



**MEDIA RELEASE:** Thursday 29 January, 2026

## South Australian Game Exhibition levels up with bumper SAGE Advice discussion panels program

**SAGE 2026: February 6 and 7 at Adelaide Studios**

Ever wondered how video game music is composed? Or what Adelaide's game development industry was like in the 1990s? How do you get a job in the games sector, and what skills do you need to thrive? Find out the answers to all these questions and more at South Australia's biggest video games expo **SAGE: South Australian Game Exhibition**, 6-7 February at Adelaide Studios.

Presented by the **South Australian Film Corporation (SAFC)** as a special pre-event activation of the **2026 Adelaide Fringe**, 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, interactive displays, information about games sector jobs and education and a whole lot more.

Now in its fourth year, SAGE 2026 presents two action-packed days of free, all-ages fun with a record 41 exhibitors showcasing SA-made video games across PC, mobile, console, VR/XR and more, including 15 games and/or studios exhibiting at SAGE for the first time.

Talented SA developers and creatives will join industry experts and leaders from around Australia on the free [SAGE Advice program of talks and discussion panels](#), with sessions running across both days. Topics cover everything from the history of SA video games to current tech trends, insider looks at how games are developed, published and marketed, as well as tips and advice on how to get started in the industry, jobs and education pathways and more.

Speakers include **Big Ant Studios COO Mark Bracken (SA)** and team; **Screen Australia Games Investment Manager Dakota Barker (VIC)**; **IGEA CEO Ron Curry (NSW)**; **Epic Games Senior Engineer Jack Condon (VIC)** and **Senior Marketing Manager Chantal Chateauneuf (VIC)**; **Tantalus South Head of Studio Kim Forrest (SA)**; games business expert **Jon Cartwright (QLD)**; leading business and game studies researcher **Jacqueline Burgess (QLD)**; plus games media and marketing experts, education representatives from **Adelaide University, Flinders University, CDW Studios, AIE** and **SAE** and more.

Following last year's record-breaking event which attracted more than 3,000 people, SAGE 2026 is 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.

**Arts Minister Andrea Michaels MP** said: "South Australia's video game industry continues to grow rapidly and SAGE is a fantastic way to learn more about this exciting field from video game experts and leaders from across Australia."

SAGE: SA Game Exhibition is FREE and open to all at Adelaide Studios, 1 Mulberry Road Glenside, Friday 6 February 10.00am to 5.00pm (Official opening by Arts Minister Andrea Michaels at 10.30am) and Saturday 7 February 10.00am to 4.00pm. Get your free tickets now via the [Adelaide Fringe](#) and find more information at [sagegameexhibition.com](http://sagegameexhibition.com)

## SAGE 2026 – SAGE ADVICE QUICK-LOOK PROGRAM

### Friday 6 February

10.30am	<i>SAGE 2026 Official Opening by Arts Minister Andrea Michaels MP</i>
11.00 – 11.45am	<i>What I Learned at Gamescom</i>
12.00 – 12.45pm	<i>Settling the Score: Making Music for Games</i>
1.00 – 1.45pm	<i>Kickstart Your Career: Education Pathways into Games</i>
2.00 – 2.45pm	<i>Game Changers: SA Developer Showcase I</i>
3.00 – 3.45pm	<i>Power Up: How to Market Your Game</i>
4.00 – 4.45pm	<i>Opportunities for Developers: Funding, Publishing, Getting Started</i>

### Saturday 7 February

10.30 – 11.15am	<i>How We Got Here: Real Pathways into the Games Industry – Presented by Platinum Sponsor Big Ant Studios</i>
11.30 – 12.15pm	<i>Game Changers: SA Developer Showcase II</i>
12.30 – 1.15pm	<i>Paper Prototyping and Free Tools: Starting Game Development Without an Engine</i>
1.45 – 2.30pm	<i>Press Start: Developing Your Games Career</i>
3.00 – 3.45pm	<i>Letting the Rat out of the Bag: Memories from Ratbag and Krome Adelaide</i>

View full program details at [sagameexhibition.com/program](http://sagameexhibition.com/program)

All SAGE Advice sessions will be filmed by SAGE Media Partner Channel 44 and made available for repeat viewing after the event via the SAGE website and SAFC YouTube channel, providing an ongoing information resource for the SA games sector and those interested in joining it.

### SAGE 2026 FEATURES:

- A record 41 games to see and play from SA games studios including 15 exhibiting at SAGE for the first time, spread across both sound stages at the SAFC’s Adelaide Studios screen production facilities in Glenside,
- A bumper two-day “SAGE Advice” program of panel discussions featuring industry experts,
- Interactive displays from partner organisations across industry, education and more,
- Meet directly with employers and education providers and discover screen sector career pathways,
- Chill out at the IGEA Refuel Zone with food trucks, coffee, snacks and refreshments, and more!

**MEDIA CONTACT:** SAFC Head of Communications and Marketing Petra Starke 0407 799 907  
[petra.starke@safilm.com.au](mailto:petra.starke@safilm.com.au) or [communications@safilm.com.au](mailto:communications@safilm.com.au)

**MEDIA DOWNLOADS (PHOTOS, VIDEO):** <https://bit.ly/3S3hBqW>

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 **South Australian Film Corporation**

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