

Award Recipients

ABOUT THE AWARDS

The International Access Pass is a travel grant worth up to \$5,000 in five awards:

- **Superstar** - the main award, for talented Western Australians who have a great product that they are ready to take to the world and who can deliver business results;
- **Bright Spark** - for high potential individuals who have recently graduated (within the last two years) from a WA university or VET institution/organisation;
- **Trailblazer** - recognising women who inspire other women and girls to develop their science, technology, engineering and maths (STEM) skills and act as leaders in their chosen field;
- **New Horizons** - for individuals who use games technology, theory or skills in other sectors such as education and training, health, mining or finance; and
- **Teamed Up** - two awards available for one team who need to travel together to make their mission succeed.

SUCCESSFUL CANDIDATES WHO APPLIED IN 2018

Anthony Sweet is an IAP Superstar who will travel to the Game Developers Conference in San Francisco, USA. Anthony is a lead designer and writer at Perth studio Black Lab Games, where he has worked on award-winning titles such as *Battlestar Galactica Deadlock*. Anthony is travelling to GDC to access development opportunities in narrative and game design that will contribute to his work on current and future Black Lab games. At GDC he will have access to leading industry practitioners, can expand his professional networks and potentially find a mentor. For Black Lab and the WA games industry, this is likely to translate into stronger products, the development of staff and mentoring of the local games industry.

Anthony Wiese has received an IAP Teamed Up award as part of the Dogmelon team to travel with his business partner Daniel Fletcher to PAX East in Boston, USA. Dogmelon is a Perth based small business that has been developing games since 2001. They have developed a game called "Baron: Fur is Gonna Fly" for Xbox and are aiming to release this in 2019. At PAX East the Dogmelon team are focused on US promotion of the game and making connections with publishers, streamers and journalists and to develop business contacts to help their company build future business.

Brian Fairbanks is an IAP Bright Spark who will travel to PAX East in Boston, USA and Melbourne International Games Week, Australia. Brian holds a music degree from Plymouth State University and a Bachelor of Sound from Murdoch University. He works as a freelance audio specialist to compose scores, create sound effects and design accessibility features for games. Brian has created a game called *Lost and Hound* that can be played by a visual audience but is also built with complete blind accessibility. He is also part of a tech startup, creating software that will allow gamers with blindness to create their own games code-free. Brian is planning to showcase his unique expertise in using game design to address accessibility and his startup venture with a booth at PAX East.

GAMES INDUSTRY



International Access Pass

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Elin Tan is an IAP Bright Spark who will travel to the Game Developers Conference in San Francisco, USA and Melbourne International Games Week, Australia. Elin graduated from Curtin University in 2017 with a Bachelor of Arts (Illustration Design) and has been working as an artist and illustrator for Perth-based company, Mythic Australia. Mythic Australia develops Australian wildlife stories and is creating a new fantasy game. Elin will use her travel to meet top games artists and other industry professionals with a focus on skill development and concept refinement for her work at Mythic Australia. She also hopes to broaden her artistic vision and build her networks within the industry. Travel to MIGW will allow her to network with the local industry and gain a better understanding of the local market and networks.

Jessica Watson is an IAP Trailblazer. She will travel to the Australasian Simulation Congress at the Gold Coast, Australia, and the New Zealand Game Developer's Conference in Auckland, New Zealand. Jess is a freelance game developer with motion capture (mocap) expertise. In addition to her work in the games industry she is a Mocap Technician, Lecturer and Research Assistant at Edith Cowan University (ECU). She is looking to attend these two events with a focus on serious games, simulations and motion capture, to build her professional networks and expertise further, as well as identify new business opportunities and collaborations. Jess' long term goal is to generate larger local projects by developing local capacity in the use of mocap technology for virtual reality and augmented reality experiences, games, and simulations.

Julio Ibanez has received an IAP New Horizons award and will travel to Melbourne International Games Week (MIGW). Julio is Technical Director of Viewport (www.viewport.com.au), a studio in that builds virtual and augmented reality content for business clients. Viewport clients use their work to showcase product (such as virtual real estate tours), for simulation and training (mining, care industry) and for tourism promotion. Julio's work assists WA businesses working in a range of sectors to access and use exciting games technologies. His focus at MIGW is to identify best practice that he can use in the Viewport studio and to build his games industry networks.

Megan Pusey has received an IAP New Horizons award and will travel to the Games for Change Festival in New York City, USA, as well as the Quest to Learn high school and the Joan Ganz Cooney Research Center. Megan studied physics and works in the education sector, previously as a science teacher and a learning consultant at Scitech. She has used games such as Minecraft to engage students in science and physics, and is now completing a PhD on the use of games as teaching tools that can enhance problem-solving skills and academic resilience. Megan aims to build her networks with leading educators, industry professionals and academics in the field of games in education, to further her career in the Western Australian education sector where there is growing and unmet demand for expert advice on the application of games.

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Minh Tran has received an IAP Teamed Up award as part of the Hungry Sky team to travel with Co-Director Nick Lowe to the Museums Galleries Australia National Conference in Alice Springs, Australia and to Melbourne International Games Week, Australia. Hungry Sky is a Perth based creative studio that has shipped over 100 projects, including interactive works for education and serious games. They create games and interactives for onsite installations, web delivery and apps, mainly for museums and galleries. The studio wants to expand its client base nationally and will use a booth at the Museums Galleries Australia National Conference as a platform for doing so. At Melbourne International Games Week they plan to build networks with fellow developers and look for business opportunities for a new puzzle game called Nekograms.

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Stacey Fazackerley is an IAP Superstar who will travel to the Game Developers Conference in San Francisco, USA. Stacey is developing a virtual reality sci-fi about terraforming Mars and has been accepted as a Sony Playstation partner. He wants to meet with Sony and other publisher reps to keep progressing his commercialisation strategy, which includes raising capital through related music videos in order to fund the build for a full commercial product.

Vee Pendergrast is an IAP Superstar who will travel to the Game Developers Conference in San Francisco, USA and Gamescom in Cologne, Germany with a focus on business development. The conferences are opportunities to build US and European publishing and distribution connections and to find leads for future work. Vee's focus is on The Dark Room game, which has been released in Steam Early Access and strategy advice for game developers.

Zoe Pepper has received an IAP New Horizons award and will travel to the SXSW Interactive and Gaming Festival in Austin Texas, USA. Zoe has spent over 10 years in theatre - writing, directing and producing live performance for tour. Through her startup company Sidepony Productions she is exploring how technology can create a more active connection with audience. The company has created Audioplay, an action-based audio game app with a target market of children aged 6-12 that provides a platform for delivering multi-player content that supports imaginative and active play. Zoe has chosen SXSW to find content collaborators, build creative and technology networks and develop her understanding of the US market.

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