

PRESS RELEASE: FOR IMMEDIATE RELEASE

## **IMGA HONORS THE BEST OF THE GAMING INDUSTRY IN SOUTHEAST ASIA**

*Call for entries now closed – Judging in process*

**MARSEILLE, September 12, 2016** - After three months of submissions, the IMGA has now closed its call for entries for its first edition in Southeast Asia. Nearly 300 games from eight countries have been received, showing the lively and vibrant community of game developers in Southeast Asia.

Commenting on the call for entries, Maarten Noyons said: *“We have been blown away by the interest and quality of submissions from developers in Southeast Asia and look forward to announcing those who are nominated for the first IMGA SEA.”*

Games have been submitted by developers and studios based in Indonesia, Malaysia, Philippines, Singapore, Taiwan, Thailand, Vietnam and Brunei. Vietnam ranked first with a massive number of games submitted followed by Taiwan and Malaysia.

Joony Koo, Chairman of the Jury stated: *“Having an IMGA SEA just to represent the games that are and were developed in the SEA region will give a unique opportunity of highlighting the creativity of the gamers and the game studios in Southeast Asia. I am very proud to be a part of the team of judges and will enjoy every moment of the judging session, which is designed to select the best games out of the 300 that were entered.”*

The first round of selection has already started and IMGA SEA nominees will be announced online on October 4<sup>th</sup>, 2016.

The 1st IMGA SEA jury is composed of international mobile gaming experts and journalists, such as Tommy Palm (Resolution Games), Alexander Fernandez (Streamline Studios), Alysia Judge (IGN) among others. Winners including the Grand Prix and the Jury’s Honorable mention will be selected and announced during the awards ceremony on November 8<sup>th</sup> in Kuala Lumpur, Malaysia.

### **About IMGA**

The IMGA is the longest standing mobile games award program started in 2004. With its long history and unique judging process, it has recognized some of the world’s most popular titles in their early days, such as Candy Crush Saga and Clash of Clans. It is the only competition that unites the industry by celebrating excellence and innovation in games.

For full details about the competition’s terms and conditions, visit [sea.imgawards.com](http://sea.imgawards.com) or call: +33 491 315 217. You can also follow the IMGA on Twitter or Facebook.

### **PRESS/CONTACT**

Anne CHABOT  
anne@imgawards.com  
<http://www.imgawards.com>  
t) +33 621 168 706