

PRESS RELEASE

1st European Best Learning Game Competition (EBLGC) 15 March – 15 May, 2010

A European-wide competition organized in the context of project LUDUS (www.ludus-project.eu).

Organization: The Romanian Association for Electronic Industry and Software (**ARIES**),
Bucharest, Romania.

We would like to extend a warm invitation to you to participate in the 1st European Best Learning Game Competition (EBLGC) of the LUDUS project, which will be open to all interested individuals, companies and organisations that are involved in the development of serious games and that are interested to submit an entry to the competition.

The 1st European Best Learning Game Competition seeks to expand the understanding and capabilities of developing and using Serious Game applications for learning and training and to promote a debate of Serious Games as factor of regional development. The winners of the 1st EBLGC will be announced in a ceremony that will be held during the European conferences organised by the LUDUS project in Ioannina, Greece on 7-9 July 2010 (for more information visit: http://www.serious-gaming.info/5_SGEED-2010) . The conferences provides the participants with a valuable opportunity to present their games to educators, the general public and various stakeholders of Serious Games and the opportunity to establish a network as well as to benchmark their work and ideas in a collaborative surrounding.

For the purpose of this competition a Serious Game will be defined as:

“Serious Games are software applications following a game-like design that are intended to be used for learning”. Further and more detailed definition of the type of submissions that are eligible will be given in the official Competition Rules (for more information visit: http://www.serious-gaming.info/6_Best_Learning_Game_Competition).

Submission categories

There are in total four possible categories under which a game or a game idea can be submitted:

A. Best non-professional learning game

1. Best functional learning game
2. Best learning game idea/concept/storyboard

B. Best professional learning game

1. Best professional game with low budget (total development budget under 40.000 €)
2. Best professional game with high budget (total development budget over 40.000 €)

Selection criteria

The submitted games will be judged upon the following main points:

- Problem and Solution / Impact of topic on its field and on society,
- Excellence in Game and Learning Design,
- Playability,
- Technical excellence.

Who should participate?

- Individuals,
- Companies,
- Organisations and
- Students with an interest in developing serious games and that are interested to submit an entry to the competition.

Submission and important dates

The participation is free of charge. The submission will open shortly and games must be submitted until 15 May 2010.

Organization and communication details

Organiser: The LUDUS project (www.ludus-project.eu), Mr. Dan Baclesanu (ARIES)

Jury: To be announced.

Contact details: Mr. Dan Baclesanu (ARIES), danb@aries.ro .

More info: <http://www.serious-gaming.info/> .

Project LUDUS and the competition

This competition is being organized in the context of project LUDUS (in Latin, “game”) whose objective is the creation of a European network for the transfer of knowledge and dissemination of best practices in the innovative field of Serious Games. The LUDUS project is co-funded by the SEE Programme (www.southeast-europe.net).