

Serious Games Showcase & Challenge

Serious Games *More than just fun!*

Australasian Simulation Congress

28-31 August 2017 International Convention Centre, Sydney, Australia

www.simulationcongress.com

Simulation Australasia, in association with the International Serious Games Showcase & Challenge, presents the 6th Annual Serious Games Showcase & Challenge - Australasia (SGSCA) at the 2017 Australasian Simulation Congress (ASC).

The SGSCA gives developers in Australia and New Zealand a chance to promote their talent on a national and international stage.

The challenge is open to serious gaming application of all technologies including;

- PC
- Mobile
- Console
- Virtual Reality
- Augmented Reality
- · Wearable Tech

Serious games have one key aspect which drives their success – to impart knowledge while engaging the participant.

Serious games can highlight issues, improve education or explain/solve complex problems. These games communicate often difficult subjects through a unique medium in a way that is compelling, while creating awareness.

This is a fantastic opportunity for national and international exposure among the simulation and IT communities.

Finalists will be invited to showcase their games while attending ASC 2017 (28 - 31 August 2017).

The winner from each category is then awarded entry and \$2,500 funding assistance to present their game at the International Serious Games Showcase & Challenge Competition held at the I/ITSEC conference in Orlando, Florida (27 November – 1 December 2017), courtesy of Simulation Australasia.

There are two grand prize categories for the 2017 SGSCA:

Student / Indie Government / Industry

You could join our recent winners:

COGNIFY

Industry 2016 Cognify, Revelian



Indie 2016 Evergreen, Siege Sloth Games



Industry 2015
Project Desal, Monkeystack



Project Desal, Monkeystac



Indie 2015 Hacknet, Team Fractal Alligator



Indie 2014 Sound Scouts, cmee⁴

For more details about, or to enter, the 2017 SGSCA, please visit sgsca.simulationcongress.com