

## **The Valencia Indie Summit independent videogame event returns on March 8th to 9th.**

- **The objective of this initiative is to connect the scene of the development of independent videogames with the city of Valencia.**
- **During two days there will be talks, workshops, round tables and games, as well as the celebration of the València Indie Awards 2019 (previously known as Paella Indie Awards).**
- **Ivace International promotes meetings with international publishers.**

The Las Naves innovation center promotes and hosts the València Indie Summit, an international event that in its first edition brought together more than 400 creators and important professionals from the sector, together with an exhibition area with more than forty companies.

In this new edition will meet once again local and international indie game developers in the city of Valencia.

The event will take place on March 7, 8 and 9, 2019 and will consist of two parts: two initial days dedicated to the professionals of the videogame sector (developers and industry respectively) and a third day dedicated to the general public, both with talks, round tables, exhibition of projects and network area.

The event will end with an awards gala, the "Valencia Indie Awards". We intend that the Independent Summit of Valencia be an annual event. Among its objectives are to help consolidate the city of Valencia as a strategic meeting point for this professional sector and open new international borders for creators and companies. Attendance at the event is free but requires prior registration, you can find more information on the organization's website:

<http://valenciaindiesummit.com/>

Some participants:

Mario Palmero: Unreal Engine Technical Evangelist. He is a prestigious programmer, has participated in Tequila Softworks projects such as Rime or The Invisible Hours, and previously in Fx Futbol. He is currently dedicated to telling the technical wonders of Unreal Engine for other developers.

Akiko Katagiri: BD at 505 Games. Originally she worked in online projects such as Webzen, Ghost'n Goblins Online and Megaman Online (canceled), and later in mobile games of several companies, before making the leap to all kinds of independent games with 505 Games. He knows perfectly the Korean and Japanese industry at all levels.

Luis Olivan: Production Manager and founder of Fictiorama Studios. Do not Feed the Monkeys is the first Spanish videogame that is a finalist in several awards at Independent Games Festival. As such, he comes to explain what he considers to be the secrets to have achieved such a high distinction.

Luis Quintans: President of the DEV. The Dev is the association of Spanish video game developers. Annually they make a white book with all the data on the Spanish industry, among other activities. Luis comes to explain how the video game industry in Spain works.

Carlos Fernandez - Lorena Ares: Dr platypus & Ms wombat: Production and animation managers of several animated games and audiovisuals, among which we can highlight the Zombeer videogame or the conversion of the comic "Memories of a man in Pajamas" by Paco Roca . They come to explain the differences and similarities between both disciplines, and how they can be learned from both.

Shin Imai: IGN Japan. Shin Imai is possibly the video game journalist in Japan with more curiosity about what happens outside their borders, and also one who writes more about experimental projects. For that reason he knows very well not only the Japanese independent scene, but also he can explain us what differences and similarities there are with other scenes nearby.

Thanks to the support of Ivace Internacional, the event also has a meeting space in which more than 10 international video game publishers will be able to talk with the attending developers, and find possible business routes for their projects. Among the publishers we find companies such as 505 Games, Merge Games, The Arcade Crew, Dear Villagers, Badland Games, 11 Bits, United Label, Zero Uno Games, Thunderful, Hidden Trap or Taxyon Games.

### **FINALIST GAMES (alphabetical list)**

- [3 Minutes to Midnight](#) - Scarecrow Studio
- [A Dose of You](#) - Super A.H.D. Mega Team
- [Anyone's Diary](#) - WDP Studio
- [Atlas' Fate: Between Light & Darkness](#) - Baby Robot Games
- [Away: Journey to the Unexpected](#) - Aurelien Regard
- [Baobabs Mausoleum Ep. 2](#) - Celery Emblem
- [Brayhir](#) - Nanku Games
- [Colossus Down](#) - Mango Protocol
- [Dawn of Fear](#) - Brok3nSite
- [Drop the Flops](#) - Cats Under Pressure
- [Effie](#) - Inverge Studios
- [Elium](#) - Lone Artisan Games
- [Eternum Ex](#) - Flynn's Arcades
- [Evil Inside](#) - JanduSoft
- [Explosive Dinosaurs](#) - RAWR Lab
- [Flat Heroes](#) - ParallelCircles
- [Ganbare! Super Strikers](#) - Rese Games
- [Idle Supermarket Tycoon](#) - Codigames
- [It is nice when it Snows](#) - Concano Games
- [John Mambo](#) - Iction Games
- [Kofi Quest: Alpha Mod](#) - Loftur Studio
- [LambS on the Road](#) - Flynn's Arcades
- [Meeple Station](#) - Vox Games
- [Melbits World](#) - Melbot Studios
- [Micro Pico Racer](#) - 2KSomnis
- [My Granny Lala and me](#) - Aranda & Olcina
- [Path to Mnemosyne](#) - Devilish Games
- [Relicta](#) - Mighty Polygon
- [Scrap Riders](#) - Games For Tutti
- [Sonar Beat](#) - Life Zero Games

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- [Squarewaves](#) - Red Mass Studio
- [Summer in Mara](#) - Chibig Studio
- [Super Dodgeball Beats](#) -
- [Super Volley Blast](#) - Unfinished Pixel
- [The Savior's Gang](#) - CatnessGames
- [The Season of the Warlock](#) - enComplot Games
- [Tower Princess: I've come for you!](#) - AweKteaM
- [Verdungeon](#) - Blustery Games
- [V.O.I.D.](#) - NAPE GAMES
- [Willy Jetman | Astromonkey's revenge](#) - Last Chicken Games

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