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**IMGA Announces the First-ever IMGA China edition;
Opens Call for Entries**

*After the 12th annual IMGA in San Francisco and the first edition in Southeast Asia,
The IMGA takes its prominent awards program to China*

Shanghai - 29th June 2016 - After Europe, U.S. and Southeast Asia, the International Mobile Gaming Awards is announcing that it has launched its program in China. In 2015, IMGA discussions started with China Mobile, the leading telecommunications services provider in Mainland China. Today, the first IMGA China has been officially unveiled, in partnership with MIGU – China Mobile’s digital content entity, and co-hosted by MyGamez, a publisher for foreign mobile games in China.

IMGA China also gets the support of China Telecom – Dazzle Interactive and China Unicom - WoStore. MIGU will cooperate with Dazzle Interactive and WoStore to provide the winners resources for a better distribution of their games.

"We are more than happy to introduce IMGA to China Mobile and to co-organize IMGA China events this year. I think that China can benefit from IMGA China by discovering the best Chinese games, and global IMGA events can help MyGamez to identify the great foreign games for our China publishing business." says Charles Chiang, co-founder and COO of MyGamez LTD, leading mobile game publisher in China.

Commenting on the new event, Maarten Noyons founder of the IMGA said: "After the success of the IMGA across the U.S., Europe and beyond, we are proud to bring the IMGA to China. We are looking forward to discovering the best games in China and surprising the world when we announce the winners of the first IMGA China by the end of this year."

The call for entries of the 1st IMGA China has just opened. Developers, studios and publishers can now enter their game and get more information about the competition on [IMGA China website](#).

About IMGA

The IMGA is the longest standing mobile games award program started in 2004. With its long history and unique judging process, it has recognized some of the world’s most popular titles in their early days, such as Candy Crush Saga and Clash of Clans. It is the only competition that unites the industry by celebrating excellence and innovation in games.

For full details about the competition, visit china.imgawards.com or call: +33 491 315 217. You can also follow us on [Twitter](#) or [Facebook](#).

PRESS/CONTACT

Anne CHABOT
anne@imgawards.com
<http://www.imgawards.com>
t) +33 621 168 706