

"TOUCHING, FUNNY,
& STRANGELY EXISTENTIAL"
- THE HOLLYWOOD REPORTER

"UNIMAGINABLY
INTIMATE"
- THE NEW YORKER

"A COMPLEX MEDITATION
ON NONFICTION ART"
- FILM SCHOOL REJECTS

THANK YOU FOR PLAYING

DIRECTED BY DAVID OSIT & MALIKA ZOUHALI-WORRALL



KINEMATIC FILMS PRESENTS THANK YOU FOR PLAYING A CO-PRODUCTION OF INDEPENDENT TELEVISION SERVICE (ITVS)
WITH FUNDING PROVIDED BY CORPORATION FOR PUBLIC BROADCASTING AND AMERICAN DOCUMENTARY | POV SUPPORTED BY CHICKEN & EGG PICTURES
EXECUTIVE PRODUCER FOR ITVS SALLY JO FIFER EXECUTIVE PRODUCER FOR AMERICAN DOCUMENTARY | POV SIMON KILMURRY & CHRIS WHITE ORIGINAL MUSIC BY DAVID OSIT CINEMATOGRAPHY BY DAVID OSIT
PRODUCED, EDITED, WRITTEN & DIRECTED BY DAVID OSIT & MALIKA ZOUHALI-WORRALL



SYNOPSIS:

Four years ago, Ryan and Amy Green learned that their baby son Joel's rare cancer was terminal – they were devastated. Searching for a way to explore his feelings, Ryan, an indie video game developer, found solace in the most appropriate creative outlet he knew: a video game. *Thank You For Playing* follows Ryan as he creates a game called *That Dragon, Cancer*, and recruits his wife and sons into the process of documenting their daily life for this unusual work of art. His video game is a poetic exploration of a father's relationship with his son, an interactive painting, a vivid window into the mind of grieving parents.

Throughout his creative process, Ryan must decide where to draw the line in sharing his family's experiences of raising a dying child. From having his sons reenact difficult conversations, to recording Joel's giggle, to painstakingly photographing every detail of the hospital, Ryan's life becomes consumed by the complicated process of creating a digital world that mirrors his own, even as he continues to care for his son.

Combining footage from both Ryan's real and animated worlds, *Thank You For Playing* is a thought-provoking testimony to the empathetic power of art, examining how we process grief through technology in the twenty-first century, and the implications of documenting profound human experiences in a new artistic medium: the video game.



MADE WITH SUPPORT FROM



PRAISE FOR THE FILM

“Touching, funny, and strangely existential.”
- **The Hollywood Reporter**

“Unimaginably intimate... A documentary
about the making of a documentary.”
- **The New Yorker**

“Profoundly moving... [this] remarkable film accomplishes the
impossible: it avoids easy sentimentality.”
- **Indiewire**

“A complex meditation on nonfiction art.”
- **Film School Rejects**

“A beautiful, tragic attempt to press pause.”
- **Ars Technica**

“An intelligent, brave and authentic meditation
on grief and the artistic process.”
- **The Upcoming**

“The most important videogame movie ever made.”
- **Unwinnable**

CLICK BELOW TO WATCH THE TRAILER:





DIRECTOR'S STATEMENT

Ryan and Amy's video game, *That Dragon, Cancer* comes at a time when video games and interactive media are emerging as a wildly innovative art form. And yet simultaneously, society is questioning our dependence on technology more than ever: it seems to be bringing us at once closer together and yet further apart. We are fascinated by this tension, which is why we set out to make this film.

From the moment we first heard about *That Dragon, Cancer*, we immediately wanted to know more about why Ryan and Amy had chosen a video game--a medium so often associated with explosions and violence--to convey one of the most emotional and spiritually-challenging experiences a family can go through. Once we saw for ourselves how many people were profoundly moved by the game, and how playing it often facilitated more, rather than less, social interaction, we were hooked and knew we had to keep following this story. The fact that a video game was capable of awakening this sort of empathy to allow players to join Ryan and Amy on their journey astounded us, and we soon realized that Ryan isn't only a video game developer, he's also an artist - and programming is his paintbrush.

Thank You For Playing explores the very personal experiences of a family battling cancer, and the beauty and hope that can be found in the artistic process, while also examining the age-old question of where the boundaries lie in representing difficult emotional experiences in art. Ultimately, we hope the film will challenge people to re-examine their own assumptions about bereavement, technology, video games, and art.

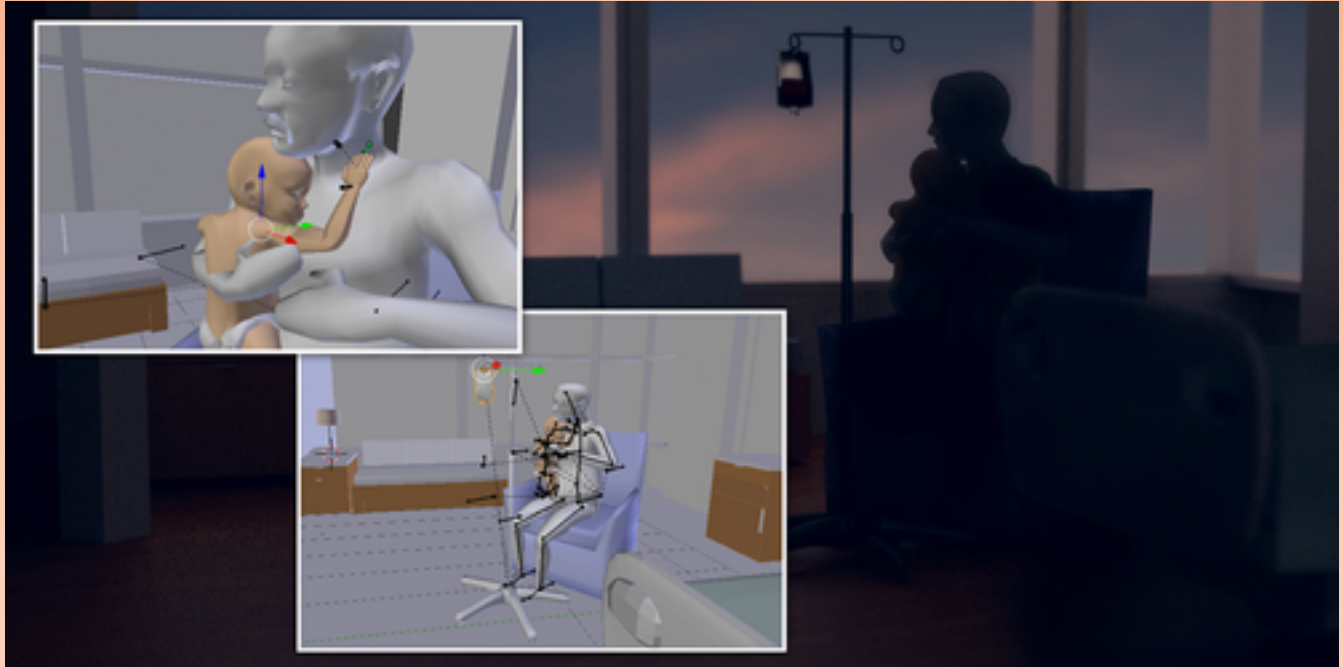
ABOUT THE DIRECTORS



DAVID OSIT is a documentary film director, editor and composer. His work has appeared in places such as HBO, NBC, PBS, TLC, Al-Jazeera America, Channel4, Arte, VICE, and Wired. David's first feature documentary film BUILDING BABEL which he produced, directed, shot, edited and composed, was a recipient of ITVS Open Call funding, broadcast as the series premiere of PBS America Reframed in 2013, and played at film festivals worldwide, including True/False and DocNYC. David was co-producer and composer for WHERE HEAVEN MEETS HELL (IDFA, Hot Docs), which broadcast on PBS Global Voices in 2013. David was also the editor of LIVE FROM NEW YORK!, the opening night film of the 2015 Tribeca Film Festival, which broadcast nationwide on NBC this fall and recently qualified for the Academy Award for Best Documentary. He received his bachelor's degree at the Center for Middle Eastern and North African Studies at the University of Michigan, and studied Refugee Law at the American University of Cairo. David is a recipient of the Anthony Rhodes Vice Presidential Scholarship and received his MFA in Social Documentary Film from the School of Visual Arts in New York.



MALIKA ZOUHALI-WORRALL is an award-winning director, producer and editor of British/Moroccan origin. She is one of the directors and the producer of CALL ME KUCHU (2012), a documentary that depicts the last year in the life of the first openly gay man in Uganda, David Kato. The film premiered at the Berlin Film Festival, where it won the Teddy Award for Best Documentary and the Cinema Fairbindet Prize. It has since won 18 more awards, and was theatrically distributed in North America and Europe to critical acclaim, with a 98% "Certified Fresh" rating on Rotten Tomatoes. Malika is a Chaz & Roger Ebert Directing Fellow and an alumnus of the Film Independent Documentary Lab, the Tribeca All Access program, the Firelight Producers Lab, and the Garrett Scott Documentary Development Grant. In 2012, Filmmaker Magazine named Malika one of 25 New Faces of Independent Film. Malika is a graduate of Cambridge University, and holds an M.A. in International Affairs from the Paris Institute of Political Studies (Sciences Po), where she studied with a full scholarship from the Entente Cordiale Scholarship Scheme. She lives in Brooklyn, NY with her husband, journalist Andy Greenberg.



ABOUT THE GAME

That Dragon, Cancer was developed by Ryan & Amy Green and Josh Larson along with five others at their new studio Numinous Games. It was released in January 2016.

As the Numinous team describe it: “That Dragon, Cancer” is a videogame developer’s love letter to his son; an immersive, narrative videogame to inspire love for others; a memorial for hundreds who have fought cancer. It is a poetic and playful interactive retelling of Joel Green’s 4-year fight against cancer, and an autobiographical memoir of how parents Ryan and Amy embrace hope in the face of death.

The game can be found at thatdragoncancer.com.

PRAISE FOR THE GAME

“An intimate and innovative new video game”

- The Washington Post

“That Dragon, Cancer is more than a beautiful remembrance of a life cut short... it’s an act of grieving that at its best allows those experiencing it to grieve their own losses.”

- Entertainment Weekly

“Cut through with resilience and humor... an unforgettable experience.”

- The Guardian

“Impressive... The most heart-wrenching experience of the year.”

- Metro

“Redefines the boundaries of its genre.”

- Forbes

“An important and unforgettable experience”

- Toronto Sun

“The best of games... challenging, enriching and devastating. I think it might have changed me in some way that I’m yet to fully understand.”

- Polygon