

MUSEUM OF THE MOVING IMAGE

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MUSEUM OF THE MOVING IMAGE PRESENTS EXHIBITION OF 25 INDEPENDENT VIDEO GAMES

Co-presented with IndieCade: International Festival of Independent Games

***Indie Essentials: 25 Must-Play Video Games* opens December 14, 2013**

Astoria, New York, October 4, 2013—Museum of the Moving Image and IndieCade will present ***Indie Essentials: 25 Must-Play Video Games***, an exhibition of 25 playable, independently produced games that represent the breadth and depth of the “indie” video game scene. The games will include cutting-edge titles—most notably the **award winners of 2013 IndieCade: International Festival of Independent Games**, which is taking place in Los Angeles on October 5 and 6—presented alongside a selection of independent games from the last decade that have had great impact on game design and culture.

Indie Essentials opens December 14, 2013, and will be on view through March 2, 2014, in the Museum’s third-floor changing exhibitions gallery. The 2013 IndieCade award-winning games will be announced at the festival on October 6; a complete list of games in *Indie Essentials* will be available on the Museum’s website by the end of October.

The designers and developers of the games presented in *Indie Essentials* are individuals or small teams working independently of large studios and publishers. They take daring creative risks to explore new forms and methods of play. Independent games are a fountain of innovation and experimentation, pushing the whole game industry forward as one of today’s most dynamic and important cultural forms.

Access to *Indie Essentials: 25 Must-Play Video Games* is included with Museum admission (and free for Museum members). All games in the exhibition are free play.

Towards the end of the exhibition’s run, the second annual ***IndieCade East*** will take place at the Museum on February 14 through 16, 2014. This non-competitive East Coast edition offers a lively weekend of games, talks, panels, and workshops celebrating independent games and the people who make and play them. The popular Night Games segment of the festival, with its freewheeling interactive game play for hundreds, will also return. Ticket information and advance purchase options will be announced soon.

"A thriving independent game community is essential to the health and growth of the video game industry," said Carl Goodman, the Museum's Executive Director. "Rapidly evolving technologies for game distribution and access, such as mobile devices and new game console systems, are providing independent makers with the ability to reach and entertain the public in ways never before possible. This exhibition and the subsequent festival will allow the emerging design community, as well as the public, to not only play these innovative, genre-busting games, but to interact with their makers. We are thrilled to build on our partnership with IndieCade to present both a second festival and this new exhibition."

"The first IndieCade East was successful by every measure," said Stephanie Barish, IndieCade's CEO. "The Museum of the Moving Image is an ideal partner. There's no better way to expand on our relationship and together highlight the importance of independent game development, than with our must-play exhibit over the winter, culminating with the next edition of IndieCade East in 2014. We can't wait to be back in New York."

About IndieCade

IndieCade supports independent game development and organizes a series of international events showcasing the future of independent games. It encourages, publicizes, and cultivates innovation and artistry in interactive media, helping to create a public perception of games as rich, diverse, artistic, and culturally significant. IndieCade was formed by Creative Media Collaborative, an alliance of industry producers and leaders founded in 2005. For more information, visit indiecade.com

Digital media at Museum of the Moving Image

As the first museum to include video games as part of the scope of the "moving image" and the first to appoint a full-time Curator of Digital Media in 1992, the Museum is considered a leading institution in the exhibition of digital media. Changing exhibitions focusing on this subject area have included *Hot Circuits: A Video Arcade* (1989), the first-ever exhibition at any museum devoted to video games ; *Interactions/Art and Technology* (2004), presented in conjunction with Ars Electronica (Linz, Austria); and *Real Virtuality* (2011), six experiments in art and technology. The Museum has regularly exhibited video games in its core exhibition, *Behind the Screen*, and most recently presented *Spacewar! Video Games Blast Off*, an exhibition exploring the first 50 years of video games.

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MUSEUM INFORMATION

Museum of the Moving Image (movingimage.us) advances the understanding, enjoyment, and appreciation of the art, history, technique, and technology of film, television, and digital media. In its expanded and renovated facilities—acclaimed for both its accessibility and bold design—the

Museum presents exhibitions; screenings of significant works; discussion programs featuring actors, directors, craftspeople, and business leaders; and education programs which serve more than 50,000 students each year. The Museum also houses a significant collection of moving-image artifacts.

Hours: Wednesday-Thursday, 10:30 a.m. to 5:00 p.m. Friday, 10:30 to 8:00 p.m. Saturday-Sunday, 11:30 a.m. to 7:00 p.m.

Film Screenings: Friday evenings, Saturdays and Sundays, and as scheduled. Tickets for regular film screenings are included with paid Museum admission and free for members.

Museum Admission: \$12.00 for adults; \$9.00 for persons over 65 and for students with ID; \$6.00 for children ages 3-12. Children under 3 and Museum members are admitted free.

Admission to the galleries is free on Fridays, 4:00 to 8:00 p.m. Tickets for special screenings and events may be purchased in advance by phone at 718 777 6800 or online.

Location: 36-01 35 Avenue (at 37 Street) in Astoria.

Subway: M (weekdays only) or R to Steinway Street. Q (weekdays only) or N to 36 Avenue.

Program Information: Telephone: 718 777 6888; Website: movingimage.us

Membership: <http://movingimage.us/support/membership> or 718 777 6877

The Museum is housed in a building owned by the City of New York and located on the campus of Kaufman Astoria Studios. Its operations are made possible in part by public funds provided through the New York City Department of Cultural Affairs, the New York City Economic Development Corporation, the New York State Council on the Arts, the National Endowment for the Arts, the National Endowment for the Humanities, the Institute of Museum and Library Services, and the Natural Heritage Trust (administered by the New York State Office of Parks, Recreation, and Historic Preservation). The Museum also receives generous support from numerous corporations, foundations, and individuals. For more information, please visit movingimage.us.

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