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For Immediate Release**



New President and Executive Director for Game Developers' Association of Australia

The Board of the Game Developers' Association of Australia (GDA) today announced the appointments of Tom Crago and Greg Bondar to fill the roles of President and Executive Director respectively. The GDA is the peak body for the video game industry in Australia, and is focused on promoting the growth and development of the industry both locally and internationally.

Greg Bondar replaces Evelyn Richardson in the role of Executive Director. Greg was the outstanding applicant for the position, from a strong field. He has previously headed up other industry associations, including the Australian Telecommunications Users Group and the Australian Chamber of Shipping. He has worked as a Senior Ministerial Advisor and holds an MBA and a Master of Education.

Tom Crago is the CEO of GDA member company Tantalus Interactive. He will serve as President of the GDA throughout 2007, working closely with Greg Bondar. Tom's appointment aligns with the desire of member companies to have a CEO from industry serve as President of the association.

"As an industry here in Australia we have achieved a great deal over the past few years," said Tom Crago. "The challenge now is to continue to grow and to assert ourselves internationally with new titles and new success stories. The GDA is committed to helping its members realise these goals."

"I am delighted to be offered this opportunity to serve the video game industry at this exciting time in its growth," added Greg Bondar. "I look forward to working with the members, the industry and stakeholders."

The Game Developer's Association of Australia will be at the Game Developer's Conference in San Francisco in March.

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