







## ECGBL 2014 Game Competition Press Release

The second International Educational Games Competition, sponsored by the Serious Games Network (SEGAN) and ACPI was run last week at the European Conference on Games-Based Learning in Berlin.

With an initial submission of 56 games, 30 were selected to present at the conference. The games were divided into 5 categories: Non digital, web-based, installed on a computer, app-based and multi-platform and each game was judged around 7 criteria: Learning Assessment, Usability, Game Play, Socio-Cultural aspects, Administration tools, Features for Digital Games Only, Features for Non-Digital Games Only. There was a team of 6 judges, divided into teams of two. Initially each competitor presented their game to two judges and then presented to the conference participants the following day in an informal setting. The judges chose group category winners and then the three best games were awarded overall first second and third prizes. The winners are:

|                         |  |  |
|-------------------------|--|--|
| Multi-platform          | <p>Meister Cody - Talasia Learning Math: For kids in primary school<br/>Tino Holthausen, Kaasa Health, Germany<br/><a href="mailto:tino.holthausen@kaasahealth.com">tino.holthausen@kaasahealth.com</a></p> <p><b>Category winner and overall 1<sup>st</sup> Prize</b></p>                 |    |
| Web-based*              | <p>Reading Game: Encouraging learners to become question-makers rather than question takers<br/>Robert Parker, Macquarie University, Australia<br/><a href="mailto:robert.parker@mq.edu.au">robert.parker@mq.edu.au</a></p> <p><b>Category winner and overall 2<sup>nd</sup> Prize</b></p> |   |
| Non-digital             | <p>Grattle: A serious board game about renewable energies<br/>Alexander Pfeiffer, Danube University Krems, Austria<br/><a href="mailto:alexander.pfeiffer@donau-uni.ac.at">alexander.pfeiffer@donau-uni.ac.at</a></p> <p><b>Category winner and overall 3<sup>rd</sup> Prize</b></p>       |  |
| App-based               | <p>Eli Flying Explorer<br/>Wallis Catriona, Colto, Italy<br/><a href="mailto:catriona@colto.com">catriona@colto.com</a></p> <p><b>Category winner</b></p>  |  |
| Installed on a computer | <p>CMX: An MMORPG for learning computer programming<br/>Malliarakis Christos, University of Macedonia, Greece<br/><a href="mailto:malliarakis@uom.gr">malliarakis@uom.gr</a></p> <p><b>Category winner</b></p>   |  |

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|------------|---|---|
| Web-based* | SQL Island: An Adventure Game to Learn the Database Language SQL<br>Schildgen Johannes, University of Technology, Kaiserslautern, Germany<br><a href="mailto:schildgen@cs.uni-kl.de">schildgen@cs.uni-kl.de</a><br><br><i>Category winner</i> |  |
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\*As there were twice as many submissions for the web-based category than the other, two category winners were awarded.

Thanks go to the judges:

Liz Boyle, West of Scotland University, Glasgow, UK  
 Thomas Hainey, West of Scotland University, Glasgow, UK  
 Barbara Kleinen, University of Applied Sciences HTW Berlin  
 André Selmanagic, University of Applied Sciences HTW Berlin  
 Iván Martínez Ortiz, Universidad Complutense de Madrid, Spain representing SEGAN  
 Louise Remenyi, ACPIL, Reading, UK

Links:

SEGAN: <https://www.facebook.com/groups/segan/>  
 ECGBL Conference: <http://academic-conferences.org/ecgbl/ecgbl2014/ecgbl14-home.htm>  
 Call for Games 2015: <http://academic-conferences.org/ecgbl/ecgbl2015/ecgbl15-call-papers.htm>

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