

FOR IMMEDIATE RELEASE

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iGameUSA Calls on Idaho Residents and Businesses to Share Their Voices Ahead of Game Developers Conference (GDC) 2025

Boise, ID – 2/27/2025 – iGameUSA, a nonprofit dedicated to supporting and promoting the gaming industry in Idaho, is calling on residents, businesses, and gaming enthusiasts to participate in a survey and submit statements regarding the Game Developers Conference (GDC) and Idaho @ GDC presentations. [GDC 2025](#) will take place **March 16-21, 2025**, in San Francisco, making this a crucial time for Idaho to make its voice heard.

This press release follows a seminar event held on **February 22nd**, which featured the same presentation now available online. The survey and statement submission portal can be accessed at <https://www.igameusa.com/gdc>, and participants are encouraged to complete them before **March 15, 2025**.

iGameUSA's goal is to engage **residents of all ages and backgrounds, business owners, charitable organizations, educators, agency heads, and legislative leaders** in shaping Idaho's future in the gaming industry. By sharing their insights, participants can help influence **game industry members at GDC to consider moving, relocating, expanding, or starting their studios and/or consultancy companies in Idaho.**

Gina Johnson, also known as IdahoGamerGirl and Board President of iGameUSA, will be attending GDC as an unofficial ambassador to represent Idaho's gaming community. She will be engaging with developers, publishers, and industry executives to advocate for Idaho as a hub for game development and digital innovation.

"We want to ensure that Idaho's voice is heard on the global gaming stage," said Johnson. "This is a chance for gamers, developers, educators, and business leaders to directly influence how Idaho is perceived within the industry."

For more information, to schedule an interview with Gina Johnson, or to learn more about Idaho's involvement at GDC, please contact:

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About iGameUSA:

iGameUSA is a nonprofit organization committed to fostering the growth of the gaming industry in Idaho through education, advocacy, and community engagement. By connecting local talent with industry leaders using two custom-made programs, iGameUSA aims to create new opportunities for game developers, businesses, and STEM professionals across the state.

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iGameUSA Coverage Tips:

Journalists and media outlets are encouraged to share this call to action with their audiences. By amplifying the voices of Idaho's gaming and STEM communities, we can help shape the future of game development in our state. Coverage of this initiative is welcome between now and **April 4th**, with pre-GDC publications ideally releasing stories between **March 3rd and March 9th**, and post-GDC stories being released after **March 23rd**.