



ScreenBurn at SXSW Game Design Competition Finalists and ScreenBurn at SXSW Arcade Announcements

All new competition and interactive video game arcade emerge as premiere festival attractions

February 13, 2009, Austin, TX – SXSW is known for introducing cutting edge, up-and-coming indie talent to the world before it hits the mainstream. In that tradition, ScreenBurn at SXSW has announced semi-finalists for its very first annual Game Design Competition. Encompassing two categories, Casual and AAA gaming, the competition allows talented game design hopefuls a chance to pitch their concept to a jury of established professionals. A grand prize winner for each category will be decided by live jury vote and audience feedback. In addition to being interviewed by attending press, winners will be featured at Studio SX, SXSW's onsite interview studio, in a conversation with an industry pro.

Casual Game Design Semi-Finalists

- Blorst (Jerry Paffendorf)
- Codename: ULTRA (Cadin Batrack)
- Coil Flow (Jordan Booth)
- FLOAT (Anders Howard)
- Full Moon Manor (Joshua Kulinski)
- Phase (Seth Smith)
- Piano Ninja (Evan Lenz)
- Sloppy Ice (Gwen Murray)
- Tick Tock Universe (Christian Arca)
- Farm Follies (Andrew Gardner)

AAA Game Design Semi-Finalists

- Boomer (Matthew Jones)
- A Chicago House Story (Mason Dixon)
- Cover Up (Kristin Boyett)
- Glaxal (Morgan Craft)
- Lil' Sandscape (Rianti Hidayat)
- ManorMeta (Evonne Heyning)
- Mixtape (Nathan Philpott)
- Project Z.E.U.S. (Seth Smith)
- Reaction (Elyse Kloeden)
- Ringmaster (Jill Taffett)

Can't get enough gaming? Come experience up-to-the-minute video game innovations at the 2009 ScreenBurn at SXSW Arcade, including creative hands-on playspaces from: 101X, Austin Community College's Game Design Institute, Austin Green Art, Critical Mass Interactive, Gendai Games, Girl Gamer, Glitch Gaming Apparel, International Game Developer's Association, The Into the Pixel Art Exhibition brought to the Arcade by the Entertainment Software Association, Mindark, Pegasus Publishing, Texas State Technical College, and The Go Game.

MTN DEW GAMING ROOM AT SOUTH BY SOUTHWEST

Mtn Dew will offer gamers a trip down memory lane in the ultimate recreation room. The coolest games from the '70s, '80s, '90s, and the Millennium will be on display with the original equipment, era-specific TVs and monitors so that visitors can play old favorites and the newer titles. The furniture and props will also reflect a journey through time with shag carpeting, comfy couches and other paraphernalia. Free samples of Mtn Dew will also be available. Mtn Dew's game room will be open Friday, March 13 through Sunday, March 15.

About ScreenBurn at SXSW, March 13-17, 2009

ScreenBurn features 5 days of panels programming, evening events, and a video game Arcade. ScreenBurn at SXSW is sponsored in part by 101X, The Austin Chronicle, and SXSW Interactive. Visit sxsw.com/interactive/screenburn for more details.

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