

The Voxel Agents establish in Southbank, Melbourne

 9th April 2009

The Voxel Agents have arrived in Melbourne: operation objective? To create fun games that are easy to pick up, challenging to master and above all... supremely addictive! The Voxel Agents strive to make games that convert the unconverted, challenge those with a hard core, and leave a smile on everyone's faces. Their quirky and innovative design approach makes for highly original and engaging games, and has players saying, "addictive gameplay", "nuts" and "can't stop playing".

No strangers to the world of gaming, The Voxel Agents have an impressive record both individually and as a team. Having met whilst studying (double degrees in BCI (Comm Design)/ BIT) at QUT in Brisbane, Australia, they gained their first professional experience together, working on the Alternate Reality Game (ARG), "[SCOOT](#)" hosted by the Melbourne Museum. SCOOT is a project fusing real and virtual worlds, where players compete in teams using computer games, mobile phones and physical clues to complete a Melbourne-wide treasure hunt. Wildly successful since it's inception in 2004, SCOOT has become an annual event, which still uses the QUT team's original game ideology, and attracts hundreds of players each year.

The team finally crystallised after winning the annual game creation marathon, the "48hr Game Making Challenge", for two years straight with their team SIF90 (where - yep, you guessed it - teams must create a complete game within 48 hours). Even Triple J radio wanted in on the action, covering their 2008 win for the game Melonauts on the Triple J Hack radio show. With mounting public interest in their consecutive winning games "[Sticky Geckos](#)" and "[Melonauts](#)", the team decided to branch out, to further develop what was clearly becoming a winning formula, as professional independents.

The three founding Voxel Agents based in Melbourne are [Simon Joslin](#), [Thomas Killen](#), and [Matthew Clark](#). Simon previously worked as a game designer at [Halfbrick Studios](#) ([Avatar: Into The Inferno](#) - NDS). Thomas Killen created innovative online narratives while at [Hoodlum Interactive](#) ([Lost ARG](#) - web). Matthew Clark worked on top level games for the Nintendo Wii at [Pandemic Studios Brisbane](#).

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For logos, game screenshots, videos and press releases go to:
<http://www.thevoxelagents.com/press/>