



Serious Games get some Serious Finalists and Serious Backing, Seriously!

The Serious Games Showcase and Challenge Australasia (SGSCA) celebrates its 5th year in 2016 and again has grown in both entries, diversity and in the application of the gaming medium. The SGSCA looks to highlight local developers and students from Australia and New Zealand creating awareness within fields outside of just games. It aims to reward those who use games to not only entertain but teach, inform and engage with their audience about a topic.

This year's finalists show how much breadth and scope there is within this area and shows plenty of growth as we move into the digital information age and the innovation nation concept.

Congratulations to the finalists for the 2016 SGSCA.

Student/Indie:

- [Animal Snap \(Boxhead Productions\)](#) – aiding children in learning colour and animal recognition.
- [Bushfire Aware VR \(Novus Res\)](#) – managing bushfire scenarios using VR.
- [Evergreen \(Siege Sloth Games\)](#) – control a mythical tree while guiding and nurturing life throughout the history of the Earth.
- [Laurus \(Lauras Tech\)](#) – a psychology practice tool to expose students to scenarios around mental health.
- [Robin \(Media Design School\)](#) – exposes players to aspects of Chronic Fatigue Syndrome.

Commercial/Government:

- [Cognify \(Revelian\)](#) – Evaluate potential candidates using psychometrics replicated in games.
- [Safe Environments \(Bondi Labs\)](#) – a training and assessment tool for WHS practices for carers.

A compilation video of all the games can be found at <https://youtu.be/9QcH1-phwq4>.

These games will be showcased at the [Australasian Simulation Congress \(ASC\)](#), hosted by [Simulation Australasia \(SimAust\)](#). The ASC combines the SimTecT and SimHealth conferences and, for 2016, hosts the [International Simulation and Gaming Association \(ISAGA\)](#) conference. The ASC will be held in Melbourne from the 26 - 29 September at the Melbourne Convention and Exhibition Centre. The winner from each category will be announced at the SimAust Annual Awards Dinner on 28 September to represent our region at the International Serious Games Showcase and Challenge in Orlando, Florida as part of [I/ITSEC](#), the world's largest simulation conference.

Last year, we had great success with our 2015 SGSCA winners: [Project Desal by Monkeystack](#) (winner of two international awards at I/ITSEC - Best Business-Developed Serious Game and Best Mobile Serious Game); and [Hacknet](#) (winner of the Innovation award at the Australian Game Developers Awards in 2014 and chosen for PAX AUS Indie Showcase 2015).

In further news, we are pleased to announce our new sponsors as part of the SGSCA. Our Primary Sponsor for 2016 is Melbourne International Games Week (MIGW) presented by Creative Victoria. SGSCA also has a supporting sponsor this year in the Academy of Interactive Entertainment (AIE).



MIGW is Asia Pacific's largest digital games event for entertainment, serious games and gamification. The event - which this year runs from 29 October to 7 November - provides an umbrella for a range of conferences, events and activities for the games industry, business and the general public. MIGW and Creative Victoria's sponsorship solidifies Victoria's commitment to promoting and showcasing games of all genres and topics within our region to the world.

AIE supporting sponsor role has also taken on more than just SGSCA for 2016. AIE will also be sponsoring a new competition at ASC called [FameGame](#). SGSCA cannot thank MIGW and AIE enough for their support, and we thank them for their assistance in encouraging the excellent talent we have on show within the finalists mentioned above.

If you are interested in entering your Serious Game(s) for next year's competition, keep an eye out for entry calls in later this year (or join the mailing list at on the [SimAust website](#)). A big thank you to everyone that entered the competition for 2016 and made it so difficult to judge! We look forward to seeing the finalists along with anyone and everyone from the simulation and gaming communities at the ASC in Melbourne (26 – 29 September).