

INDIEPACK

Helping connect developers with publishers, platforms and press since 2013



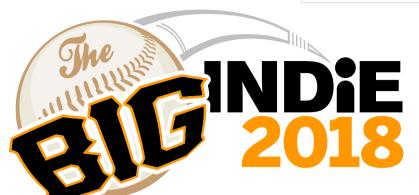


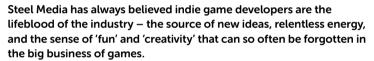












We've supported indie developers in everything we do for the last 12 months, whether it was reviews on our market-leading sites, dedicated tracks at our conferences or the Big Indie Pitch events. In 2018 we're taking things a step further with an expansion of our activities with even more pitches, new indie zones at our conferences, a dedicated awards, and even our own Big Indie Festival!

If you're an indie game developer of any platform (mobile, PC, XR or elsewhere) looking for exposure, advice or support on your adventure then you're probably already in touch. If you're a publisher, platform investor or service company wanting to contact awesome indies and help them on that journey, then we should probably talk!







WELCOME TO THE BIG INDIE WORLD...

There are numerous ways to engage with our indie game developer community:





Now in its eighth year. The Bia Indie Pitch is the original and best indie pitching competition that's helped countless developers on their route to greatness. The pitch brings 15-30 indie developers together with publishers, platforms and investors in a speed-dating format, offers prizes for winners and advice for everyone involved. There's often networking beers, too!





Following on from the Pitch events (and sometimes entirely separately), this networking event unites some 100-250 game developers and related companies in a relaxed environment with free beers and nibbles on offer to fuel those prime business connections.





The culmination to a year of Big Indie Pitching and a distinct awards event in its own, the Bia Indie Awards are designed to celebrate the best indie games of the year with a swish ceremony, cash prizes, and a good old fashioned party. We launched the event at Shenzhen last year and in 2018 we're heading to Busan in South Korea in November





We've been running a dedicated indie expo area as part of our conferences since we started back in 2014, but this year we're going to push this to the next level, creating the Big Indie Zone – a dedicated space for more indies than ever before to showcase their games throughout the events.



The newest and arguably most exciting addition to the Big Indie universe is our first ever festival dedicated to indie game developers. Taking place over three-and-a-half days in truly gorgeous Vienna this July, the event will bring together both the industry and consumers in a splendid celebration of the best of indie games. Join us!





2018 CALENDAR: WHERE & WHEN

The 2018 Big Indie season features more events than ever before, in more places than ever before. With mobile, PC and XR we'll be bringing over 20 pitch events, expos, awards and our very first festival.

We've outlined the latest line-up here, though note the latest plans will be available at **www.bigindiepitch.com** and if you have something specific in mind that's not on the agenda we are always open to discussing new locations.



Jan 22-23	BIG/PC/XR INDIE PITCH	PG Connects • London, UK	
Feb 14	BIG INDIE PITCH	White Nights • Prague, Czech Republic	
Mar 21	BIG INDIE PITCH	GDC • San Francisco, US	
Apr 16	BIG INDIE PITCH	Game Dev Days • Tallinn, Estonia	
Apr	BIG INDIE PITCH	Quo Vadis • Berlin, Germany	
May 14-15	BIG INDIE PITCH	PG Connects • San Francisco, US	
May 14-15	BIG INDIE ZONE	PG Connects • San Francisco, US	
Jun 12-14	BIG INDIE PITCH	E3 • Los Angeles, US	
Jul 5-8	BIG INDIE PITCH	ReVersed • Vienna, Austria	
Jul 5-8	BIG INDIE FEST	ReVersed • Vienna, Austria	
Jul 10	BIG INDIE PITCH	Develop • Brighton, UK	
Aug 3-4	BIG INDIE PITCH	ChinaJoy • Shanghai, China	
Aug 22-23	BIG/PC INDIE PITCH	Gamescom • Cologne, Germany	
Sep 11-12	BIG/PC/XR INDIE PITCH	PG Connects • Helsinki, Finland	
Sep 11-12	BIG INDIE ZONE	PG Connects • Helsinki, Finland	
Oct	BIG/PC INDIE PITCH	Games Industry Conference • Poznan, Poland	
Nov	BIG INDIE PITCH	Jordan Gaming Summit • Amman, Jordan	
Nov	BIG INDIE PITCH	G-STAR • Busan, S.Korea	
Nov	BIG INDIE AWARDS	G-STAR • Busan, S.Korea	
Dec	TBC		

SPONSOR OPTIONS

How you can get involved...

All prices are in USD unless otherwise stated



SPONSOR THE BIP

PRE/POST-EVENT BRANDING & BENEFITS:

- Listed as BIP sponsor on all BIP digital promotions and website listings (inc BigIndiePitch.com and PG.biz)
- Branding in Launch story for event on SM Media channels
- Branding and message on Eventbrite page for registration
- Branding on follow-up story from event on SM Media channels
- Access to pitching developer contact details (post-event)

PRE/POST-EVENT BRANDING & BENEFITS:

- Table (trestle style) with 4 chairs with power connectors
- Pitch Judge Seat(s) (meet all developers, see pitches, provide feedback)
- Up to 10-min stage presentation time at pitch kick-off
- Include your prize in prize package for

winner + 2 runners-up

- Be on stage for winner & runners-up presentation
- Company logo on all BIP signage at event (posters, banners, roll-ups, etc)
- Company logo on show branding either as BIP sponsor or associate sponsor of event

PRESS / PR:

• 1x company spotlight article on PocketGamer.biz

EXCLUSIVE: \$20,000 **GOLD:** \$10,000







The Big Indie Drinks offers a great way to connect with indie developers in a relaxed environment over drinks. This could follow on from a Big Indie Pitch or as a standalone

SPONSOR THE BIG INDIE DRINKS

PRE/POST-EVENT BRANDING & BENEFITS:

- Listed as Big Indie Drinks sponsor on the Big Indie page and all digital promotions and website listings (e.g. PG.biz, PCGI.biz, mailings and social media)
- Branding in Launch story for event on SM Media channels
- Branding and message on Eventbrite page for registration
- Branding on follow-up story from event on SM Media channels and Facebook photo gallery
- Message in 'thank you' mail to all attendees

LIVE EVENT BENEFITS:

- Branding at the event on posters, standees, banners and video screen
- Extra drinks-token and VIP space / list if required
- Option to distribute materials at the event
- Table (trestle style) with 4 chairs with power connectors for materials (if desired)

EXCLUSIVE: \$20,000 **GOLD** (co-sponsor): \$10,000











The Big Indie Awards marks the finale of 12 months of Big Indie Pitching, celebrates the best indie games of the year, and offers indie developers a chance of global recognition, cold-hard cash, and a trip to the awards final in Busan, South Korea.

The formal shortlisting and nomination process begins in September, before a shortlist is judged by an expert panel in October, and the winners revealed at a ceremony during G-STAR in November. The event will be promoted at all previous Big Indie Pitch events throughout the year with a top 3 placing on any BIP qualifying developers for the longlist (although it's not essential to enter a BIP in order to qualify).

BENEFITS OF SPONSORING THE AWARDS

Aside from a great opportunity to connect with the cream of the international indie development community, the Big Indie Awards provides extensive promotion throughout the year, a judge seat, and a branding presence at the finale during G-STAR in South Korea.

	HEADLINE SPONSOR \$25,000	GOLD SPONSOR \$15,000	PARTY SPONSOR \$20,000
PRE-EVENT	✓	~	-
ON THE NIGHT	✓	~	-
POST EVENT	✓	~	-
BIP BRANDING	✓	~	-
POST-EVENT NETWORKING PARTY	-	-	✓

All prices are in USD unless otherwise stated.



HEADLINE SPONSOR PACKAGE (1 AVAILABLE)

Our most prestigious package makes your brand integral to the entire evening and the Awards itself. And that's just one of the many benefits...

PRE-EVENT MARKETING

- Headline/title rights branding: "Big Indie Awards in association with..."
- Branding and company profile included on all digital event promotions pre, during, and post event (website, PR, mailshots, news announcements, social pushes)
- Dedicated news story announcing headline sponsor on PocketGamer.biz and relevant social media channels
- Sponsor logo on Big Indie Awards microsite linking directly to sponsor's website
- Branding and company profile on ticket sales/Eventbrite page



ON THE NIGHT

- Logo branding on cover of Big Indie Awards collateral (print) – distributed at event
- Ad page in BIA Guide (print) distributed at event
- Lead branding in BIA presentation hall, such as roll-ups, posters, video showreel
- Ability to leave merchandise on all seats/for all guests (provided by sponsor)
- 10x VIP seats in presentation hall
- Headline credits from host during introduction and Awards presentation
- Opportunity to play short video on the night during Awards and deliver a short speech (up to 5 mins)
- On-screen logo branding through entire Awards ceremony
- Logo branding on all physical Awards
- Opportunity to present each winner with a gift from your organisation (gifts can be sourced by Steel Media at additional cost)

POST-EVENT

- Headline branding on all post-event highlights articles on SM B2B channels with links to sponsor website/contact details
- Headline branding on post-event 'thank you' for attending mailshot/communications with links to sponsor website/contact details
- Dedicated post-event article on SM B2B channels

RATE: \$25,000





GOLD CO-SPONSOR PACKAGE (MAX 4)

If you want to get your company involved every step of the way, then the co-sponsor package could be just the ticket

PRE-EVENT MARKETING

- Branding and company profile included on all digital event promotions pre, during, and post event (website, PR, mailshots, news announcements, social pushes)
- Dedicated news story announcing event sponsorship on SM B2B Channels and relevant social media channels
- Sponsor logo on Awards microsite linking directly to sponsor's website
- Secondary branding and company profile on ticket sales/Eventbrite page



ON THE NIGHT

- Secondary logo branding on cover of Awards Guide (print) – distributed at event
- Single page ad in Awards Guide (print)
 distributed at event
- Secondary branding on materials in Awards presentation hall, such as roll-ups, posters, video showreel, merchandise on all seats/for all guests (provided by sponsor)
- 4x VIP seats in presentation hall
- Credit from host during introduction and Awards presentation
- Logo branding on screen at key points during entire Awards ceremony

POST-EVENT

- Headline branding on all post-event highlights articles on SM B2B channels with links to sponsor website/contact details
- Headline branding on post-event 'thank you' for attending mailshot/communications with links to sponsor website/contact details
- Dedicated post-event article on PocketGamer.biz

RATE: \$15,000

(Associate sponsorships may be available on request)

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AVARDS

INDIE 2017

AWARDS

INDIESKE

prices are in USD unless otherwise stated.

BIG INDIE AWARDS

BIG INDIE PARTY SPONSOR (NOT EXCLUSIVE)

Everyone remembers a good party and this package represents a great opportunity to get your branding in front of a wide audience













PRE-EVENT MARKETING

- Branding and company profile included on all digital event promotions pre, during, and post event (website, PR, mailshots, news announcements, social pushes) – presented as Party Sponsor
- Dedicated news story announcing sponsor on SM B2B Channels and relevant social media channels
- Sponsor logo on Awards microsite linking directly to sponsor's website
- Branding and company profile on ticket sales/Eventbrite page

ON THE NIGHT

- Lead branding in Networking Drinks
 Reception space, such as: roll-ups, posters,
 branded drink vouchers, merchandise/gift
 giveaway (table by entrance)
- Involvement in theme of awards and branded cocktail
- 4x seats for Mobile Games Awards
- 'Thank you' mention from host during Awards ceremony
- On-screen logo branding during Awards

POST-EVENT

- Logo branding on all post-event highlights articles on PocketGamer.biz
- Logo branding on post-event 'thank you' for attending mailshot/communications
- Dedicated post-event article on PocketGamer.biz

RATE: FROM \$15,000

(Associate sponsorships may be available on request)

Certain specific events such as Big Indie Awards, GDC and some PG Connects events may require a premium to reflect increased venue costs and also increased attendance.



We're expanding and rebranding the indie showcase at PG Connects conferences.

Place your brand and team amidst of all Indie Developer activities at PG Connects and connect with all indie developers at via the Big Indie Showcase (expo), Big Indie Pitch, and dedicated Indie content track

SPONSOR OPPORTUNITIES

BIG INDIE PLATINUM (SHOWCASE + PITCH + TRACK)

- Branded 'chill-out lounge' within the Indie Showcase expo (sofas, beanbags, low tables, charge points) – medium size booth shell can be included if required
- Ability to invite up to 5 developers for smaller showcase tables
- Gold level sponsorship of Very Big Indie Pitch (choose from Mobile, PC or XR pitches)
- Track sponsorship of Indie track (full day track)
- Company logo on branding equivalent to Platinum level (or in line with wider sponsorship package, whichever is greater)
 both digital / at show

- 1x pre and 1x post-event company spotlight articles on PocketGamer biz
- Video Interview on-site at show for PocketGamer biz
- 10x standard passes (includes use of our meeting system (Pitch & Match), after-party invitation, access to all talks)
- 2x VIP passes (provides access to VIP meeting room and VIP lunch both days)

NOTE: The passes above replace any pass allocation listed on individual VBIP, Track sponsorships, etc

RATE: \$25,000











BIG INDIE SHOWCASE SOLO

- Branded 'chill-out lounge' within the Indie Showcase expo (sofas, beanbags, low tables, charge points) – medium size booth shell can be included if required
- Company logo on branding equivalent to gold level (or in line with wider sponsorship package, whichever is greater) – both digital / at show
- 1x pre or 1x post-event company spotlight articles on PocketGamer.biz
- Video Interview on-site at show for PocketGamer.biz
- 10x standard passes (includes use of our meeting system (Pitch & Match), after-party invitation, access to all talks)
- 2x VIP passes (provides access to VIP meeting room and VIP lunch both days

NOTE: The passes above replace any pass allocation listed on individual VBIP, Track sponsorships, etc

RATE: \$25,000

INDIE TRACK SPONSOR

- 1x full speaker slot (keynote session) or panel seat during track
- Video show reel: Up to 4x slots during the track schedule on the big screen
- Company swag / collateral on each seat in the track (provided by you, refreshed by us)
- Listed as 'Official Track Sponsor' on schedule announcements and website track listings
- Company logo on branding equivalent to Silver level (or in line with wider sponsorship package, whichever is greater) – both digital / at show
- 5x standard passes

RATE: \$10,000



The Big Indie Fest @ ReVersed is a brand new event launching in July 2018 which is designed to celebrate and support the best in indie games on multiple platforms.

The event spans 4 days – with the first portion solely focused on B2B activity connecting over 500 developers with publishers, platforms and related service companies, sharing some knowledge via talks and workshops, showcasing games, and networking with the matchmaking system. Then the final 2 days bring an audience of c.4,000 consumers who'll get to grips with the games themselves.

The event takes place in the incredible surrounds of Vienna's Museumsquartier at the very heart of the city, providing easy access for attendees both locally and from across Europe.









THE VENUE

The Big Indie Fest takes place at the heart of Vienna's Museumsquartier, a truly magnificent venue to show off some amazing games. In the centre of this beautiful city, it is ideally situated for hotels, transport (short train-ride from the airport), and restaurants/bars.

Aside from the specific space inside the venue for the event, visitors are also able to relax in the square and nearby cafes to enjoy the weather and Austrian hospitality.











WHO WILL YOU MEET AT THE BIG INDIE FEST?

The Big Indie Fest @ ReVersed will unite the best of the indie game developers from central and southern Europe with publishers, service providers, media and other games industry professionals.

We're expecting over 500 trade visitors to the show in 2018 with a strong focus on developers (70%+), then publishers (10%), service providers (10%), and other industry professionals (10%). In addition there'll be over 4,000 consumer visitors attending the final 2 days, offering game developers and publishers a chance to promote direct to, and hear from, players.



THE EVENT IS USEFUL FOR MANY DIFFERENT GROUPS

PUBLISHERS MEET...

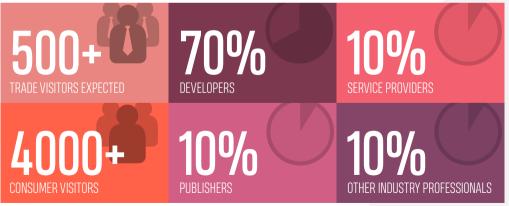
- Developers
- Press
- Potential New Staff
- Service Companies
- Consumers

SERVICE COMPANIES MEET...

- Developers
- Publishers
- Press
- Potential New Staff

DEVELOPERS MEET...

- Publishers
- Press
- Consumers
- Other Developers





PLATINUM \$15,000				
SPEAKING	1x Keynote slot AND 1x panel session			
EXPO SPACE	Large Booth (approx 4m x 2m) with power connections			
SHOW BRANDING & PROMOTION	Big banner at location AND Platinum level logo placement on all shared branding			
DIGITAL BRANDING & PROMOTION (pre/post event)	Gold level branding on event website Gold level branding on marketing mailshots Dedicated mailshot			
PRESS / PR / ADVERTISING	1x pre AND 1x post event company spotlight article on PG.biz AND 1x video Interview at show			
CONFERENCE PASSES	12x passes			





All prices are in USD unless otherwise stated.



	GOLD \$8,000	SILVER \$5,000	BRONZE \$2,500
SPEAKING	1x Keynote slot AND 1x panel session	1x Keynote slot	1x panel session
EXPO SPACE	Booth (approx 2m x 2m) with power connections	1x large table + 4x chairs with power connections	1x large table + 4x chairs with power connections
SHOW BRANDING & PROMOTION	Banners at location AND Gold level logo placement on all shared branding	Silver level logo placement on all shared branding	Bronze level logo placement on all shared branding
DIGITAL BRANDING & PROMOTION (pre/post event)	Gold level branding on event website Gold level branding on marketing mailshots	Silver level branding on event website Silver level branding on marketing mailshots	Bronze level branding on event website Bronze level branding on marketing mailshots
PRESS / PR / ADVERTISING	1x pre event company spotlight article on PG.biz AND 1x video Interview at show	Logo on all shared event marketing /highlight articles on PG.biz	Logo on all shared event marketing /highlight articles on PG.biz
CONFERENCE PASSES	8x passes	4x passes	2x passes

ABOUT THE STEEL MEDIA NETWORK

Launched in 2006, Steel Media has grown to become a leading media and events company in the games business. Historically focused on the mobile games industry (which grew from very small to become a \$50Bn+ industry), we've spread our network to cover other areas including PC games, XR (VR/AR) games and technology, and influencer marketing.

On the events-side we currently run the largest b2b independent games event in the UK, PG Connects London (www.pgconnects.com/london), which saw c.2,000 delegates from over 55 countries visit in January 2018, 2 sister conferences (in San Francisco in May and Helsinki in September), plus over 20 additional industry networking and pitch events that take place all around the world throughout the year, including the Big Indie Pitch competitions (www.bigindiepitch.com).

In media terms, the Steel Media Business network plays host to the largest mobile games industry site in the world (PocketGamer.biz reaches c.150K industry visitors every month), as well as dedicated trade sites for PC Games Industry (www.pcgamesinsider.biz), XR (www. thevirtualreport.biz), and Influencer Marketing (influencerupdate.biz). We also run leading consumerfacing media including PocketGamer.com, 148Apps.com and AppSpy site and YouTube channel.















19











CONTACT



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