

MEDIA RELEASE

For immediate release

Game dev experts support next gen

SAE Creative Media Institute and IGEA's The Arcade are giving up-and-coming game developers access to three of the industry's best at the Pathways to the Industry event on Friday 10 December, 11am-12pm (AEDT). The expert panel will be streamed live through IGEA's Twitch channel.

Jacob Leaney is an indie games developer and synth-pop music artist. He develops games based on the music he writes, most recently the award-winning pop-song rhythm game Video World, and has received funding from Creative Victoria for a follow-up sequel.

Elise Marchouba is a games producer at Avalanche Studios, who is working on their newly announced title, Contraband, as well as supporting the team at Ghost Pattern on their upcoming title Wayward Strand.

James Smith is an XR Developer at FLAIM Systems, working on fully immersive VR learning solutions for training in hazardous and emergency situations.

SAE's Program Chair for Games, Geoff Hill commented that this event will provide valuable insight to aspiring devs.

"Through our partnership with The Arcade, we wanted to host an event that would not only provide knowledge to our students, but also give back to the huge games development community across the country.

"James, Elise and Jacob's diverse experience will be invaluable in providing relevant insight on how to make it in the video games industry and follow their varied pathways."

The Arcade's Director of Operations and Projects, Ceri Hutton added how the industry has evolved.

"In recent years, game development has become an increasingly competitive field. The best way for up-and-coming devs to have the edge on the competition is to engage with professionals through events like this."

"Jacob, Elise and James are leaders in their field whose pathways are diverse and varied. We are delighted to give them a platform to share their insights to aspiring devs across Australia and the world via our Twitch channel.



ANIMATION



AUDIO

CREATIVE
INDUSTRIESCREATIVE
TECHNOLOGIES

DESIGN



FILM



GAMES



MUSIC

In addition to the upcoming Pathways to the Industry event, The Arcade's South Melbourne Arcade Residency Tenure (SMART) Program - a 3 month placement supported by City of Port Phillip - has recently provided 25 emerging developers including SAE student, Harry Wallace, the opportunity to foster their development as creatives.

"Through SAE's partnership with The Arcade I've had industry access; something I wouldn't have had studying elsewhere," Harry said.

"Once I finish my Bachelor of Games Development, I want to move more of my energy into the SMART program so I can continue to access The Arcade on a daily basis. This is an incredible opportunity where I can interact with other developers, and get invaluable feedback on my portfolio."

Harry added, if he hadn't had opportunities through The Arcade and the SMART program, he may have hesitated in applying for jobs.

"I think I would have delayed job hunting until I finished my degree, not realising there's no need to wait to get into the industry.

"Through the connections I've already made at SAE and The Arcade, I've had access to applications that I didn't know existed. Having those contacts has given me a head-start in the industry that most people can only dream of."

SAE Creative Media Institute and The Arcade's Pathways to the Industry event takes place on Friday 10 December, 11am-12pm (AEDT). The panel event will be streamed live on IGEA's Twitch channel.

For more information:

Barry de Silva, National Communications Manager

Phone: 0498 004 023

Email: b.desilva@sae.edu



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AUDIO

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GAMES



MUSIC

Imagery:

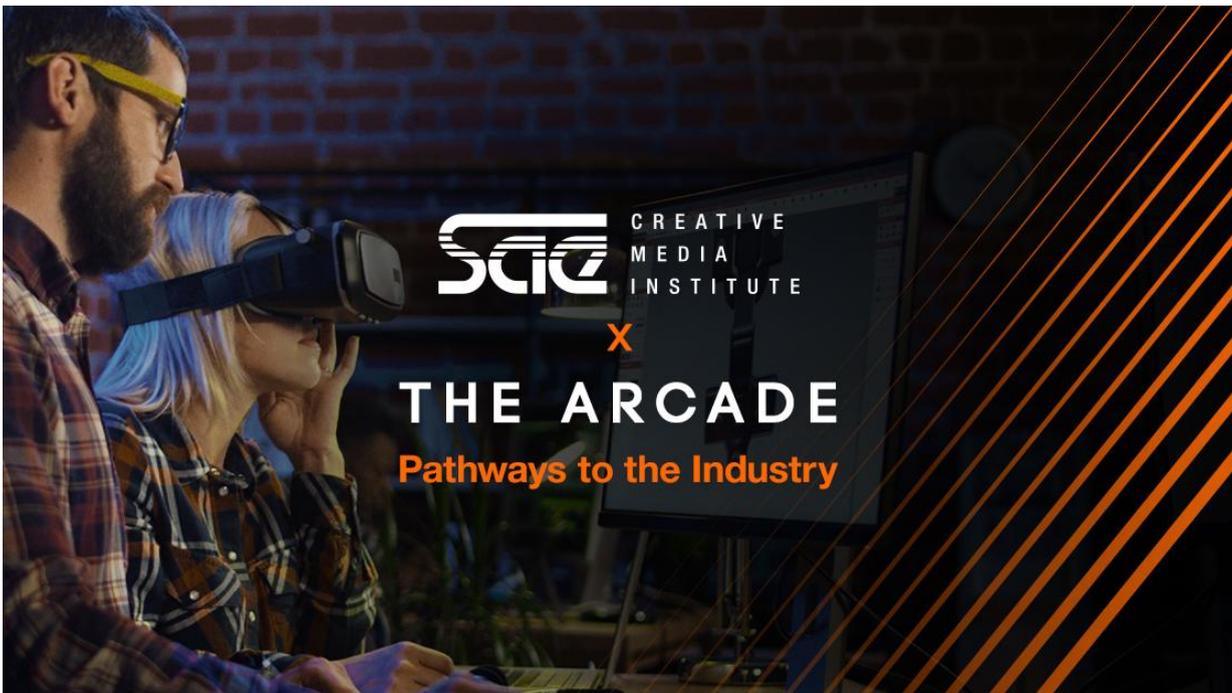
Elise Marchouba, Games Producer at Avalanche Studios; Jacob Leaney, Indie Games Developer and synth-pop music artist



James Smith, XR Developer at FLAIM Systems; Ceri Hutton, The Arcade's Director of Operations and Projects



Geoff Hill, SAE Creative Media Institute's Program Chair for Games



About SAE

SAE Creative Media Institute is the place for creatives and innovators. Since 1976 we've been the leaders in creative media education across animation, audio, creative industries, creative technologies, design, film, games, and music. Every year, we support more than 10,000 students globally to develop the skills and experience needed to carve successful careers. Students enjoy access to the latest technology and are taught by industry-experienced faculty, while putting their skills to the test in small class environments. Our graduates become part of a highly-respected global community of creatives that's been around for over 40 years. We pride ourselves on being technically explorative, transformative and brave through our range of creative media programs, from short courses and professional training through to bachelor and postgraduate degrees. In Australia, our programs are delivered at campuses in Sydney, Brisbane, Byron Bay, Melbourne, Perth and Adelaide. SAE is a part of Navitas Pty Ltd. More information about SAE is available at sae.edu.au.

About Navitas

Navitas is a proud Australian company that pioneered an innovative university partnership model of education in Perth in 1994. Its entities have delivered education programs across the country since 1976. Further information about Navitas Pty Ltd is available at navitas.com.

