

PRESS RELEASE: FOR IMMEDIATE RELEASE

1ST IMGA SEA NOMINATIONS ANNOUNCED

Public voting now open for the People's Choice Award

MARSEILLE, October 4, 2016 - The International Mobile Gaming Awards today announced their final nominations before the award show in Kuala Lumpur. In total, 79 games have been nominated for IMGA's first edition in Southeast Asia. Gamers and nominees' fans are now invited to vote for their favourite game to determine the People Choice's Award on sea.imgawards.com

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 selecting the final winners for the first IMGA SEA."*

The Malaysia Digital Economy Corporation (MDEC) is the strategic partner that collaborated with IMGA on the establishment of IMGA SEA. Hasnul Hadi Samsudin, Director of Creative Content & Technology at MDEC said, *"I am thrilled to see so many submissions from around the region and I am proud with the fact that Malaysia has one of the highest number of submissions."*

I am looking forward to the judging day to check out the best games and the award night to see the winners personally. I believe this is one of the ways to foster network and friendship of developers within the Southeast Asia for future collaboration and bring up the quality of the game industry."

Nearly 300 games from eight countries have been received, showing the lively and vibrant community of game developers in Southeast Asia. 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.

And the nominees are...

1. **Alien Path**, by Desmond Lee, Malaysia
2. **Arctopia: Path to Monopoly**, by James Chia, Singapore
3. **ATOM - Nuclear Protection**, by Peafone studio, Vietnam
4. **Autumn 3 Kingdoms**, by Travis Ho, Singapore
5. **BaliFied - Word Game of the Gods**, by Dragon Game Studio, Indonesia
6. **Barangay Basketball**, by Joshua Bautista, Philippines
7. **Battle Galaxy – online combat arcade**, by Leo Chang, Taiwan
8. **Bubble Man: Rolling**, by Vahid Barzegar, Vietnam
9. **ChemCaper: Act 1 – Petticles in Peril**, by Jens Schottmann, Malaysia
10. **COL.OUR**, by Dodick Sudirman, Indonesia
11. **Combo Rush**, by Jonathan Manuel Gunawan, Indonesia
12. **Core**, by Duy Hoang Nguyen, Vietnam
13. **Crab War**, by Desmond Lee, Malaysia
14. **Cute Munchies**, by Yogie Aditya Siswandi, Indonesia

15. **Dark Dot**, by Jia Ling Hoo, Singapore
16. **Defend the earth**, by Sơn Phạm Nguyễn Thanh, Vietnam
17. **Demon Archive: the adventure of Derek**, by Shirley Cheng, Taiwan
18. **Dungeon Balls**, by 俊達 潘, Taiwan
19. **Ejen Ali: Emergency**, by Rob Lee, Malaysia
20. **Eraser**, by Huy Nguyen Tuan, Vietnam
21. **Falsus Chronicle 法爾斯編年史**, by HorngYeuan Digital Co., Ltd. Taiwan
22. **Fancy Cats**, by Phong Thai, Vietnam
23. **Final Fortress – Idle Survival**, by Alley Labs, Vietnam
24. **Fists of Light**, by 陳 正倫, Taiwan
25. **Flail Rider**, by Jussi Tuomi, Malaysia
26. **Follow me (Escape Games)**, by 筑涵 李, Taiwan
27. **Galaxy Reavers - Sliding Starships, Tactical Space RTS**, by Jason Wang, Taiwan
28. **Ging Hero's Legacy**, by Robertus Rahardian Harisman, Indonesia
29. **Gleam: last light**, by Huy Nguyen Tuan, Vietnam
30. **Gungun Online HD**, by Hai Nguyen Tai, Vietnam
31. **Hamster Escapade**, by Firdaus Hatta, Malaysia
32. **Happy Swordplay: Party Game**, by Happy Labs Pte Ltd. Singapore
33. **Happy Tennis: Party Game**, by Jiahui Chen, Singapore
34. **Hello Kitty: Fantasy Theater**, by Sappy Chang, Singapore
35. **Heroes Above: Sky Clash**, by Isidor Cardenas, Philippines
36. **HeroG**, by LI JUNG HSU, Taiwan
37. **High Noon Revolver**, by Mike Reñevo, Philippines
38. **Jurassic City**, by Duy Mai, Vietnam
39. **Keep an eye: Light in hell**, by Trung Kien Tran, Vietnam
40. **Lanota**, by Chun Chuan Tu, Taiwan
41. **Legends of Callasia**, by Boomzap Entertainment, Philippines
42. **Legionary**, by Wei Ciao Jheng, Taiwan
43. **Mokai Adventure**, by Frannie Liang, Taiwan
44. **Monster Chronicles**, by Kelvin Koh, Singapore
45. **Mr.Catt**, by Ping Chun Kuo, Taiwan
46. **NOVA Strikers**, by Minh-Quan Ngo, Vietnam
47. **OPUS: The Day We Found Earth**, by Shao-Tung Tang, Taiwan
48. **Orbit Legends**, by James Jen-Yang Hsieh, Taiwan
49. **Philippine Slam!**, by Ben Joseph Banta, Philippines
50. **Pixel Super Heroes**, by Cepy Suarga, Indonesia
51. **Postknight**, by Kurechii, Malaysia
52. **Puchi Puchi Pop: Connect the Happy Pets!**, by Happy Labs Pte Ltd, Singapore
53. **ROBOWAR – Robot VS Alien**, by Cepy Suarga, Indonesia
54. **Roll Turtle**, by Kira Fu, Taiwan
55. **Sara is Missing**, by Jeremy Ooi, Malaysia
56. **Shade Shifter – Colorful Endless Runner**, by Ravisr Manomaivibul, Thailand
57. **Sky Garden: Farm in Paradise**, by Phat Nguyen Hong, Vietnam
58. **Skyline Hero**, by Foong Ching Kong, Malaysia
59. **Snake Tower: Lance-alot's Quest**, by Adrian Putranto, Indonesia
60. **Solitaire: treasure hunter**, by Pham Duy Phuc, Vietnam
61. **Super SteamPuff**, by Shawn Beck, Malaysia
62. **Tahu Bulat**, by Eldwin Viriya, Indonesia

63. **Taijitu2: A game about balance and harmony**, by Chew wen kang, Malaysia
64. **Tap Summoner**, by Omega Yuen, Malaysia
65. **Target Acquired**, by Touchten, Indonesia
66. **Thapster TV**, by Thong Radanachan, Thailand
67. **The World 3: Rise of Demon – Classic Action RPG Adventure**, by Jason Wang, Taiwan
68. **Think Shift**, by Edmund Ching, Singapore
69. **Tiny Guardians**, by Kurechii, Malaysia
70. **Touch Tank**, by Touchten, Indonesia
71. **Tur**, by Hendrianto Kusuma, Indonesia
72. **URI: The sprout of lotus creek**, by ZhiWei Tan, Malaysia
73. **War Pirates**, by Sappy Chang, Taiwan
74. **Warung Chain: Go food express**, by Touchten, Indonesia
75. **We are heroes**, by Joy Entertainment, Vietnam
76. **YK Puzzle**, by Kiên Bùi Đức, Vietnam
77. **Zombo Buster Rising**, by Steven Ng, Indonesia
78. 偃月之日 by 宏嘉林 Taiwan

The all-star judging panel is composed of international mobile gaming experts and journalists, such as Ian Gregory (Witching Hour Studios), Kadri Ugand (Gamefounders), Alexander Fernandez (Streamline Studios), Alysia Judge (IGN) among others.

Gamers and nominees' fans are now invited to vote for their favourite game to determine the People Choice's Award on sea.imgawards.com. Winners including the Grand Prix and the Jury's Honorable mention will be selected and announced during the awards ceremony on November 8th 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 or call: +33 491 315 217. You can also follow the IMGA on Twitter or Facebook.

For media enquiries, please contact:

Zalinda Zainon
General Manager
Corporate Affairs Division
Malaysia Digital Economy Corporation (MDEC)
Tel: 03-8315 3229
Email: zalinda.zainon@mdec.com.my

About Malaysia Digital Economy Corporation (MDEC)

Malaysia Digital Economy Corporation (MDEC), previously known as Multimedia Development Corporation (MDeC), was incorporated in 1996 to strategically advise the Malaysian government on legislation, policies and standards for ICT and multimedia operations as well as to oversee the development of the Malaysian Multimedia Super Corridor (now MSC Malaysia), the platform to nurture the growth of Malaysian Small and Medium Enterprises (SMEs) in the IT industry whilst attracting participation from global ICT companies to invest in and develop cutting edge digital and creative solutions in Malaysia.

In 2011, MDEC's mandate was broadened by the Prime Minister to include driving Malaysia's transition towards a developed digital economy by 2020 through Digital Malaysia. In 2012, Digital Malaysia was officially unveiled as the nation's transformational programme to achieve this aim. Digital Malaysia is the national agenda towards a sustainable digital economy built upon a vibrant domestic ICT industry, transformative use of digital solutions by government, businesses and citizens, as well as a robust enabling ecosystem.

Today, both MSC Malaysia and Digital Malaysia run concurrently to spur Malaysia's ICT industry development and digital transformation, under the purview of MDEC. For more information, please visit www.mdec.my