



MONTREAL INTERNATIONAL GAME SUMMIT 08

Innovative industry leaders to speak at the 5th Montreal International Game Summit

Montreal, Tuesday, September 9, 2008 – The Montreal International Game Summit (MIGS), organized by Alliance numérique, Quebec's digital industry network, today unveiled the exclusive line-up of keynote speakers to address the 1,500 attendees expected at the fifth edition of MIGS on November 18 and 19 at the Palais des congrès de Montréal. **Warren Spector** of Disney-Junction Point Studios, **Laura Fryer** of Microsoft Games Studio, and **Cheryl Olson** and **Lawrence Kutner**, authors of the breakthrough book *Grand Theft Childhood*, will join Frontier Development's **David Braben** on the MIGS roster of featured speakers.

Keynote speakers will include :

- **Warren Spector** has worked in the game industry for the past 25 years and is best known as the man who brought us the award-winning *Deus Ex* (Ion Storm). Now Vice President and Creative Director of Disney-Junction Point Studios, he is working on unique and innovative concepts that have yet to be revealed. Once presented, he claims, these concepts will be considered crazy by some, and by others the best thing since sliced bread!

« I had a great time speaking at the Montreal International Game Summit a couple of years ago. The people I met, the quality and variety of the sessions I attended, the city itself and the vibrant development community I found there, all made the experience something special. I'm really looking forward to a return engagement as one of the keynote speakers this year», said Spector.

- **Laura Fryer**, Executive Producer at Microsoft Games Studios, is considered one of the most influential women in the games industry. Notably, she is credited on classic titles such as *Crimson Skies*, *Fighter Ace* and *Gears of War*, for which she is currently preparing a sequel. During her presentation, *Production for People*, she will examine the desire to produce results as a fundamental human need and suggest inventive methods for enabling people to achieve their goals without selling short the fundamental pleasure of creativity.

- **Cheryl Olson** and **Lawrence Kutner** are co-directors of the Center for Mental Health and Media at Massachusetts General Hospital and authors of the groundbreaking book ***Grand Theft Childhood***. They will present the findings of their research into how teens and their parents perceive, react and respond to video games. Expect information that shakes up popular assumptions in their presentation entitled ***Grand Theft Childhood? Real Data on Video Games and Violence***.

"We're excited about speaking at MIGS. Our presentation is based on a two-year, \$1.5-million research study we conducted at Massachusetts General Hospital and Harvard Medical School. The results fly in the face of what many politicians and pundits tell the public," state Cheryl Olson and Lawrence Kutner.

- An active and outspoken advocate for the video game industry in the UK, **David Braben** of Frontier Developments will analyze recent and impending changes in technology and the implementation of new business models, as well as offer his predictions for the sixth generation of consoles in a session entitled ***Planning for the Future?***

To enable professionals from related sectors to hear what these industry leaders have to say, MIGS organizers are this year offering a special and affordable rate for those interested in attending one or more keynote presentations only. This rate also provides access to the Exhibition Zone, where Quebec and international firms will present their products and plenty of eye-catching diversions.

Major partners

Once again, MIGS is pleased to acknowledge the support of its public sector partners Canada Economic Development, Canadian Heritage, the Quebec Ministry for Economic Development, Innovation and Export Trade (MDEIE) and the Quebec Ministry of Culture, Communications and the Status of Women, as well as the public relations contributions of its corporate partner High Road Communications.

About MIGS

MIGS was created in 2004 to serve members of the video game industry, which currently employs over 6,200 people in Quebec. The gathering promotes the transfer of knowledge and expertise, raises the international profile of the Quebec video game industry and cultivates information sharing and dialogue among industry stakeholders. A specialized, top-tier event, MIGS covers a broad range of fields, from artistic creation through to design, production, programming and serious games.

For more information, to register for the event or to sign up for the MIGS newsletter, visit the Summit website at www.sijm.ca.

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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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