

Dare director delighted with new Blitz title

Paul Durrant has told *GamesIndustry.biz* that he is delighted with the announcement yesterday by Blitz that it will publish one of the former Dare to be Digital competition winners, CodaChain - and that its success proves that Dare is a viable pipeline for new IP and unearthing talent.

"This has been an incredible week for Dare," said the competition's director. "On Monday we launched a totally new internship programme supported by NESTA and on Wednesday we secured sponsorship of our awards ceremony from Rockstar North.

"Then the first mainstream publication of a game conceived originally in Dare to be Digital and developed subsequently by Blitz Arcade has been announced demonstrating that Dare also generates real IP as well as showcasing talent.

"We hope that this news encourages a big audience for this year's showcase at Dare ProtoPlay in Edinburgh on August 10-12 to spot the next games heading for publication," he added.

The Rockstar North sponsorship for the Edinburgh event has been seen as something of a coup - the first time the iconic company has been involved with an event on this scale.

This year's Dare to be Digital competition is mid-way through its ten week stretch, and *GamesIndustry.biz* will be showcasing some of the projects later in the year.
