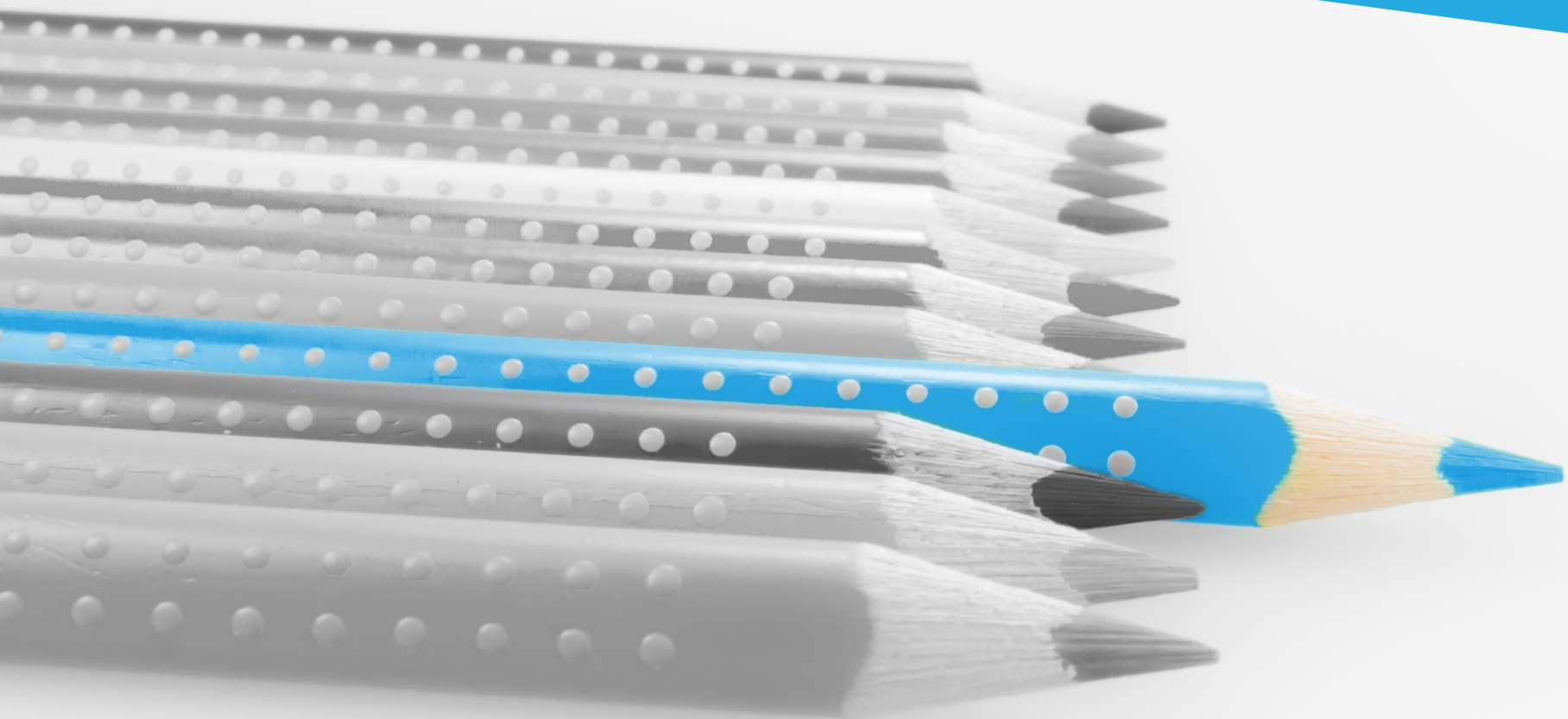


# IRDL SPEAKER SERIES

## 2016 - 2017



### INDIE INTERFACES

INTERMEDIARY LABOUR IN INDEPENDENT GAME DEVELOPMENT

This talk considers the history, practices, and impact of the popular independent game showcase Indie MEGABOOTH and its founders in terms of their role as cultural intermediary in promoting and supporting indie game development. In its highly publicized outward-facing curator role, the MEGABOOTH ascribes legitimacy and value to specific games and developers, but its behind-the-scenes logistical and brokerage activities are of equal if not greater importance. The MEGABOOTH and other intermediaries mediate between a diverse set of actors and stakeholders with multiple (often conflicting) needs and goals, and in doing so help constitute the field of production, distribution, and consumption for indie games.

**WEDNESDAY, MARCH 15**  
**1:30PM -2:30PM**  
**YORK LANES 280 N**

Felan Parker is a SSHRC Postdoctoral Fellow with the Technoculture, Art and Games Research Centre and the principal investigator on the SSHRC Insight Development Grant project "Indie Interfaces: Examining Independent Game Development Support Networks." His research is on the industry and culture of digital games.

**Light refreshments will be served.**  
**Please RSVP to [irdl@yorku.ca](mailto:irdl@yorku.ca)**

