

Rockstar Games, Warren Spector, Private Division among Play NYC 2020's more than 50 panels, talks

This year's show will also feature more than 70 exhibitors

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NEW YORK -- Rockstar Games, Warren Spector, Private Division, and Sam Barlow will be among the many studios, developers, and other creators presenting during the more than 50 panels and talks at this year's Play NYC, expo organizer Playcrafting announced today.

Play NYC 2020 will also be home to more than 70 exhibitors and about a dozen game demos, including *Gladius*, *EMBR*, and *Chromvaders*. The full schedule for this year's event will go live Thursday morning [here](#).

While this year's event has moved online, Play NYC will continue to harness, elevate, and celebrate the essence and impact of New York City on the international gaming community.

Play NYC 2020 will also see the return of Graffiti Games, wherein game developers are commissioned to create an exclusive game to showcase their talent. Previous installations have featured the talent and stories of first-generation immigrant developers and celebrated the voices, talent, and impact of the LGBTQ+ community. This year's Graffiti Games, curated by Decoy Games, will honor the voices of Black game developers and the importance of creating a safe space for all to be their authentic selves. The exclusive, powerful interactive experiences created by the five selected developers will also be available to experience during the expo.

Talks at Play NYC this year will tackle a wide range of topics from gaming against violence, game key scamming, and the rebirth of NYC through games to how race, gender, class, and more create disadvantages and discriminations in the industry and a conversation with Warren Spector about his career and expertise in creating immersive sim games.

Play NYC runs Monday, Aug. 10 through Sunday, Aug. 16. Visit play-nyc.com and follow us on Twitter [@Playcrafting](#) and [#PlayNYC](#) for more updates.

This year's Graffiti Games is sponsored by Rockstar Games and Play NYC 2020 is supported by the New York City Mayor's Office of Media and Entertainment,

[About Playcrafting](#)

Playcrafting is the largest network of game creators in New York and one of the largest in the U.S, with more than 30,000 actively-engaged developers. Playcrafting offers more than 50 local and industry-recognized classes and events, such as the Play NYC convention, The Bit Awards, and the largest Global Game Jam site in the U.S. These events give game creators and fans the chance to connect, learn and play. Since 2017, Playcrafting has connected the world's biggest companies with game developers nationwide. These partnerships have generated 68 games and over \$1.5 million in funding for game developers with companies like Bose, Verizon, the NFL, Facebook, IBM, and Schick Hydro. [Click here](#) for more on our brand partnerships and to discover ways gaming can move your company and industry forward through play!

About Rockstar Games

Rockstar Games cemented their reputation as creators of complex living worlds with the Grand Theft Auto series, one of the most successful entertainment properties of all time with over 270 million units sold-in worldwide. Through a string of critically acclaimed games including the Grand Theft Auto series, the Red Dead Redemption series, the Max Payne series, Bully, L.A. Noire, the Midnight Club series and The Warriors, Rockstar Games has helped propel interactive entertainment into the center of modern culture.

About Decoy Games

[Decoy Games](#) is an indie game company founded by two technically talented brothers and later joined by a long time sidekick who they have known since pre-school. With no prior professional game development experience, they used their deep passion for video games and extensive imagination to start building Team Decoy. The team is currently working on *Swimsanity!* for a planned 2020 release.

About NYC Mayor's Office of Media and Entertainment

The mission of the Mayor's Office of Media and Entertainment (MOME) is to ensure New York City continues to be the creative capital of the world by supporting film, television, theater, music, publishing, advertising, and digital content and ensuring those industries work for New Yorkers. The creative industries account for more than 300,000 local jobs and have an economic impact of \$104 billion annually. MOME comprises four divisions: The Office of Film, Theatre and Broadcasting; NYC Media; the Office of Nightlife; and educational and workforce development initiatives.

CONTACT

For more information, including help connecting with panelists and game developers, please reach out to press@playcrafting.com. **Press should [apply here](#) for full access to the show and its speakers.**

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