



**MEDIA RELEASE:** Tuesday 13 February 2024

## **SAGE Awards & Jury Launched for 2024 Discussion Panels Program Announced**

**South Australian Game Exhibition: Feb 16 & 17**

Adelaide's newest and biggest video games showcase, **South Australian Game Exhibition (SAGE)**, has launched two new awards to celebrate innovation and excellence in the state's games sector and announced the exciting program of speakers and panels at this week's free, family-friendly event.

Presented by the **South Australian Film Corporation (SAFC)** as the flagship event on the 2024 Adelaide Fringe Interactive program, SAGE is a super showcase of South Australia's video game development sector, with a huge range of locally made games on display to see and play on Friday 16 and Saturday 17 February at Adelaide Studios.

Now in its second year, SAGE 2024 is double the fun and excitement with two action-packed days of free fun, an extended program of more than 30 exhibitors, and now two new awards: the **SAGE: Elevate Award** for the best game in the Elevate section, with a prize of \$1,000 of legal services provided by SAGE partner Cam Rogers Legal, and the **SAGE Award for Best in Exhibition**, with a \$2,000 cash prize for the best game overall, provided by the SAFC.

The Awards will be determined by the **2024 SAGE Jury** comprised of Screen Australia Games Investment Manager Chad Toprak, Big Ant Studios Chief Operating Officer Mark Bracken, Kotaku managing editor David Smith, Games Hub's Leah Jade Williams and independent games consultant Jon Cartwright.

Also announced today is the **SAGE Advice** program of talks and discussion panels taking place over the two day-event, featuring industry experts including Screen Australia Games Investment Manager **Chad Toprak**; Big Ant Studios COO **Mark Bracken**; Senior Quality Assurance Analyst at Mighty Games (A Keywords Studio) **Lucie Migne**; Interactive Games and Entertainment Association (IGEA) CEO **Ron Curry**; **Cam Rogers** of Cam Rogers Legal; Half Giant Co-Founder and Co-Director **David Smith**; **Kirsty Parkin** of Supaglu Recruitment; Game Plus Manager **Onnie Chan**; Department for Trade and Investment Business Development Manager **Claudia Watson**; games journalists **David Smith** of Kotaku and **Leah Jade Williams** of Games Hub; and education experts from **Flinders University** and the **Academy of Interactive Entertainment (AIE)** alongside SAFC Game Development Strategy Executive **Patrick Webb** and SAFC Head of Communications and Marketing **Petra Starke**.

Joining these industry heavyweights on the SAGE Advice panels will be SA game developers including Catalyst Games' **Aiden Gyory**; Cerulean Creative Studios' **Arthur Ah Chee**; CinnaDev's **Heidi Borge**; Mini Mammoth Games' **Edee Korhonen-Bannister**; Paper Cactus Games' **Leo Cheung**; We Have Always Lived in the Forest's **Chantal Ryan**; and We Made a Thing Studios' **Jeremy Kelly Bakker** and **Tom Phillips**.

Following last year's bumper inaugural event which attracted more than 800 people across a single afternoon, SAGE 2024 is back bigger and better than ever allowing video game fans, players, enthusiasts and everyone in between to experience exciting new South Australian made games first-hand and meet the people behind them. Learn all about South Australia's video game development industry and how the SAFC supports it; find out more about the exciting career pathways on offer in

the sector and how you can be a part of it and more - and it's all FREE! Get your free tickets now via the [Adelaide Fringe](https://www.adelaidefringe.com) and find more information at [sageexhibition.com](https://www.sageexhibition.com)

**SAGE ADVICE QUICK-LOOK PROGRAM**

**Friday 16 February**

- 2.30pm – 3.15pm *SA Great: South Australian games getting national support – presented by Screen Australia*
- 4.00pm – 4.45pm *Choose Your Own Adventure: Pathways into a games sector career*
- 5.15pm – 6.00pm *Destination Unknown: Where will gaming go next?*

**Saturday 17 February**

- 11.30am – 12.15pm *Power Up: Getting a job in the games sector – Presented by Big Ant Studios*
- 1.00pm – 1.45pm *Supporting Game Makers: Funding and other support for game developers, and how to access it*
- 2.30pm – 3.15pm *Level Up: How to perfect your pitch, stand out and make your game hot property*

More detail and speaker bios available at [sageexhibition.com](https://www.sageexhibition.com)

**SAGE 2024 features:**

- 32 total exhibitors across the main SAGE Showcase and new Elevate section, spread across both sound stages at the SAFC's Adelaide Studios screen production facilities in Glenside;
- Informative displays from partner organisations across industry, education and more;
- A new Refuel Zone featuring food trucks and refreshments, and
- A brand new "SAGE Advice" program of panel discussions featuring local game developers and national industry experts.

SAGE: SA Game Exhibition is FREE and open to all at Adelaide Studios, 1 Mulberry Road Glenside, Friday 16 February 1.00pm-6.00pm (Official opening by Arts Minister Andrea Michaels at 1.30pm) and Saturday 17 February 10.00am-6.00pm. Get your free tickets now via the [Adelaide Fringe](https://www.adelaidefringe.com) and find more information at [sageexhibition.com](https://www.sageexhibition.com)

**MEDIA CONTACT:** Cathy Gallagher 0416 227 282 [cathy@abcfilm.com](mailto:cathy@abcfilm.com)

**MEDIA DOWNLOADS:** <https://bit.ly/3S3hBqW>

PRESENTED BY



South Australian **Film Corporation**

INDUSTRY PARTNER



PLATINUM SPONSOR



GOLD SPONSORS



ELEVATE SPONSOR



REFUEL ZONE SPONSOR



SILVER SPONSORS

