival on April 19.

For the first time ever, Freeplay has also appointed a chair of the Freeplay awards to oversee the jury and the judging process. The inaugural chair will be Cherie Davidson, indie game developer and RMIT University lecturer.

The details of Freeplay’s 2015 program, including our international keynote, will be revealed on February 27. Tickets will also go on sale on this date.

Finally, Freeplay is also welcoming a limited number of speaker submissions for the 2015 festival. More details can be found at freeplay.net.au

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Timeline:

February 27 Program and keynote announced

February 27 Tickets on sale

March 2 Awards open for submissions

March 13 Awards close

April 10 Freeplay 2015 begins

April 10 Freeplay Awards finalists announced

April 19 Freeplay Award winners announced

April 19 Freeplay 2015 finishes

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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), *Stickets* (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.