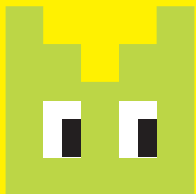I'm Game

29/11/2014 CHAFFEY THEATRE RENMARK_____

GET YOUR GEEK ON!

We're not quite sure if you're aware, but GAMES… they're a thing now. And whilst theatres are exciting places at the best of times, we just thought for a change we'd get rid of all the theatrical palaver and create an event that allows you to explore the creative world of games and gaming whilst celebrating the screen. The screen in your pocket, on your tablet, the one attached to the wall and the one projected onto in the Chaffey Theatre.

I'M GAME is a 7-hour event for the keen, the curious, the novice and the expert. The day consists of game tournaments; a 3D movie; casual creative tech participatory sessions; imaginative social media explorations; next generation technology demonstrations; retro games; info sessions, we've even got a cosplay competition for you to enter! And there is much, much more.
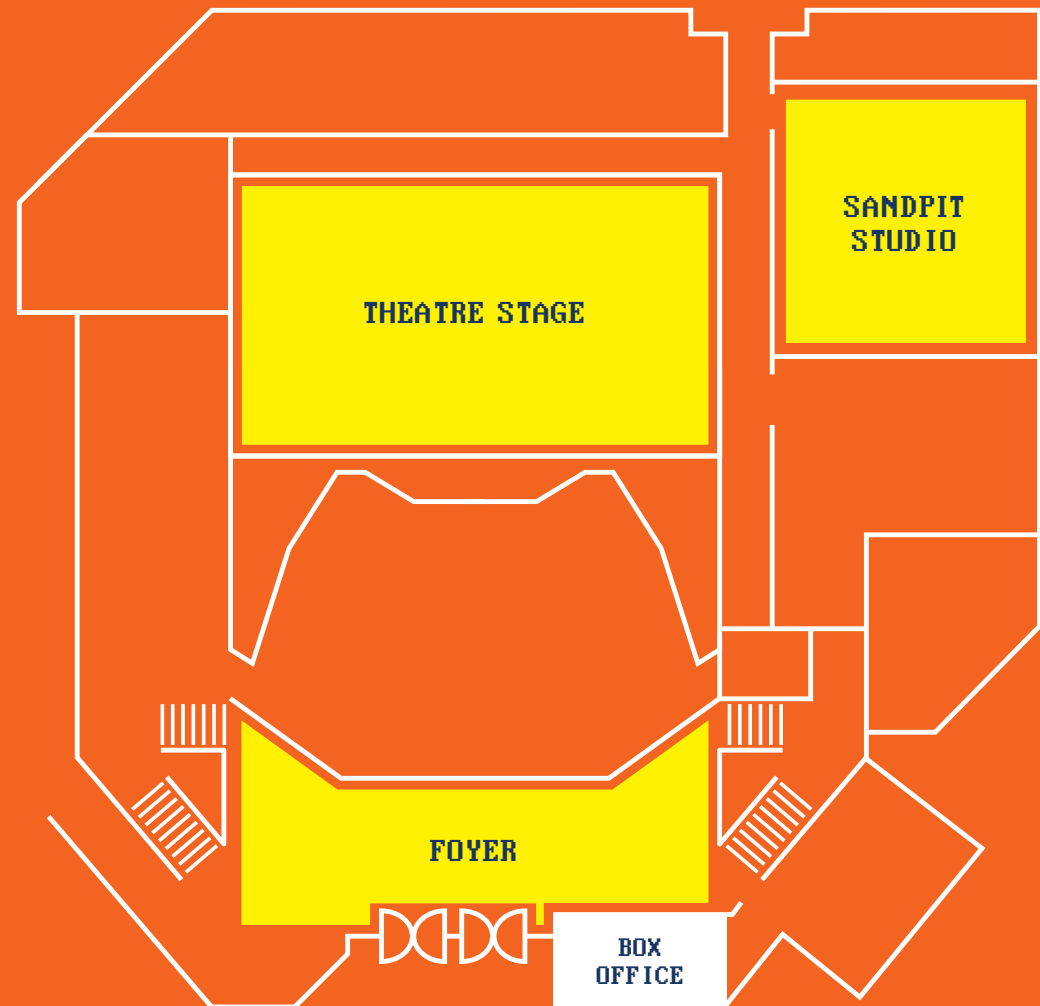
The images used for I'M GAME represent an evolution of gaming from 8-bit to current styles, unpretentious pixels to wonderfully rendered worlds we are enticed into when we press the start button.

So join in, help us press the start button and populate the Chaffey like it's never been populated before. I'M GAME is totally FREE so you can wander in and out and participate as you please.

See you there!
The I'M GAME Team

VENUE MAP

SANDPIT STUDIO

THEATRE STAGE

FOYER

BOX OFFICE

SCHEDULE

	2:00 - 3:00	3:00 - 4:00	4:00 - 5:00	5:00 - 6:00	6:00 - 7:00	7:00 - 9:00
FOYER	Game registration					
	Digital Dropin					
		Super Smash Bros Brawl 1v1 Competition				
		Meet the Game Developers				
	ALL DAY EVENTS					
	Instagram Wall					
	The Inaugural Chaffey Bros Minecraft 5 hour marathon					
	Casual Gaming Tables					
THE SANDPIT STUDIO	ALL DAY EVENTS					
	Cosplay The Day Away					
	The Geeky Game Show					
	Virtual Space and Places					
	Sphero Obstacle Courses					
	Retro Games					
	Odd Controller Bazzar					
	Human Pinball					
THEATRE		A 3D Game Experience	Big Screen Old School Experience	Mario Kart 8 Competition		TRON: Legacy (PG)

THE PROGRAM

GAME REGISTRATION OPENS

WHEN From 2pm
WHERE Foyer

INFO
Register to compete in I'M GAME's gaming tournaments.

Put your name down for Super Smash Brothers or Mario Kart!

Entrants register for the tournaments on a first come, first served basis and will be randomised within the pool bracket. Registrations are open until slots are filled so get in early!!!

Failure to arrive on time for the tournament may result in disqualification.

DIGITAL DROPIN

WHEN 2 - 3.30pm
WHERE Foyer

INFO
Got a tech problem?

Have you tried switching it off and on again?

Don't know what that thing is for?

Then Fee and Elliot can help you!

Your own personal advice bank and your own personal tech problem solving session.

A 3D GAME EXPERIENCE

WHEN 3 - 4pm
WHERE Theatre screen

Ever wanted to see what a 3D game looks like on the big screen? We did too. We're trying it out so you should be there.

Bring your own 3D glasses or purchase a pair from the kiosk for a buck.

SUPER SMASH BROS BRAWL 1V1 COMPETITION

WHEN 3 - 5pm
WHERE Foyer

Come play the ultimate crossover fighting game with pretty much every Nintendo character you can think of. Air Dodges & Bomb Jumping will be highly encouraged.

Players can bring their own Wii remotes.

MEET THE GAME DEVELOPER *TWO LIVES LEFT*

WHEN 3 - 7pm
WHERE Foyer

Two Lives Left (TLL) is a South Australian independent game developer formed in 2009 by John Millard, Simeon Saëns and Dylan Sale. While doing their PhDs in Computer Science they decided to leave academia to build games and creative tools.

Over the course of the day TLL will feature:

CRABITRON KINECT: Crabitron is an adorably mutated giant space crab, battling the universe with your body as the controller. As Crabitron, use your hand claws to smash, grab and tear the universe a new blackhole. Gorge on entire planets, solve insidious puzzles, and exchange blows with hordes of adversaries. The crabpocalypse is nigh!

Stop by and play Crabitron Kinect on Xbox One and meet the developers from TLL. TLL will also be running a dedicated Q&A session if you have any burning questions about game dev and games.

SANDPIT

Sandpit focuses on participatory culture to engage communities with digital content and physical experiences. They invite audiences to be an active part of the experiences they create – to participate across platforms, to create their own content engaging their individual creativity and passion. Founded in 2012, Sandpit is a collaboration between Creative Directors Sam Haren and Daniel Koerner, who between them have diverse experience in creating live events, screen media, digital content and developing new technologies.

KIRBY TAYLOR

Kirby is a local Anime artist residing in Renmark. She has recently graduated from Creative Careers and is pursuing a career in the Arts. Kirby loves video games, watching YouTube and watching Anime.

TWO LIVES LEFT

Two Lives Left is a South Australian independent game developer formed in 2009 by John Millard, Simeon Saëns and Dylan Sale. While doing their PhDs in Computer Science they decided to leave academia to build games and creative tools. They have recently updated Codea, a visual programming environment for iPad; and reached half a million downloads for Cargo-Bot, a game about programming; Crabitron for Xbox One is their latest project.

THE I'M GAME TEAM

Damien Dawe, Sam Haren, Robert Hogarth, Dan Koerner, Sara Loxton, Sharlene Martin, Steve Mayhew, Jesse Norris, Joel Panther, Sapphire Paris Kelbie, Chloe Reynolds, Dan Schmidt, Sara Strachan, Alex Suchenko and Kirby Taylor.

FEE PLUMLEY

In 2011 Fee gave up her increasingly respectable career as a creative digital consultant to take up a new life as a bus-loving nomadic geek artist. In a reaction against a shift in global politics, she set out to discover how someone could disconnect as much as possible from a broken socio-political system while maintaining meaningful connection to the people and places which enable her own vision of home and self.

Her work explores the increasing removal of 'the commons' in contemporary life, from common land and open democracy through to open source creative digital commons, and the tensions which exist between them.

PIERRE PROSKE

Pierre Proske is an internationally recognised electronic media designer specialising in interactive installations. Having worked extensively in Europe on various commissions and artistic projects, in conjunction with organisations such as the Ars Electronica Futurelab and Future Applications Lab, his work involves creating immersive, interactive experiences as well as harnessing machines into exploring new aesthetics. With a background in both the arts and software engineering, Pierre has been creating custom creative software for over a decade, which he routinely deploys in his installations.

CHLOE REYNOLDS

Chloe is a Riverland artist living in Loxton. She is currently completing Year 11 at Loxton High and is a recent graduate of the Creative Careers program. Chloe loves Pokémon and everything to do with Nintendo.

CODEA: Codea is a coding app for iPad that lets you make games and visual demos. Try Codea for free and make something awesome using your iPad. Feel free to ask the developers questions and learn cool new skills.

BIG SCREEN OLD SCHOOL EXPERIENCE

WHEN 4 - 5pm
WHERE Theatre screen

DJ TR!P, the brain box behind Adelaide's premiere retro video game club night 'ULTRACADE LIVE' will provide a selection of retro games from his extensive collection for a free play hour session on the HUGE cinema screen. Did anyone mention the zen of pong?

MARIO KART 8 COMPETITION

WHEN 5 - 7pm
WHERE Theatre screen

It's everyone's favourite! Come and Go-Kart Mario-style. Power up. Let's-a-go!

Whilst we will aim to provide a range of controllers we can make no guarantee that specific controller setups will be accommodated for. If you wish to use a pro controller or wii remote peripheral (nunchuck, classic controller, classic pro controller or wheel), it is encouraged that you provide your own.

TRON LEGACY 3D
(PG) 125 MINS

WHEN 7 - 9.30pm
WHERE Theatre screen

Finish off the day and start the evening with a modern classic 3D movie on a 2D screen about a 3D person being inside a virtual / 2D world!

Yep … we get the irony!

Bring your own 3D glasses or purchase a pair from the kiosk for a buck.

ALL DAY EVENTS

COSPLAY THE DAY AWAY

WHERE
Thoughout the Chaffey Theatre

Everyone is invited to rock up to the Chaffey Theatre dressed up as their favourite character from a video game, anime, tv show, actually… favorite anything… register for the prize by filling out an entry form on the day.

Psst… if you wouldn't want your grandmother to see you wear it, please don't wear it.

GEEKY GAME SHOW

WHEN   2pm registrations
3 - 6pm GAME ON!

WHERE Sandpit Studio

So, you're top of the leaderboard in Super Smash Brothers and Mario Kart, but how much do you really know about the digital world we live in? Set your mind to joystick and reveal your inner geek in this trivia quiz show with a difference.

VIRTUAL SPACES AND PLACES

WHERE Sandpit Studio

Pierre Proske from Media Lab, Melbourne will show you how to create different spaces for you to exist in with Unity, Oculus Rift and Kinect. Choose somewhere you've always wanted to go or create an imaginary place all of your own.

SARA LOXTON

Sara Loxton is a local jewelry artist and geek at heart. She loves her Samsung Galaxy Note and playing Sims and being addicted to plants and zombies.

JESSE NORRIS

Jesse Norris is an Indigenous artist and lover of all technologies. He runs the Riverland Forum and Riverland screen repairs. Jessie loves Call of Duty, Battlefield 4 and Diablo to name a few.

JOEL PANTHER

Joel Panther has been working in digital media for the last 6 years, primarily in visual displays and projection art. Recent project partners include Rising Damp Youth Performing Art and Illuminart for Ruby award winning hybrid theatre project "If there was a colour darker than black I'd wear it". Joel holds certificates in Interactive Digital Media and Screen and Design and is trained in video editing, animation, and visual effects. Originally from Mount Gambier, he now resides in Adelaide where he is attending Flinders University to further his skills.

SAPPHIRE PARIS KELBIE

Sapphire is a local make-up artist and social media nut. She loves being able to stay in touch with friends and family from all around the world as well as staying up-to-date with the latest pop culture news.

DJ TR!P

A multi-award winning producer, composer and performer of electronic music, DJ Tr!p has over the past 15 years built an impressive repertoire of live compositions for his club sets, high profile contemporary theatre, dance and film productions, as well as for festival openings, launches and major cultural events locally, nationally and internationally.

SASHA GRBICH

Sasha Grbich is an artist, writer and lecturer working predominantly in the fields of sculpture, installation, sound and video art. An avid collector of strange 'things', found footage, sounds and stories, she is fascinated by the way art interacts with everyday life. Sasha creates art experiences that explore how art performs with, and affects, audience and local environments. She lectures at the Adelaide Central School of Art in Contemporary Studio Practice and supervises BVA Degree and Honours students. She is currently undertaking postgraduate research at University of South Australia into art practices as 'performative encounters'.

ROBERT HOGARTH

Robert is a media artist who uses his training in Web development, graphic design and photography to help educate people about the effects of drugs and alcohol in a fun interactive way. Robert has extensive experience working with disengaged community groups both nationally and internationally including working on a comic book for the United Nations in 2012. Robert's passion in life is to help people embrace technology and for people to be able to use technology to its full potential. Rob built his first computer when he was 10 years old and programmed his first video game at the age of 13. Rob currently teaches computers, media studies and business at TAFE in the Riverland. Sonic the hedgehog is Robert's all time favorite.

THE INAUGURAL CHAFFEY BROS MINECRAFT 5 HOUR MARATHON

WHERE Sandpit Studio

In the engineering tradition of The Chaffey Brothers, we will set up a multiple player game of Minecraft.

You will have five hours, you must build something AMAZING together, if you last the full five hours and have built something AMAZING, you will win a prize.

SPHERO OBSTACLE COURSE

WHERE Sandpit Studio

Sphero is an app controlled ball that does it all! Bring your mobile phone or tablet, download the app, connect via bluetooth and take control of the ball! Help build a cardboard obstacle course, to make it all the more fun!

RETRO GAMES

WHERE Sandpit Studio

DJ TR!P, the brain box behind Adelaide's premiere retro video game club night 'ULTRACADE LIVE' will be providing a selection from his extensive collection for a free play session on classic consoles.

ODD CONTROLLER BAZAAR

WHERE Sandpit Studio

Freak your geek with DJ TR!P as he showcases strange DIY controllers made using the Makey Makey and pairing these creations with retro games for a completely new and completely weird playing experience. Umm Dance Tetris anyone...?

CASUAL GAMING TABLES

WHERE Foyer

Bring your favourite game on your phone, tablet or phablet and relax around the casual gaming tables with your friends casually mentioning your high-score. Psst… card games also permissible.

HUMAN PINBALL

WHERE Sandpit Studio

Join Sasha and Heidi as they convert the Chaffey theatre foyer and backstage into a human pinball machine!

Using Arduinos, found sounds, motion sensors and everyday objects, the artists will create an environment where sounds and activity are triggered by the movement of people through a space.

This is a 4-hour activity. Drop in at any time and help Sasha and Heidi build the work by recording some sounds, learning to program the Arduinos or just by bouncing through the space!

INSTAGRAM WALL

WHERE Foyer

I'M GAME will have its own Instagram wall to show dynamic images taken across the day using the #IMGAME hashtag – show us what you're all up to!

LULU BOOK

WHERE A week after the event

I'M GAME is going to have its own printed book that records all of our social media ramblings! And we want you to help us write it! Any post on Facebook, Twitter or Instagram using the #IMGAME hashtag during the event will be up for inclusion in the book, which will be available for purchase from the on-demand printing service Lulu after the event. So get posting! And follow the links on the event's Facebook page when posted a little after the event to get your copy!

I'M GAME IS BROUGHT TO YOU BY...

HEIDI ANGOVE

Heidi Angove is a technologist with over 18 years of experience in the IT industry. She's currently the Content Manager for Internode, looking after IPTV, gaming, the content distribution network and radio streaming. She's also an active technology maker working for the software solution company Eat More Code and regularly collaborates with artists to realise art works with a technology component. Her work as a technology designer/maker has been presented at various festivals, installations and performances throughout Australia.

DAMIEN DAWE

Damien is an Indigenous artist from Renmark who loves his 3DS and anything with a screen. Damien follows many famous gaming YouTube celebrities and aims to pursue a career in programming.