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**J.J. ABRAMS AND GABE NEWELL: WEDNESDAY OPENING KEYNOTE DISCUSSION
AT 2013 D.I.C.E. SUMMIT**

*Award-Winning Film and Television Writer, Producer and Director and Video Games Legend
Faceoff in Vegas*

CALABASAS, Calif. – Jan. 28, 2013 – Veteran writer, director and producer J.J. Abrams (*Star Trek, Person of Interest, Revolution*) and Valve president and co-founder Gabe Newell (*Steam, Half-Life, Portal, Counter-Strike*, and more) will meet for a special opening keynote discussion at the 2013 D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit (#DICE2013) on Feb. 6, 2013.

The annual Summit, which is produced by the Academy of Interactive Arts and Sciences, brings together the best and brightest minds from the interactive entertainment industry at the Hard Rock Hotel and Casino Las Vegas.

The two industry legends will meet in Las Vegas for a unique session titled, “Storytelling Across Platforms: Who Benefits Most, the Audience or the Player?”

“From TV to film and now award-winning mobile apps, there’s no question that J.J. has his finger on the pulse of the entertainment industry, and we’re thrilled to welcome him and our 2013 Hall of Fame inductee, Gabe Newell, to the D.I.C.E. stage,” said Martin Rae, president, Academy of Interactive Arts and Sciences. “J.J. thoughtfully weaves together suspense, action, emotion, and fun into every one of his projects – elements every game developer aspires to capture as well. Each year, the D.I.C.E. Summit sets the tone for the year ahead in games and adding J.J. and Gabe’s shared insights is a natural fit as we see all forms of entertainment converge.”

Abrams is the founder and president of Bad Robot Productions. Formed in 2001, Bad Robot has produced films and television series such as *Cloverfield, Mission Impossible: Ghost Protocol, ABC’s Lost, Fox’s Fringe*, and CBS’s *Person of Interest*. In 1998, Abrams co-created his first television series, *Felicity*; he then created and executive produced *Alias* in 2001, and co-created and executive produced *Lost* in 2004. In 2006, Abrams directed his first feature film, *Mission: Impossible 3*, followed by 2009’s *Star Trek* and 2011’s *Super 8*, which he also wrote. His most recent feature, *Star Trek Into Darkness*, will bow this May.

In 2005, Abrams received Emmy Awards for Outstanding Directing in a Drama Series and Outstanding Drama Series, both for *Lost*. He also received Emmy nominations for writing the *Alias* and *Lost* pilots. In addition, Abrams composed the theme music for *Alias, Fringe, Lost, Person of Interest, and Revolution*, and he co-wrote the theme song for *Felicity*. Abrams serves as Executive Producer of CBS’s *Person of Interest, Fox’s Fringe*, and NBC’s *Revolution*.

One of Abrams' latest ventures is Bad Robot Interactive, which co-created *Super 8* and created *Action Movie FX* -- two award-winning apps. Apple recently named *Action Movie FX* as the iPhone App of the Year.

Newell will also give the Thursday Conference Keynote, entitled "A View on Next Steps." The Thursday keynote will focus on where the industry is heading, the advances Valve is making with Steam and Big Picture to prepare for that future, and more. Additionally, Newell will be honored at the upcoming 16th Annual D.I.C.E. Awards on the evening of February 7th as the 2013 AIAS Hall of Fame inductee.

The D.I.C.E. Summit and 16th Annual D.I.C.E. Awards (#DICEAwards) take place February 5 – 8. To register for the D.I.C.E. Summit or learn more, please visit www.dicesummit.org.

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About the Academy of Interactive Arts & Sciences:

The Academy of Interactive Arts & Sciences (AIAS) was founded in 1996 as a not-for-profit organization whose mission is to promote, advance and recognize the outstanding achievements in the interactive entertainment industry worldwide. The Academy conducts its annual awards show, the D.I.C.E. Awards, to celebrate and honor creative accomplishments in the field. To further enhance awareness of the Academy's vision, the organization created the D.I.C.E. (Design, Innovate, Communicate, Entertain) Summit in 2002, a once yearly conference dedicated to exploring approaches to the creative process and artistic expression as they uniquely apply to the development of interactive entertainment. With more than 22,000 members, including Electronic Arts, Microsoft, Sony, Nintendo, Google, Bethesda Game Studios, Ubisoft, Epic Games, Double Fine, Gearbox Software, Nexon and Insomniac Games, among others. More information can be found at <http://www.interactive.org> and <http://www.dicesummit.org>. Follow the Academy on [Twitter](#), [Facebook](#), [LinkedIn](#) or [Google+](#).

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