



MONTREAL INTERNATIONAL GAME SUMMIT 08

MIGS unveils dates and announces new features for the 2008 edition

Montreal, April 10, 2008 – Alliance numérique, Quebec's digital industry network and organizer of the Montreal International Game Summit (MIGS), today unveiled the dates of the fifth edition of the Summit, to be held on November 18 and 19, 2008 at the Palais des congrès de Montréal. Alliance numérique is also taking the opportunity to announce that, for the first time, the Summit will host a series of free activities for the general public, allowing visitors to get a first-hand look at the many facets of Quebec's game industry.

"MIGS is already five years old! Since its launch in 2004, the video game industry has experienced tremendous growth in Montreal and Quebec, and it continues to expand. Today, Montreal is considered one of the world's video game capitals. It's time to showcase the industry here in the city itself. Alliance numérique looks forward to introducing Quebecers to the creativity and vitality of the video game industry," stated Alain Lachapelle, Director of MIGS.

The activities presented to the public at MIGS 2008 will help demystify the various facets of the video game sector. This initiative is one of a number of innovative program features organized by Alliance numérique to respond effectively to the needs of its members and contribute to the profile of a rapidly growing industry. After having opened the Business Lounge in 2006 and launched a Serious Games track in 2007, MIGS continues to break new ground with this series of public activities, while maintaining the quality of the Summit, which remains first and foremost a top calibre training event for professionals in the video game sector. In 2007, MIGS hosted some 80 speakers, experts and industry professionals, as well as more than 1,200 attendees who came to share their experience, knowledge and expertise.

Complete program to come

Keep an eye out for further details! In the coming months, Alliance numérique will announce the complete program of new activities for the public, which will highlight the creative and technical talents of the game producers, developers and editors who are its members. These activities will be held at various sites throughout the city during the week of the Summit.

Call for speakers

The Advisory Committee, which brings together representatives from key players in the Quebec and international game industry (A2M, Beenox, Eidos, Electronic Arts, *International Game Developers Association*, Sarbakan, Ubisoft, etc.), has launched a call for submissions from professionals in the game industry or affiliated sectors such as film and IT on one of the following six themes: art, technology, design, business and production and serious games. Those interested in speaking at MIGS must present their proposals no later than April 18, 2008 by filling out the questionnaire available on the MIGS website at: <http://www.sijm.ca/2008/en-call-for-speakers.html>.

Suggestions and proposals are always welcome and will be considered by the Committee. For more information or questions about MIGS, please contact the Director, Alain Lachapelle (alachapelle@alliancenumerique.com) at 514 848-7177, 224.

About MIGS

MIGS was created in 2004 to respond to the needs of the video game industry, which currently employs over 5,800 people in Quebec. The gathering is dedicated to promoting the transfer of knowledge and expertise, raising the international profile of the Quebec video game industry and fostering information sharing and dialogue among all industry stakeholders. A specialized top-level event, MIGS covers a variety of game development topics, including artistic creation, game design, production and programming.

For all the latest Summit news, to register or to subscribe to the MIGS newsletter, visit www.sijm.ca.

About Alliance numérique

Alliance numérique, Quebec's digital industry network, is dedicated to supporting and accelerating the growth and competitiveness of the industry. Focusing its efforts on private companies and SMBs, it has more than 200 members in the game, eLearning, education and Internet services and applications sectors. For anyone seeking to work with professionals in the field of interactive digital content, Alliance numérique is the gateway.

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