



UNIVERSITY *of*  
TASMANIA

Friday, 5 October 2018

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**News editors note: Media opportunity today at 10.30am to interview/photograph game developers in action.**

## **It's game on again for Uni team**

Gaming success continues to skyrocket for a University of Tasmania team of staff and students who will **today (Friday, 5 October)** release their second instalment in a 'party pack' of local multiplayer games.

The University's Games and Creative Technologies Research group, trading as Giant Margarita, an independent games development studio, will release its new game Party Crashers on the Sony PlayStation® and the Nintendo Switch®.

The launch follows on from the team's success with Party Golf, Tasmania's first game released on the PlayStation® in 2016 which has been played by thousands of gamers all over the world.

Giant Margarita Producer and College of Sciences and Engineering Senior Lecturer Dr Kristy de Salas said the launch was part of the company's push to establish a new games industry in the State and keep our best gaming talent in Tasmania.

"We understand the importance of forging new pathways to create opportunity for young Tasmanians who are passionate about gaming," Dr de Salas said.

"We want to keep Tasmania's brightest talent in the State and to do this we need successful projects such as Party Golf and Party Crashers to set the stage."

Party Crashers is an arcade combat racer, featuring fast-paced last-car-standing gameplay, with customisation options to allow players to create their own style of play and 'drive to survive.'

Dr Ian Lewis, Lecturer, and Founder of Giant Margarita said he was excited to be a part of bringing back the 'good old-fashioned' fun of gaming with this local multiplayer style of game, made possible through unique collaboration.

"The exciting thing that makes Party Crashers unique is the combined team of teaching staff in the University's ICT Games program and entrepreneurial students," he said.

Party Crashers was first created as a University project, with the team working between their studies and jobs to finish the game.

“It is quite unique for students to build their own start-up business while still studying, and Giant Margarita is an excellent example of how it is possible to create innovative and creative products here in Tasmania,” Dr de Salas said.

The development has been supported by Screen Tasmania and the Enterprize Tasmania innovation hub which has enabled the small team to collaborate with Tasmanian artists, musicians, and entrepreneurs.

Party Crashers will be launched **today** officially (5 October 2018, at 4pm) by the Minister for the Arts, Elise Archer and the University’s Executive Dean for the College of Sciences and Engineering, Professor Brian Yates.

### **Interview/photograph opportunity**

Media are invited to a **pre-launch** opportunity to photograph/film and interview Kristy de Salas, Ian Lewis and student game developers.

**When: (TODAY) Friday, 5 October at 10.30am.**

**Where:** Enterprize Tasmania’s Hobart innovation hub, 5th floor Hobart City Council Building, 24 Davey Street, Hobart.

For more information contact: Kristy de Salas on 0417 364 645.

Additional information of Party Crashers can be found at:

<http://partycrashersgame.com/presskit/>

**Media contact:** Liz Stacey 0419 587 457

#### **Information released by:**

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