

(<http://s-i-g-n.github.io>)

What is SIGN?

SIGN = Southern Independent Games Network

Save the Date:

**2nd November 2016**

SIGN event is free and open to the public – sign up now on [EventBright](https://www.eventbrite.co.uk)

# Overview

SIGN is a not-for-profit network, established to represent and support independent video games developers and facilitate the growth of the independent video games development sector in the Southern region of the UK. The network is focused primarily on providing support in areas associated with business aspects of the video games industry, for example, in areas such as funding, tax, marketing and law. The support will be provided through a series of events, web-based resources and through facilitating connections between members of the network and professionals within, and complementary to, the video games industry. Our members include independent games developers, university academics, researchers, students and technology businesses.

All the latest news and updates are available on:

Facebook: <https://www.facebook.com/SouthernIndependentGamesNetwork/>

Twitter: https://www.twitter.com

Eventbright: http://www.eventbright.com

# Get Involved

Are you interested in getting involved? Attending? Helping out? Giving a talk or hosting a panel?

Please don’t hesitate to let us know – get in touch! Any of the organising committee would be happy to help.

# Organisation Committee

Dave Cobb (Southampton Solent University)

Andrew Mitchell (Southampton Solent University)

Christos Gatzidis (Bournemouth University)

Mark Eyles (Portsmouth University)

Claire Oliver (Southampton University)

# Past Events

[SIGN 2015](https://www.solent.ac.uk/news/school-of-media-arts-and-technology/2015/games-developers-invited-to-sign-up-for-2015)

SIGN 2016

[SIGN 2017](http://s-i-g-n.github.io) (NOW) – 2nd November 2016

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