

Latinx Games Festival

FAQ - Frequently Asked Questions

Aren't there other video game industry events already?

Yes, there are many video game industry events that showcase various games from around the globe. Our aim is to highlight Latinx individuals by sharing their stories and their games.

What is the ticket pricing?

Tickets are priced between \$10 - \$20 for the 2-day event.

What does the ticket include?

Ticket price includes event entrance only at this time.

Are there any age restrictions?

None at all. This a community event for all ages, but our panels will be geared towards those ages 16+ looking to work in the video game industry and build networking opportunities. Children must be accompanied by an adult.

Can I take pictures and video?

We do not have any issue, but ask that you respect the exhibitors if you are asked not to.

Where is the Museum of Latin American Art (MOLAA) located?

The Museum of Latin American Art is located at 628 Alamitos Ave in Long Beach, California. The museum is easily accessible by public transportation and located near the I-710 highway.

Is there a parking fee?

The Museum of Latin American Art (MOLAA) does not charge a parking fee. However, if the museum's lot reaches full capacity, there is street parking available.

Do I have to be Latinx to attend?

Of course not! Please come immerse yourself in our culture, meet amazing people and make some new friends. If you're looking for new opportunities this is a place to network. Coraly Rosario landed a job at Niantic thanks to the networking opportunities the LXGF provided.

Will the event still happen despite the COVID-19 pandemic?

We understand health concerns due to the current pandemic. The event will take place as a virtual event and will be free for all attendees. Those who have purchased a ticket through Eventbrite will be reimbursed.

What is the virtual event?

The virtual events will take place starting on June 20, 2020 as a way to build momentum and interest to the main physical event. We will begin with a recap of the first festival over a streaming service. Each month will present something new.

After the recap event, what are the other events?

We will feature a Latinx in Animation panel event in July 2020, a STEM in Gaming panel in August 2020, and a Latinx Game Jam September 15 - October 15, 2020 during Latin heritage month. Our goal is to have these streaming events lead up to the annual physical event at the Museum of Latin American Art (MOLAA) in November 2020. We will also include an award show at the physical event.

What led to the inclusion of an award show?

The award show will focus on honoring Latinx individuals and their games. Some of these will include those featured in the month-long game jam starting in September 2020.

Who is Jason Vega?

Jason Vega is the Executive Director of the Latinx Games Festival who is a salesperson at heart and a relentless hustler. He is the man who shakes hands and shares stories. Vega loves the video game industry and sees himself as a passionate fan marketing the stories he loves.

Why did Jason Vega choose Museum of Latin American Art (MOLAA)?

When he was researching, he thought MOLAA was unrealistic. Originally, he wanted to in the Bronx where he organized the Game Devs of Color event. His lease was up in NY, and decided to backpack across the country to find their new home. After landing in Long Beach, and finding MOLAA, it was over. It was a dream come true but was originally planned in the Bronx.

Did Museum of Latin American Art (MOLAA) approach the Latinx Games Festival (LXGF) as the location for the event or was it the other way around?

When Jason Vega began researching locations, MOLAA was a dream location due to its rich history. He was living in New York City and settled in Long Beach, CA in 2018. Vega took a chance by contacting the museum about his idea and the rest is history.

With the low number of attendees last year, what makes you think this year will be any different?

As a first-time festival in 2019, sponsors were proud of the 129-attendee count despite its minimalist marketing. We understood from the vast feedback we received that the festival is needed but we need to expand our reach by promoting our event in advance.

Considering the current state of society right now with racism alive and prevalent throughout communities, would expanding to other cities next year promote segregation?

At this time, expansion is not on the agenda. We are focusing on building the community in Southern California. Sponsoring satellite events within the community is on the horizon but not in other cities presently. We understand that communities are hurting right now and we think of now better way than to show our love of community by promoting the voices we do not usually hear from in the video game industry.

How are speakers chosen for the event? Are you excluding non-Latinx individuals to only showcase Latinx speakers? Seems rather divided.

We look through our applications and create a list of speakers we think would be a good fit for our community. We use a combination of internal networking and external outreach. You do *not* have to be Latinx to speak at our event. We are looking at all those who complete our application process and select those most qualified. Anyone can share insight to their careers, etc., we aim to inform our community that they can create games too.

Why is this focused on Latinx only? Doesn't this further perpetuate inequality?

We have events that showcase vast creators in video game development. Primarily these events and speakers do not showcase diversity. Tina Sanchez is a 15-year veteran within the industry working on games like *Apex Legends* and *Modern Warfare: Call of Duty*; and is a top games producer at Santa Monica Studio. Never before has she been asked to speak to the public. She had an amazing story to tell, the fact that she is Latinx is immaterial. We are providing a platform for those who have not been given a chance to share their insight with the world. There are many Latinx individuals working in the industry, but we do not always hear their stories.

How is the Latinx Games Festival different from Latinx in Gaming?

The Latinx in Gaming has been assembling the community throughout the years virtually and at other industry-related events. The Latinx Games Festival aims to curate Latinx personalities under a single roof as a physical epicenter for collaboration to create opportunities in a physical space. The difference is the annual physical aspect within the Latinx community at a cultural location of significance such as the Museum of Latin American Art (MOLAA).