

MUSEUM OF THE MOVING IMAGE

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INDIECADE EAST, THE EAST-COAST EVENT OF THE LEADING INDIE GAME FESTIVAL, RETURNS TO MUSEUM OF THE MOVING IMAGE APRIL 29–MAY 1

Early-bird IndieCade East Festival passes are now on sale (through Feb. 29)

Astoria, Queens, New York, February 4, 2016—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 fourth year to present **IndieCade East** from **April 29 through May 1, 2016** 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.

The Festival program includes a professional **conference featuring panels and discussions** headlined by the industry's most prominent gamemakers, academics, artists, marketers, and journalists. In addition, IndieCade East offers many opportunities to play new games with an extensive **showcase featuring the 2015 IndieCade Festival winners** and other notable games; the popular **eSports tournament; Night Games**, an evening devoted to physically interactive and party-style gameplay; and other opportunities to experience cutting-edge platforms and new titles.

There are also the **Show & Tell** demos throughout the Festival where emerging gamemakers will present their work-in-progress games, promote an upcoming release or their crowd-funded project, or just show off their games.

Co-Chairs of this year's IndieCade East are Toni Pizza and Simon Ferrari. The conference portion is led by Co-Chairs Jennie Robinson Faber & Henry Faber, who stated: "Every day we are challenged by what we choose to make and play. Your decision to observe existing rules, support systems, and technical constraints or instead question and break them, will shape the long-term human impact of these cultural artifacts as much as your individual sustainability. We are very interested in the act of game-making as a tool for social welfare, a small part of a broader system that strives to make life better for everyone." Read the full statement [here](#).

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

Early-bird IndieCade East festival passes are now on sale through February 29, 2016: \$100 (\$80 for Museum members at the Film Lover, Kids Premium levels and above). Each pass gives access to all IndieCade East programs and events. Order online at movingimage.us/IndieCadeEast or purchase in person at the Museum during public hours.

After February 29, IndieCade East passes will be \$125 (\$100 for Museum members at the Film Lover, Kids Premiums levels and above).

Show & Tell demo slots are still available for Developers (purchase of full-festival pass required). Sign up [here](#) (more information at indiecade.com/east2016)

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 is considered a leading institution in the exhibition of digital media. 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. Most recently in video game exhibitions, the Museum partnered with IndieCade in 2014 to present *Indie Essentials: 25 Must-Play Video Games*. The Museum also includes video games in its core exhibition, *Behind the Screen*.

Join the conversation using **#IndieCadeEast16**

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

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MUSEUM INFORMATION

Museum of the Moving Image (movingimage.us) advances the understanding, enjoyment, and appreciation of the art, history, technique, and technology of film, television, and digital media. In its stunning facilities—acclaimed for both its accessibility and bold design—the Museum presents exhibitions; screenings of significant works; discussion programs featuring actors, directors, craftspeople, and business leaders; and education programs which serve more than 50,000 students each year. The Museum also houses a significant collection of moving-image artifacts.

Hours: Wednesday-Thursday, 10:30 a.m. to 5:00 p.m. Friday, 10:30 to 8:00 p.m. Saturday-Sunday, 11:30 a.m. to 7:00 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: \$12.00 for adults; \$9.00 for persons over 65 and for students with ID; \$6.00 for children ages 3–12. 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. Q (weekdays only) or N to 36 Avenue.

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

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

The Museum is housed in a building owned by the City of New York and located on the campus of Kaufman Astoria Studios. Its operations are made possible in part by public funds provided through the New York City Department of Cultural Affairs, the New York City Economic Development Corporation, the New York State Council on the Arts, the National Endowment for the Arts, the National Endowment for the Humanities, the Institute of Museum and Library Services, and the Natural Heritage Trust (administered by the New York State Office of Parks, Recreation, and Historic Preservation). The Museum also receives generous support from numerous corporations, foundations, and individuals.