

Triangle Game Initiative Partners with Carolina Games Summit

RALEIGH, N.C. — The Triangle Game Initiative (TGI), a non-profit trade association for the Raleigh-Durham, N.C. interactive entertainment industry and organizer of the Triangle Game Conference, has aligned with the Carolina Games Summit to serve as a conference partner, offering mutual support in conference activities and in advancing the North Carolina video game industry and community.

The Triangle Game Conference and Carolina Games Summit represent two premier gaming events on the East Coast that aim to provide a forum for networking, career building and sharing gaming industry expertise. The organizers of the two conferences will collaborate on speakers, exhibition booths and educational sessions.

“The Triangle Game Initiative’s goal is to create a community of industry professionals within the Triangle and surrounding areas that can share best practices and develop a hub of knowledge that will attract the best talent and companies to our region,” said Alexander Macris, president and chief creative officer of Themis Group and TGI president. “By supporting other events in the area like the Carolina Games Summit, we can work together toward strengthening our industry’s profile on a national level.”

“North Carolina has a robust interactive entertainment industry, including immersive technologies, video game development and publishing and game media,” said Michael Everett, creative director for Carolina Games Summit. “We’re thrilled to be working with the Triangle Game Initiative to showcase the excitement, success and industry excellence that comes from our state.”

The Carolina Games Summit, held at Wayne Community College in Goldsboro, N.C., features a day filled with industry speakers, video game tournaments, exhibition booths and educational sessions for attendees to explore all that the video game industry has to offer. Attendees can learn how games are created and how to break into the industry or explore education and career opportunities by speaking with school and university representatives. The 2009 conference attracted more than 1,400 attendees, special guests and exhibitors. The 5th annual Carolina Games Summit will be held on February 6, 2010. For more information, visit www.CarolinaGamesSummit.com.

The Triangle Game Conference is the leading East Coast event for developers and professionals working in the interactive entertainment and serious game industries. The inaugural 2009 conference featured more than 40 participating companies and over 700 attendees for the two-day conference. TGC returns this coming year on April 7-8, 2010 with more than double the space at the Marriott City Center and Raleigh Convention Center in Raleigh, N.C. For more information, visit www.TriangleGameConference.com.

About Triangle Game Initiative

Triangle Game Initiative is the trade association for the Raleigh-Durham, N.C. interactive entertainment industry. Its members are market-leading companies and prominent industry figures who have gathered in the Research Triangle area to master the arts and sciences of gaming. The Triangle Game Initiative’s mission is to build a thriving community of companies and professionals dedicated to the advancement of the interactive entertainment industry in the Triangle region. For more information and to register to become a member, visit www.trianglegameinitiative.org.

About the Author

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