



MONTREAL INTERNATIONAL GAME SUMMIT 08

Press release

For immediate release

5th Montreal International Game Summit: more big names added to the 2008 lineup

Montreal, September 16, 2008 – The Montreal International Game Summit (MIGS), organized by Alliance numérique, today announced the core programming of its fifth edition, to be held November **18 and 19, 2008**, at the Palais des congrès de Montréal. Once again, the Summit is building on dynamic content with high-level, unique and innovative conferences, panels and roundtables that are sure to capture the attention of professionals in the video game industry.

More than **80 speakers** from across North America and Europe are expected to attend this year. Participants can choose from more than **80 quality presentations and roundtables** organized into **six tracks** (Business, Visual Arts, Game Design, Serious Games, Production and Technology). In addition to the four keynotes announced previously, this year's lineup includes:

Business Track:

- **Brett Close**, President and CEO, **38 Studios**, USA
- **Steve Schnur**, World Wide Executive of Music and Marketing, **EA**, USA
- A panel featuring **Adam Boyes (Capcom)**, **Tom Buscaglia (Dev-Biz)**, **Brian Christian (Konami Digital Entertainment)** and **Denis Lacasse (A2M)** with the evocative title: ***How to Date a Publisher!***

Visual Arts Track:

- **Oleg Alexander**, Lead Technical Artist, **Image Metrics**, USA
- **Jason Mitchell**, Software Developer, **Valve**, USA
- *Prince of Persia* team, **Ubisoft Montréal**, Quebec - Canada
- Duo **Sébastien Caisse**, Director of Business Development, and **Jean-Sébastien Duberger**, 2D Artistic Director/Lead Artist, **Volta**, Quebec - Canada

Design Track:

- **Rafael Chandler**, Freelance Writer, **Media Sunshine**, USA
- **Randy Smith**, Creative Director, **EA**, USA
- Panel entitled ***Games and Meaning: Designing for Social Impact*** featuring **Thomas J. Anderson (A2M)**, **Vander Caballerro (EA Montreal)**, **Chris Crowell (A2M)** and **Geneviève Lord (Montreal Campus, Burlington Champlain College)**

Production Track:

- **Clinton Keith**, President, **Clinton Keith Consulting**, USA
- **Reid Schneider**, Executive Producer, **EA Montreal**, Quebec - Canada

Tech Track:

- **George Dolbier**, CTO Games, **IBM**, USA
- **Quinn Dunki**, Senior Engineer, **Pandemic Studios**, USA
- Duo **Dean Giberson**, Senior Software Engineer, and **Paul Martin**, Technical Director, **Slant Six Games**, British Columbia - Canada

The complete program is available on the MIGS website at: www.sijm.ca.

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 contribution 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.

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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