



MONTREAL INTERNATIONAL GAME SUMMIT 09

For immediate release

The Montreal International Game Summit 2009 reveals its dates, a new location and issues a call for speakers

Montreal, March 31, 2009 – The Montreal International Game Summit (MIGS), which smashed several records last year with more than 100 speakers and 1,500 participants, will take place this year on **November 16th and 17th, 2009** in a new location: the **Hilton Bonaventure Hotel Montreal**. Industry leaders who would like the opportunity to speak at the sixth annual Summit can apply until April 24, 2009.

Call for Speakers

The Advisory Board, led by Jason Della Rocca, the executive director of the International Game Developers Association is now accepting proposals from top-level professionals in the game industry and affiliated sectors such as film, IT, mobile telephony, etc. In particular, the Advisory Board is keen to accept submissions that reflect the challenges of developing and designing games under the current global conditions.

Those interested in participating in MIGS are asked to submit their application **no later than April 24, 2009**, by completing the online form available at (<http://www.sijm.ca/2008/en-call-for-speakers.html>).

The MIGS conferences and panels last approximately 60 minutes each and include a question period. Six conference tracks will be covered, namely: art, business, design, production, serious games and technology.

For more information, please do not hesitate to contact Alain Lachapelle, MIGS Director (alachapelle@alliancenumerique.com), at 514 848-7177, extension 224.

New location

For the first time, the 2009 Summit will take place at the Hilton Bonaventure Hotel Montreal. Conveniently located in the heart of downtown Montreal, this unique hotel offers a friendly and personal atmosphere as well as services to please the Summit participants. Also, the Business Lounge participants will enjoy the exclusive and upscale environment.

About MIGS

MIGS was created in 2004 to serve members of the video game industry, which currently employs more than 6,200 people in Quebec. The company 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, including artistic creation, design, production, programming and serious games.

For more information about MIGS, to register for the event or to sign up for the MIGS Newsletter, visit the MIGS website at 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 close to 150 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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