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## FOR IMMEDIATE RELEASE

***GameLoading: Rise of the Indies* a feature documentary about indie game developers has begun crowdsourcing theatrical screenings.**

**[Boardman, OH May 22, 2015]** - A FEATURE DOCUMENTARY about the global subculture of indie game developers will be shown at **Movies 8 in the Boardman Park Plaza** on **June 25, 2015 at 7:30 pm**. The film is brought to **Boardman** by a new crowd-sourcing distribution service called Gathr. Gathr's "theatrical-on-demand" process allows movie-goers to bring the movies they want to watch to their nearby local theatre with no facility rental cost and no risk.

Special event screening tickets are available now by clicking here <http://gathr.us/screening/12265>. This link connects to the movie trailer: <http://www.gameloadng.tv>

The *GameLoading: Rise of the Indies* theatre on demand tour is proudly sponsored by Intel! The film explores the way indie games are changing the way we play, and how artists are using games as a form of expression.

*GameLoading* features interviews with indie developers and industry figures including Rami Ismail (Vlambeer), Davey Wreden (The Stanley Parable), Robin Arnott (Soundself), Steve Gaynor (Gone Home), Richard Hofmeier (Cart Life), Trent Kusters (Armello), Zoe Quinn (Depression Quest), Christine Love (Analogue), Mike Bithell (Thomas Was Alone), John Romero (Doom), and dozens more.

The film captures a wide variety of indie developers behind some of the most important games of the past few years and highlights this diverse, creative community on an international scale. The film demystifies what goes into making a game, examines the different processes of developers, captures the excitement of industry events like PAX, GDC, the prestigious Independent Games Festival Awards and TrainJam, examines why we play, what success means, and where this medium has come from and where it may be going.

GameLoading is Produced and Directed by Lester Francois and Anna Brady, who began capturing their first interviews for GameLoading in 2011. Four years later after filming dozens of developers and industry figures across eighteen cities, and two successful Kickstarters which rose over \$100,000, the completed film is now ready to be shared with the world.

Press Kit: [GameLoading Press Kit](#)