

**SXSW ScreenBurn Announces Finalists of First-Time Independent Game Competition and Awards**  
**2011 Festival Attractions Include ScreenBurn Video Game Arcade, ScreenBurn Arcade Block Party, Game Developer's**  
**Meet Up**

March 4, 2011, Austin, TX – **ANNOUNCING THE FINALISTS OF SXSW SCREENBURN INDEPENDENT PROPELLER AWARDS PRESENTED BY INDIEPUB.** The Independent Propeller Awards will offer \$150,000 in total prizes and the chance for video game titles to be published by indiePub through their sponsor, Zoo Publishing at SXSW. These finalists will be provided with flights and accommodations to demo their games during the SXSW ScreenBurn event this March. The finalist categories, Best Art, Best Audio, Best Design, Technical Excellence, Unity Development and Intel Innovation, and grand-prize winner of the indiePub game design competition will be awarded at the 1st Independent Propeller Awards Presented by indiePub on Sunday, March 13, from 5:00-6:00 PM on the Day Stage in the Austin Convention Center. The Propeller awards will be Hosted by Adam "Atomic" Saltsman, of indie hit Canabalt, and Meredith Molinari, host of PlayStation Network's The Tester.

**Finalists of Independent Propeller Awards Including Their Submissions:**

- [The Uncanny Fish Hunt](#) (Uncanny Games) – An adventure game where players take on the role of Siméon, to fight an unleashed ocean.
- [Skinny](#) (Thomas Brush) – An exploration and adventure game where players help Skinny, a skinny freak, save the apocalyptic world from their minds.
- [Chewy](#) (Happy Candy Co.) – A 2D platformer in which players control Chewy, a sticky piece of gum.
- [CREO](#) (Peter Angstadt) - A physics puzzle game in which players must create and experiment to succeed by helping Creo and his friends home from school each day.
- [Deep Sea](#) (Robin Arnott) - An audio-only game, where players lose their vision and hearing and are plunged into a world of blackness occupied only by the sound of their own breathing and the rumbles made by unseen terrors.
- [Tiny and Big: Gandma's Leftovers](#) (Black Pants Game Studio) – A story of a thief who had stolen our hero's most valued possession - a pair of underpants.
- [GLID](#) (Glid) - A single player ambient exploration game where a small robot is tasked with exploring and restoring an abandoned world.
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The 2011 **SXSW SCREENBURN ARCADE** will feature exciting video game demos and tournaments from: Austin Community College; Beyond Gaming; Capcom Entertainment, Inc.; Ecko Entertainment; Edge; GameGround.com; GameSalad; Grande Communications; Independent Game Developers Association (IGDA), indiePub Games; IngZ, Inc.; Insomniac Games; King.com; Klipsch Group, Inc.; Marvell Semiconductor; Maximum Positive; Mayfair Games, Inc.; NEVERDIE Studios; Poptank Studios, Inc.; Rock Software; Stygian Games; Tek Republik, Texas Indie Arcade; Texas State Technical College Waco; Twisted Pixel Games, LLC; Walmart Gamecenter On Tour; Warner Bros. - Lord of the Rings: War in the North; Warner Bros. - Mortal Kombat, Wizard Entertainment and more!

Join us for the **SXSW SCREENBURN BLOCK PARTY** on Saturday, March 12 from 4:30-6:00 PM. The Block Party has become one of the most beloved aspects of the SXSW Trade Show and now, based on its success, 2011 will mark the first year of the ScreenBurn Arcade Block Party. The idea for the Block Party was based off the well known "pub crawls" but instead of traveling from one pub to the next, registrants will move between participating exhibitors who will be serving complimentary food and beverages. This open house atmosphere creates a relaxed and convivial environment for conversation and networking. Participating exhibitors in the ScreenBurn Arcade include: Beyond Gaming, indiePub Games, IngZ, Insomniac Games, RockLive, Sony Computer Entertainment America and more!

Stay tuned to [sxswscreenburn.com](http://sxswscreenburn.com) for more exciting 2011 exhibitor announcements!

The first annual **SXSW SCREENBURN GAME DEVELOPER'S MEETUP** is a three-day track dedicated to help video game industry professionals do business with other industries at SXSW on March 11-13, 2011. Curated by James Portnow of the Escapist show "Extra Credits," the

Game Developer's Meetup is a place for anyone related to the video games industry to meet, talk shop, discuss the medium and help push the boundaries of the future of gaming. There will be informal round tables, impromptu talks, and a barrage of industry war stories, so come to chat, network, learn or to teach, debate, discuss and engage in dialog about the medium.

**About SXSW ScreenBurn, March 11-15, 2011**

ScreenBurn features 5 days of panels programming and evening events (March 11-15, 2011), and 3 days of the video game Arcade (March 11-13, 2011). You must have a SXSW Interactive, Gold or Platinum badge to attend the ScreenBurn Independent Propeller Awards presented by IndiePub Games, ScreenBurn panel programming and evening events. A SXSW badge is not required to attend the SXSW ScreenBurn Arcade or the ScreenBurn Game Developer's Meet Up. 2011 SXSW ScreenBurn is sponsored by MARVELL, and in part by 101X, The Austin Chronicle, and SXSW Interactive.

Visit [sxswscreenburn.com](http://sxswscreenburn.com) for more details.

**About SXSW Interactive**

The 18th annual SXSW Interactive festival will take place March 11-15, 2011 in Austin, Texas. An incubator of cutting-edge technologies, the event features five days of compelling presentations from the brightest minds in emerging technology, scores of exciting networking events hosted by industry leaders and an unbeatable line up of special programs showcasing the best new websites, video games and startup ideas the community has to offer. From hands-on training to big-picture analysis of the future, SXSW Interactive has become the place to experience a preview of what is unfolding in the world of technology. Join us March 2011 for the panels, the parties, the 14th Annual Interactive Awards, ScreenBurn at SXSW, the SXSW Expo, Accelerator at SXSW and, of course, the inspirational experience that only SXSW can deliver. SXSW Interactive 2011 is sponsored by Miller Lite, Chevrolet, AOL, IFC, Pepsi, PepsiMax, [freecreditscore.com](http://freecreditscore.com), Monster Energy, Microsoft, Samsung and The Austin Chronicle.

For more information, visit [www.sxsw.com](http://www.sxsw.com).

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