2nd International Educational/Serious Games Competition
at the
8th European Conference on Games Based Learning (ECGBL)

**Hosted by the Research and Training Center for Culture and Computer Science (FKI)
University of Applied Sciences HTW Berlin, Germany
9-10 October 2014**

Call for Games

ECGBL 2014 will host the second International Educational/Serious Game Competition. The aims of the competition are:

- To provide an opportunity for educational game designers and creators to participate in the conference and demonstrate their game design and development skills in an international competition;
- To provide an opportunity for GBL creators to peer-assess and peer-evaluate their games;
- To provide ECGBL attendees with engaging and best-practice games that showcase exemplary applications of GBL.

Games submitted for the competition are expected to accomplish an educational goal. Authors should be prepared to explain their design and evaluation process, why it is innovative (the game itself or its educational setting) and how they achieved (will achieve) the impact they seek. The game should be in a development state that engages the player for at least 10 minutes.

Games in any format are welcome and this includes both digital and non-digital applications.

Submission

Submission deadline: 16 June 2014
Notification of selection to the second round: 11 July 2014

In the first instance competitors should submit an extended abstract (up to 4 pages) using the online abstract submission form:
 http://academic-conferences.org/ecgbl/ecgbl2014/ecgbl14-abstract-submission.htm

 Please be sure to select GAME from the submission type when submitting your abstract and note that you can exceed the 500 word limitation indicated for paper submissions.

The extended abstract should include:

- An overview of the game itself including the design and development process;
- The positioning of the game in terms of related work, including references and an outline of the game's unique educational contribution;
- Gameplay video link (optional but recommended).

http://academic-conferences.org/ecgbl/ecgbl2014/ecgbl14-home.htm

If the game is accessible online please include the address in the abstract. If it is a separate executable file it should be emailed as an attachment to sue@academic-conferences.org together with any other supporting documentation required.

Brief overview of the judging process

Expert reviewers will evaluate the submissions and a maximum of 26 competitors will go through to the second round and be invited to showcase their games at the ECGBL conference. During this evaluation stage games will be divided into categories, which will be determined by the contributions received. Those selected will be informed as to the category they will be judged in.

Although games can be in any language, all submissions must be in English and must include title and author information, including author affiliations. Judging will be in English and competitors will have to be able to present the game in English. The submitted extended abstract will be considered the final version of the paper and will be included in the Abstract booklet distributed to participants.

Competitors who go through to the second round will be required to register for the conference and send at least one member to attend to present the game and to take part in a presentation and award ceremony. The top three games will be announced in the closing session.

Judging of games at the conference will initially be in a closed session during the first day where competitors will present to a team of judges. On the second day competitors will demonstrate their games to the conference participants and at the end of this session the judges will announce the finalists. The finalists will be given 10 minutes to present their games to the conference participants in the closing session, and the prizes will then be awarded.

A full list of the judging criteria will be supplied to all competitors going through to the second round.