

The

Fifth Annual I/ITSEC Serious Games Showcase & Challenge Call for Serious Games Entries

http://www.iitsec.org/; http://www.sgschallenge.com November 29 - December 2, 2010, Orlando, Florida, USA

Serious Game developers are invited to submit their original PC-based serious game to the Fifth Annual I/ITSEC Serious Games Showcase & Challenge. The goal of the Serious Games Showcase & Challenge is to promote innovative game-based solutions to training problems. Finalists in the Serious Game Showcase & Challenge will be selected by a panel of serious games leaders in the military, industry, and academic fields, and will be invited to showcase their serious game at I/ITSEC 2010, where over 18,000 attendees will view and vote on each of the finalists.

The Challenge is open to a wide range of contestants; categories include student, government, and business. Awards will be provided to top contestants in those categories. Entered games can address any training objective pertinent to High School age or older audiences. All entries will be judged in four primary areas: Use of Gaming Characteristics, Solution to a Stated Problem; Playability/Usability; and Technical Quality. For the purpose of the Challenge, entries will be considered a serious game if they have gaming attributes, involve an assigned challenge, and employ some form of positive and/or negative reward system.

Check www.sgschallenge.com for important details.



ACT NOW! Sponsorships are available for the 2010 event

ENTER YOUR GAME BY 15 SEPTEMBER 2010

SHOWCASE YOUR WORK IN FRONT OF TOP GAMING, SOFTWARE AND SYSTEM INTEGRATOR COMPANIES

ENTER YOUR GAME BASED TRAINING AND EDUCATION APPLICATION



SHOWCASE & CHALLENGE

29 NOVEMBER - 2 DECEMBER 2010

SERIOUS GAR

INTERSERVICE/INDUSTRY TRAINING, SIMULATION & EDUCATIONCONFERENCE

Visit www.sgschallenge.com for detailed information Questions: sgschallenge@gmail.com **3 DISTINCT CATEGORIES**

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STUDENT BUSINESS GOVERNMENT

UP TO 12 FINALISTS AT I/ITSEC '10 WWW.IITSEC.ORG