

TRIBECA GAMES

TRIBECA ENTERPRISES LAUNCHES NEW GAMING INITIATIVE WITH 'TRIBECA GAMES PRESENTS THE CRAFT AND CREATIVE OF LEAGUE OF LEGENDS' NOVEMBER 13 IN NEW YORK CITY

Inaugural event featuring day-long series of panels in collaboration with Riot Games will explore the creative process of making games with key developers of one of the world's most dynamic competitive games, League of Legends

New York, NY [October 6, 2015] –Tribeca Enterprises today announced the first live event from Tribeca Games, a new initiative created to showcase innovation and storytelling in gaming: 'Tribeca Games Presents The Craft And Creative Of League Of Legends.' The day-long event will take place November 13 at Spring Studios, New York from 10am – 7pm. For its inaugural event, Tribeca invited Riot Games to showcase the creative process behind "League of Legends," an online competitive game that challenges, entertains, and inspires more than 67 million players worldwide each month. Through a series of panels, 'Tribeca Games Presents The Craft and Creative of League of Legends' will provide aspiring game designers, industry professionals, and game craft enthusiasts with a unique opportunity to explore Riot developers' approach to building characters, art, design, music, and stories.

The event features five panels with Riot Games' designers, artists, producers, and musicians. Program highlights include conversations on game design, champion development, a real-time art demonstration, a performance and talk on League of Legends music, and a look into how Riot documents player stories through film. Following each panel, attendees will have the opportunity to connect one-on-one with the featured panelists in the interactive space at Spring Studios, which includes a lounge area, a fan-created art show curated by Riot, and a cosplay exhibition.

Tickets for the event go on sale today, October 6, 2015 at 10am EDT and cost \$150. Passes can be purchased at www.tribecafilm.com/tribecagames

"We are thrilled to welcome the creative talent behind League of Legends, a game that's captured the imagination of a massive and highly-engaged community," said Jane Rosenthal, CEO of Tribeca. "The ongoing evolution of League of Legends lends itself to unique storytelling opportunities in and around the game. Tribeca has always embraced storytellers no matter what technology or platform we use to tell the story."

A complete schedule is as follows:

CHAMPION DESIGN: GANGPLANK

Designing a champion is a multifaceted endeavor that requires a wide variety of disciplines. Riot developers will talk about champion development from concept to launch, touching on gameplay, art, story and sound. Using the evolution of the character Gangplank as a case study, Rioters will discuss the creative collaboration behind bringing a champion to life.

ART DEMONSTRATION BY LEAGUE OF LEGENDS ARTISTS

The League of Legends art team aspires to portray powerful champions, each with a unique design. The visual identity of these characters is an amalgamation of various content, including splash art, in-game 3D models, and visual effects. In this art demo, Riot Games artists will demonstrate their craft in real time and discuss the decisions behind their work.

GAME DESIGN: EVERY GAME IS AN EPIC QUEST

At their core, every game is a collection of obstacles for players to overcome, decisions they need to make, and rewards for achieving goals. Riot Games designers will focus on why these core factors are critical in the game design process, using examples from various games including League of Legends.

SHARING PLAYER STORIES THROUGH FILM

League of Legends players are a global community from all walks of life that share a common passion. Riot's filmmaking team endeavors to build emotional connections within this large community--one that can sometimes feel vast and intangible--by highlighting player stories and raising awareness of the human bonds shared by players. In this talk, Riot's producers and creative collaborators will discuss their approach to telling authentic stories that celebrate unique player experiences.

LIVE PERFORMANCE: THE MUSIC OF LEAGUE OF LEGENDS

With an ever evolving landscape of champions, environments, and events within League of Legends, the Riot music team has the challenge of creating a diverse palette of original music. Riot composers will discuss the methods and philosophies of writing in a variety of musical genres. Accompanied by guest musicians, they will perform selections from the soundscape of League of Legends.

EDITOR/PHOTO NOTE:

Images to accompany the release are available at: <https://tribecafilm.com/press-center/tribecagames-images>

About Tribeca Games:

Tribeca Games is an initiative of Tribeca Enterprises created to showcase storytelling and innovation in gaming. The new platform celebrates and supports the gaming community and industry through unique programs, events and partnerships, continuing Tribeca's mission to explore the intersection of storytelling and technology.

Innovation, technology and gaming have been core to Tribeca through its Film Festival where programs from immersive storytelling to gaming have been showcased over the years. Tribeca first featured video games in 2011 with the world premiere of Rockstar's "L.A. Noire" at the Tribeca Film Festival, followed by the premiere of Sony's "Beyond: Two Souls" in 2013 and a work-in-progress screening of Patrick Creadon's eSports documentary All Work All Play in 2015. The brand has a relationship with Games 4 Change and recently announced a new initiative with Riot Games around the League of Legends.

About Riot Games:

Established in 2006 by a couple of entrepreneurial gamers, Riot Games aspires to be the most player-focused game company in the world. The company released its debut title, *League of Legends*, to critical and player acclaim in 2009. Today, more than 67 million worldwide play *League of Legends* every month. Players form the foundation of this global community and it's for them that Riot Games continues to evolve and improve the *League of Legends* experience.

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