

East Coast Game Conference (ECGC) Partners with Casual Connect for a Chance at the 'Indie Prize' in London April 2019

Independent game developers will compete for Casual Connect's renowned Indie Prize at ECGC 2019

RALEIGH, NC, US, April 8, 2019
/EINPresswire.com/ --

Last year East Coast Game Conference (ECGC) 2018 closed with a larger expo, esports competition and a greatly expanded Indie Alley. ECGC will partner with [Casual Connect](#) to provide an [Indie Prize](#) scholarship for up and coming indie development teams who show promise to be future leaders in the games industry. and competition focused on the up and coming creative force of the games industry for Indie Alley start-ups.

ECGC is proud that Super Gravity Ball™ by Upside Down Bird was the 2018 international winner. The team earned passes to Casual Connect in London a spot at their Indie Prize showcase and \$1000 from ECGC. After all the hard work put forth by Upside Down Bird it finally paid off with the team winning the Indie Prize Best in Show Award from Casual Connect in London 2018.



ECGC - Indie Prize Winners 2018

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We are happy to collaborate and award the winner a international Indie Prize scholarship: a guaranteed spot at Indie Prize showcase and passes to Casual Connect.”

*Yuliya Moshkaryova Director,
Indie Prize and Casual
Connect*

We are happy to announce that, with the support of Unreal Engine (by Epic Games a Cary NC company) - Exclusive Accommodation sponsor for #indieprize finalists - finalists get free accommodation during the conference days in the indie hostel!

ECGC will award Indie Prize participants with cash prizes of \$1,000 for first place, \$500 for second place and \$200 for third place.

Indie Prize is a scholarship and competition focused on the up-and-coming creative forces of the industry. Across four global events, over 500 teams showcase their games and compete for prizes and the coveted Indie Prize Awards.

Indie Prize showcases at Casual Connect and offers participants an opportunity to learn and network with other developers and showcase their games, skill sets and ideas to publishers and potential partners. The London event will bring together the best that Europe has to offer along with the first place winner from ECGC 2019.

At ECGC 2019 all games must be presented for in-person judging in hands-on playable form with a minimum of 15 minutes of gameplay. To secure a spot at ECGC, game developers are invited to register to exhibit in Indie Alley at <http://ecgconf.com/exhibitor-registration/> and apply to Indie Prize at <https://ecgconf.com/indie-prize>.

Indie Prize qualification requirements include:

1. The company is independent and majority owned by the team, not investors.
2. At least 50% of the submitted game IP is owned by the development team.
3. Applicants must be able to attend Casual Connect Europe 2019, which will be held May 28-30 in London.
4. ECGC applicants must have a booth or be part of a team from a school with a booth at ECGC and be prepared to lobby Indie Prize judges April 17-18.

ECGC will be back this year April 16-18, 2019 bigger and better than ever www.ecgconf.com

Also check out Indie Prize <http://www.indieprize.org/london2019/index.html>

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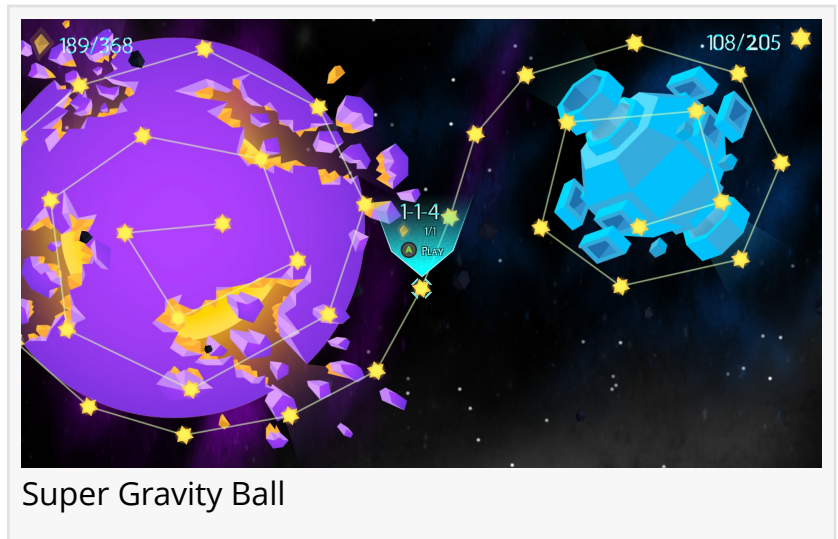
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Super Gravity Ball

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