



October 31, 2018

Dear MassDiGI Advisory Board Members:

Our seventh year has been yet another fantastic one for MassDiGI. As always, we produced a number of original titles, took on several new challenges and celebrated the opening of our New Ventures Center within Becker College's Colleen C. Barrett Center for Global Innovation and Entrepreneurship.

As a result of all our efforts, we have been able to further our leadership position as the statewide center for entrepreneurship, academic cooperation, and economic development across the region's games ecosystem. Working with our friends, collaborators, and partners from within industry, higher education, and the public sector, our efforts reached many and delivered real value to the regional, national and international game development community.

We are very proud of what we have accomplished and appreciative of the ongoing commitment and support we have received. In fact, without our friends, advisors, partners, mentors, sponsors, and volunteers, none of our work this year would have been possible.

On behalf of MassDiGI, I am pleased to present the 2018 Annual Report. As in our prior annual reports, with our mission, goals, and objectives in mind, we have provided a brief review of last year's most noteworthy programs, activities and services.

With your help in 2019, we will continue to produce positive outcomes, build on our accomplishments and achievements and foster a supportive, inclusive community for the growth and development of the Massachusetts video and digital games industry.

Sincerely,

Nancy P. Crimmin, Ed.D.

President, Becker College
Chair, MassDiGI Advisory Board



Massachusetts Digital Games Institute

2018 Annual Report

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Overview of 2017-2018

MassDiGI's mission remains as relevant today as when it was written seven years ago in *Getting in the Game: A Plan to Establish the Massachusetts Digital Games Institute*:

To facilitate cooperation among the digital games industry, government, and academia to strategically foster job growth and economic development in Massachusetts. As a center for state-wide initiatives that promote academic collaboration, entrepreneurship, business formation and growth, job creation and preservation, it enhances the Commonwealth's ability to attract and retain digital and video game companies and expand the industry cluster.

MassDiGI's goals and objectives align with its role as a state-wide center for coordination, engagement, and cooperation among the games ecosystem, government, and higher education that supports job creation and opportunity. Over the past year, MassDiGI has focused its work in six core service areas: 1) outreach and marketing, 2) workforce development, 3) business development, 4) education and research, 5) workshops/symposia/conferences and 6) practices, policy, and advocacy.

Please find below, organized by core service area, selected highlights of programs, services and, activities performed in each area as well as last year's fundraising snapshot. And, at the end, please find a brief preview of next year.



Outreach and Marketing

- Attended Game Developers Conference (GDC) – San Francisco, CA, March 2018.
- Attended and exhibited at PAX East – Boston, MA, April 2018.
- Exhibited at WPI TouchTomorrow – Worcester, MA, June 2018.
- Exhibited at Worcester Games Demo Night – Worcester, MA, August 2018.
- Exhibited at Boston Festival of Indie Games – Cambridge, MA, September 2018.

Workforce Development

- Hosted, organized, and managed annual MassDiGI Game Challenge at Becker College's Barrett Center – Worcester, MA, February 2018.

- Hosted, organized, and managed annual MassDiGI Summer Innovation Program at Becker College's Barrett Center – Worcester, MA, May to August 2018.
- Launched Summer Innovation Program Extension at Becker College's Barrett Center - – Worcester, MA, May to August 2018

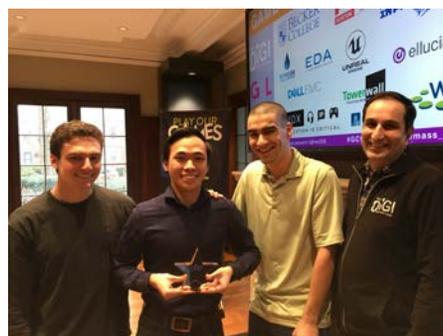


Business Development

- Launched several games on Google Play, Apple App Store – Global, 2018.
- Hosted annual Made in MA at GDC event – San Francisco, CA, March 2018.
- Hosted annual Made in MA at PAX East event – Boston, MA, April 2018.

Education and Research

- Hosted multiple on and off-campus lectures, networking and career sessions with game industry professionals – Worcester, MA, fall semester 2017 and spring semester 2018.
- Expanded LiveStudio course at Becker College – Worcester, MA, fall semester 2017 and spring semester 2018.
- Advised MIT NSF I-Corps Site – Cambridge, MA, fall semester 2017 and spring semester 2018.
- Mentored at MassChallenge- Boston, MA, 2018.



Workshops/Symposia/Conferences

- Spoke at Boston FIG Talks/Learns – Cambridge, MA, January 2018.
- Attended Deshpande Foundation Symposium on Innovation in Higher Education – Lowell, MA, June 2018.
- Hosted annual MassDiGI Summer Innovation Program Open House – Worcester, MA, August 2018.

Practices, Policy, and Advocacy

- Attended TechHub Caucus – Boston, MA, January 2018.
- Hosted grand opening of the Colleen C. Barrett Center for Global Innovation and Entrepreneurship at Becker College including the Robert E. Johnson MassDiGI New Ventures Center – Worcester, MA, April 2018.
- Attended HECCMA Day on the Hill – Boston, MA, June 2018.

As in previous years, MassDiGI received broad media coverage from outlets such as the *Boston Globe*, *Worcester Telegram*, *MassLive.com*, *NECN/Worcester News Tonight*, *Worcester Magazine*, *MassLive.com*, *Gamasutra.com*, and *Worcester Business Journal* as well as various blog sites.



Snapshot of 2017-2018 Fundraising

Since its establishment in 2011, MassDiGI has received cash and in-kind commitments totaling over \$4 million. The range of support demonstrates clearly MassDiGI's value to its core constituent sectors: industry, higher education, and government.

MassDiGI - Fundraising 2017-2018			
Source	Cash*	"In-kind"	Total
Industry	\$ 63,000	\$ 100,000	\$ 163,000
State	\$ 35,000	\$ -	\$ 35,000
Federal	\$ 117,000	\$ -	\$ 117,000
Other	\$ 42,000	\$ 185,000	\$ 227,000
	\$ 257,000	\$ 285,000	\$542,000
* Some raise funds are multi-year commitments. Capital not included.			

Supporters this past year included PAX East/ReedPop, Vivox, Epic, MassDevelopment, SVCF, Escher Reality, Dejobaan and Petricore.

Preview of 2019

With the Barrett Center and the MassDiGI New Ventures Center (NVC), a business assistance center for games-focused student-entrepreneurs, now open, we expect to add programs such as a MassDiGI Pre Game Challenge and start to explore esports in earnest while we will continue to enhance our existing programming such as LiveStudio, Game Challenge and Summer Innovation Program as well as our other recurring activities.

MassDiGI will continue to take part in game industry events and support the activities of companies, educational institutions, and organizations from the Boston to the Berkshires and beyond. Through those collaborations, a stronger, more vibrant extended community of support will serve as the basis for the continued growth and development of the region's game industry.

Relationships are always at the center of MassDiGI's work and, of course, as such we will continue to strengthen existing ties while also seeking to foster new ones.

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