



MEGAMIGS

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MEGAMIGS 2020: TRAINING AND CAREERS COMPONENT ON SEPTEMBER 25 AND 26 **PROMISING JOB PROSPECTS IN THE VIDEO GAME INDUSTRY**

Montréal, September 16, 2020 - [MEGAMIGS](#), Canada's premier event for the video game industry, will present its first ever *Training and Career Stream on September 25 and 26*. Students will be able to meet with the industry's top veterans for mentoring advice. What is the academic path to becoming a producer or creative director? What are the other unknown jobs in the video game industry? Future students and workers from all over Quebec will be able to learn about the careers of the future and the training programs that lead to a career in the video game industry. Conferences will be offered, such as "Learning while having fun, gaming is serious", "First steps towards the video game industry" or "Retrospective on the history of video game consoles" and even a conference to better understand cyberaddiction.

The 2020 edition of MEGAMIGS will also offer a great place for recruitment. The vitality of the Quebec video game industry is more dynamic than ever and its long-term prospects are very promising! In fact, more than 2,000 jobs related to various aspects of video game production will be available in the coming months, despite COVID-19. Quebec can boast of having developed excellent training programs offered by educational institutions throughout the province, allowing the development of a highly qualified workforce. In total, more than 30 programs specific to video games are offered in CEGEPs, universities and private institutions, in addition to 31 programs in 3D, a digital creation that can lead to a career in the sector, but also in visual effects, animation and digital experiences. Since 2013, there has been a 55% increase in university undergraduate and graduate programs. The excellence of the programs developed over the years will ensure the future of the industry.

"The September MEGAMIGS component is a fun and highly accessible way for the general public to discover all the facets of an industry that is important to the Quebec economy and whose qualified expertise allows our province to be among the world leaders in the sector. Come and meet the creators and artists who are sure to make you dream!" says Nadine Gelly, Executive Director of La Guilde du jeu vidéo du Québec.

With its video game ecosystem established across the province - Montreal, Quebec City, Sherbrooke, Saguenay - Quebec is one of the world's most recognized hubs. The industry generates economic and cultural wealth that contributes to the creation of 13,000 jobs. MEGAMIGS is the must-attend event to discover the scope of the industry and learn about the careers of the future.

To see the complete program, visit megamigs.com. The event will be held in virtual format on the PINE platform, which can be downloaded for free.



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Dates: September 25 and 26, 2020

Time: 9 a.m. to 5 p.m.

Price: \$16

Ticket office: <https://megamigs.com/en/ticketing/>



About La Guide du jeu vidéo du Québec

La Guilde du jeu vidéo du Québec is a non-profit organization that brings together independent and international video game developers, creators, educational institutions and entrepreneurs in related fields based in Quebec. A world leader in this sector and with 245 members, La Guilde is the largest group of its kind in the world.

About Kaliko Productions

Kaliko Productions is defined by a unique expertise in the production and promotion of event experiences for the video game world. The company's vision is threefold: the organization of events such as MEGAMIGS, JamNATION and La Caravane, the promotion of video game products from all markets and a close collaboration with independent studios to help them showcase their projects.

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Source: Andrée-Anne Pelletier, La Guilde du jeu vidéo du Québec.

Media Relations:

Julie Gagnon Communications

514-713-4381

julie@juliegagnon.ca