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Freeplay Announces 2014, 2015 events

The Freeplay Independent Games Festival is pleased to today announce our key events for 2014 and 2015.

For the first time since the inaugural Freeplay festival in 2004, Freeplay will take place in the first half of the year – in April 2015. This will be Freeplay's tenth event, which will be celebrated with Freeplay's largest ever program, with ten days of events planned. Our exciting 2015 keynote, awards, and array of events will be revealed soon.

"Shifting to earlier in the year is something we've been talking about for a while," said Freeplay director Dan Golding. "Freeplay has been shaking things up ever since it was started in 2004, but the one thing that hasn't been shaken up for a while is the format of the festival itself. So that starts now."

In building to our biggest ever festival in 2015, Freeplay will be running two key events in 2014.

On October 18, Freeplay will, in collaboration with the Australian Centre for the Moving Image, run Parallels, a day-long critical celebration of independent games culture. Central to this event will be the Parallels Showcase in the ACMI Studio at 7pm, a 90-minute curated showcase of local game-makers and their current projects. Following the style of Venus Patrol's 'Horizon' events held at the Museum of Contemporary Art, the Parallels Showcase will feature demonstrations of local games by their creators. Preceding the Showcase on the 18th will be the Parallels Playday held in the ACMI Lightwell. This event will feature publicly interactive activities and performances. "With Parallels, we really have a chance to curate and showcase work that excites and challenges us in a way that we haven't really been able to do before," said Golding.

Finally, on August 31, Freeplay will run 'Play By the Book' as part of the Melbourne Writer's Festival's 'LitHop' event. During this event, held at Rancho Notorious, upstairs at 1000 Pound Bend, games and literature will be placed head-to-head, as indie games are played while readings of classic literature are performed. The result will be a fascinating and strange hybrid of forms and culture.

Despite these three significant announcements, Freeplay still isn't done for 2014, with more news to follow over the following months.

Freeplay also announced a renewal of its board, with Hugh Davies stepping down as Chair, and Gideon Hornung stepping down as Vice Chair. Taking over their roles are Trent Kusters (from League of Geeks) and Jess Kilby (from Pop Up Playground). Both Davies and Hornung will remain on the Freeplay board. The full Freeplay

board can be viewed [here](#).

To buy tickets to the Parallels Showcase on the October 18, go to the ACMI website listing [here](#).

To buy tickets to Play By the Book as part of LitHop, go to the MWF website [here](#).

To view a recording of the announcement as it happened, click [here](#).

Key dates:

August 31 – Play By the Book

October 18 – Parallels Playday and Showcase at ACMI

April 2015 – Freeplay 2015

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About the Freeplay Independent Games Festival

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.

About the Parallels Showcase

The realm of games culture contains parallel worlds.

The secret is that, alongside the mega blockbusters and the viral hits, there's a whole universe of games to be explored: from the artsy, to the weird, to the

provocative, to the punk. For ten years, the Freeplay Independent Games Festival has been exploring these vital margins of game culture in Australia, from bedroom coders, to artists exploring the possibilities of games, to game culture's punk rockers and agitators.

Now, Freeplay is bringing Australia's most exciting under-the-radar games projects and people together to showcase game culture's parallel worlds. Come and watch as local designers demonstrate and play their creations live on stage, as they discuss their influences and creative passions. Discover new games and game makers, and find out what makes them tick. Join us on a journey to reveal the artistry and talent of Australia's independent game makers.

If you've ever wondered what goes on in the parallel worlds of games culture, come with us.

About Play By the Book

Life is full of perfect combinations, from chocolate and chilli, to florals and stripes, to Frankenstein's Monster and Dracula. To that, we can now add literature and videogames. Join Freeplay as they curate a selection of matching videogames and literature to be staged against each other. While each game is played, an extract of a thematically matching work will be read simultaneously, juxtaposing, merging, and creating a weird and offbeat hybrid performance across media. What would a game of exploration feel like when played with poetry about nature? What would a horror story sound like when read over the top of an eerie, unsettling videogame? Find out, at Play by the Book.

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