



BFI LONDON FILM FESTIVAL

7 – 18 October 2015

in partnership with



ALIEN: ISOLATION CREATIVE ALISTAIR HOPE JOINS LINE-UP OF NEW CREATIVE INDUSTRIES TALKS FOR LFF CONNECTS: GAMES

BFI LONDON FILM FESTIVAL and POWER TO THE PIXEL to host 'VIRTUAL STORIES', a free exhibition of virtual reality projects by leading filmmakers and digital artists

Alistair Hope and **LFF Connects: Games** joins **Laurie Anderson** for **LFF Connects: Performance/Music**; **Guy Maddin** for **LFF Connects: Art**; **Chris Milk** for **LFF Connects: Creative Technologies**; and **Christopher Nolan, Tacita Dean, Alexander Horwath** (Director, Austrian Film Museum) and BFI Creative Director **Heather Stewart** for **LFF Connects: Film**.

Friday 25 September 2015. The 59th BFI London Film Festival in partnership with American Express is delighted to announced that internationally-renowned games designer **Alistair Hope**, whose work on the chilling survival horror game *Alien: Isolation* has made him one of the most respected names in the gaming world, will be the special guest for **LFF Connects: Games**, within the brand new series of thought-provoking talks exploring how film is engaging with other creative industries.

LFF Connects: Games with **Alistair Hope** will be at Picturehouse Central on Wednesday 14 October 16:00-17:00.

London's first major Virtual Reality exhibition, **Virtual Stories**, free to all visitors will also take place during the Festival at BFI Imax, produced and curated by Festival partner, Power to the Pixel.

As the Creative Lead at Creative Assembly, Alistair Hope's cinematic vision illustrates why games designers are being lauded as auteurs in their own right and games celebrated as an art form. *Alien: Isolation* collected three awards at the 2015 Develop Awards this summer

and topped the best game lists of 2014 for *PC Gamer*, *New Statesman* and *the Daily Telegraph*. It has been praised for its retro-futuristic style, immersive scares and innovative use of AI to create the ultimate 'Haunted House in Space' experience, taking players back to the terrifyingly claustrophobic roots of Ridley Scott's 1979 original.

Creative Assembly has also just hosted live on-stage developer sessions for *Total War: WARHAMMER* and *Total War: ARENA* at the EGX games convention at the NEC in Birmingham and sponsored a festival for disabled people using digital media.

Clare Stewart, Festival Director, BFI London Film Festival, says: "Film and games are two of the UK's booming creative sectors, capturing the imagination of audiences globally and influencing international industry peers. Alistair Hope is a trailblazer who brings a very cinematic imagination to game design and we are delighted to welcome him to our LFF Connects series of high-impact talks exploring the intersection of film with other creative forms."

Alistair Hope studied fine art and sculpture before following his first love, creating game experiences. As an art director and games designer, he worked on titles for Activision, Electronic Arts and Sega in a variety of genres from sports, strategy games, action adventure and survival horror. He joined Sussex-based Creative Assembly in 1996.

Virtual Stories will feature projects by some of the world's leading immersive storytellers including experiencing the dawn of life on Earth in *First Life* narrated by David Attenborough; falling down the rabbit hole and entering the psychedelic world of Alice in Wonderland in *fabulous wonder.land*; coming face to face with a living dinosaur in *Jurassic World: Apatosaurus*; the sensory-shocking horror of *Catatonic* an immersive journey from inside an asylum; stepping onto the stage with Cirque du Soleil's *Inside the Box of Kurios*; and seeing life in a Syrian refugee camp from the eyes of a 12-year-old girl in *Clouds over Sidra*.

The BFI is exploring the creative culture of games within its BFI Southbank programme, providing a platform for leading UK and international game developers to talk about their work throughout the year. The BFI's Certification Unit also manages the process for new games looking to qualify for the new Video Games Tax Relief introduced by the UK Government as part of the Creative Sector Tax Reliefs.

LFF Connects: Games will be followed by a reception in association with the BFI's Certification Unit and Creative Europe Desk.

For press tickets to LFF Connects: Games or interviews please contact:
tina.mcfarling@bfi.org.uk

LFF CONNECTS AT THE 59TH BFI LONDON FILM FESTIVAL

LFF Connects: Film with Christopher Nolan, Tacita Dean, Alexander Horwath and Heather Stewart

BFI Southbank, 16:00, Friday 9 October

LFF Connects: Art with Guy Maddin

BFI Southbank, 15:30, Saturday 10 October

LFF Connects: Creative Technologies with Chris Milk

BFI Southbank, 20:45, Monday 12 October

LFF Connects: Games with Alistair Hope

Picturehouse Central, 16:00, Wednesday 14 October

LFF Connects: Performance/Music with Laurie Anderson

BFI Southbank, 12:45, Thursday 15 October



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Notes to Editors

59th BFI London Film Festival / LFF Press Office

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About the BFI

The BFI is the lead organisation for film in the UK with the ambition to create a flourishing film environment in which innovation, opportunity and creativity can thrive by:

- Connecting audiences to the widest choice of British and World cinema
- Preserving and restoring the most significant film collection in the world for today and future generations
- Championing emerging and world class film makers in the UK - investing in creative, distinctive and entertaining work
- Promoting British film and talent to the world
- Growing the next generation of film makers and audiences

The BFI London Film Festival

BFI London Film Festival is Britain's leading film event and one of the world's best film festivals. It introduces the finest new British and international films to an expanding London and UK-wide audience and attracts significant international film industry participation. LFF is a compelling combination of red carpet glamour, friendly audiences and vibrant exchange. LFF provides an essential profiling opportunity for films seeking global success; promotes the careers of British and international filmmakers through its industry and awards programmes and positions London as the world's leading creative city.

Clare Stewart biography

Clare Stewart's twenty year programming career has encompassed leadership roles as Festival Director, Sydney Film Festival (2006-2011) and the inaugural Head of Film Programs at the Australian Centre for the Moving Image in Melbourne (2002-2006) as well as various roles at the Australian Film Institute (1996-2001), including Exhibition Manager, and programmer and Committee Member of the Melbourne Cinémathèque (1995-2002). She has been BFI Head of Cinemas and Festivals since October 2011.



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