

10 October 2016 - *Immediate Release.*

Aussie Serious Games Showcased on Global Stage.

- Australian-made games selected to represent Australasia in International Serious Games Showcase & Challenge (Florida, USA)
- Quality of entries indicates “bright future” for Australian-developed serious game technologies
- Serious games continue to grow in reach and popularity within simulation and other industries.

Melbourne, Australia: Psychometrics and the environment will represent the Australasia region in the [International Serious Games Showcase & Challenge \(SGS&C\)](#) in Florida next month. COGNIFY, an immersive psychometric assessment game designed to improve the recruitment experience for jobseekers, and EVERGREEN, a single-player game allowing the player to interact and learn about the environment by controlling the growth of a mythical tree, will compete against a field of next generation serious games in the world’s largest simulation conference in December.

Serious Games, Serious Competition.

Winners for the Serious Games Showcase and Challenge Australasia (SGSCA) were announced at the 2016 Australasian Simulation Congress (ASC) in Melbourne, which attracted more than 900 delegates eager to view the latest in simulation and serious games technology. The competition was created to encourage students, indies, government as well as the simulation and gaming industries to develop products that are not only fun and entertaining but help deliver a purpose or experience. Serious games go beyond the fun of recreational games, encouraging players to learn and/ or become more aware of a particular issue. The competition aims to reward those who use the games medium to not only entertain but teach, inform and engage with their audience about a topic.

A total of 14 entries from across the region were whittled down to 7 finalists, whose entries ranged from managing bushfire scenarios, identifying Chronic Fatigue Syndrome and training for best practice workplace safety, all of which can be viewed [here](#). A panel of 15 judges, including representatives who have worked for the likes of Boeing, IBM, Thales, Well Placed Cactus and Riot Games ultimately selected Siege Sloth Games’ EVERGREEN in the student / indie category (where only 5 points separated the 1st and 4th places), and Revelian’s COGNIFY in the government / industry category.

“Each year we are blown away by the quality, creativity and diversity of topics from the entries we receive,” Australasian Simulation Congress representative Adrian Webb said. “This year’s close fought race shows how many high quality serious games are being produced in our own backyard.”

A special mention must also go to our sponsors for the SGSCA in the Academy of Interactive Entertainment and our primary sponsor in Melbourne International Games Week, presented by Creative Victoria. Their support throughout the week for games beyond entertainment helped the ASC serious games competitions, events and panels to become such a strong pillar for 2016 and laid the foundation for 2017 and beyond.



Nurturing Life through History.

Student / indie winner EVERGREEN is a Zen single player game where the player controls the growth of a mythical tree with the goal of guiding and nurturing life throughout the history of Earth.

Creativity and educational value have been highlighted during Evergreen's development and the result is an entertaining game that allows players to interact and learn about the environment and natural history.

Thusus Jones, Creative director for EVERGREEN said, "We developed the educational side of Evergreen because we wanted for it to be a more enriching experience for our players. The opportunity for learning as a part of entertainment, instead of as a separate activity, is what we see as the real power of serious games."

Next Generation Candidate Assessment.

COGNIFY has been developed by Revelian, as the next generation of candidate assessment. Cognify harnesses the power of game-based design thinking, backed by proven and trusted psychometric science, to provide an experience that 80% of candidates recommend. It's built on the foundations of traditional psychometrics and game design thinking to offer candidates a simply better assessment experience.



"Candidates become immersed in the games and forget they're completing an assessment, which means they're less stressed and you get more authentic data about their performance, as well as promoting your brand as an innovator. It's a very different - I would say more positive - experience for the candidate," Revelian CEO Cherie Curtis said.

Bright Future for Australasian Industry.

"When you see the diversity of the region's games and simulation community, working together to solve real life problems in an entertaining, innovative and informative way, it's clear that Australasian-developed serious games have a very bright future," Webb said.

"We expect to hear great things about COGNIFY and EVERGREEN when they compete in the international SGS&C. They'll certainly do the region proud on the world's serious gaming stage and strengthen the list of local winners. COGNIFY and EVERGREEN, as well as previous SGSCA winners continue to stand out as models for how games as a medium can be used in a variety of ways."

International SGS&C winners will be announced on December 1st 2016. The 2017 Australasian Simulation Congress will be held in Sydney at the International Conference Centre in Darling Harbour from the 28th until the 31st of August 2017. The SGSCA 2017 will also open its doors for entries soon, so get cracking on your innovative serious games ideas.

ENDS...

Contact:
Bronny Harris-
Membership and Events Manager, Simulation Australasia
bronny@simaust.com - +61 8 8223 4888

Further Information.

About the Congress.

This year, Simulation Australasia, in association with the International Simulation and Games Association (ISAGA), presented a range of events showcasing serious games to approx. 900 attendees at the Australasian Simulation Congress, held at the Melbourne Convention and Exhibition Centre from the 26th until the 29th of September. As well as celebrating 5 years of the Serious Games Showcase and Challenge Australasia, new initiatives such as the SimPlay Drinks and FameGame competition were introduced to help in building collaboration opportunities for both the games and simulation communities.

The event began on the 26th September with a tour of major gaming locations within Melbourne including Opaque Media Group, The Arcade, Big Ant Studios and Zero Latency. Everyone was impressed by the culture, expertise and talent on show at the various sites, with lots of comments and inspiration coming from the various presentations and demonstrations on the day. We thank all the sites for accommodating such a large group of people and letting us see what the art of the possible is within our region.

The workshop lead into the social event for the evening in SimPlay Drinks. This event was proudly sponsored by Unity Technologies and hosted both Simulation and Gaming industry talents, in gearing up for the Congress ahead. The atmosphere on the night was very relaxed, with around 50 people attending, fostering great discussions and discovery of common ground. Our thanks for this event also go out to IGDA Melbourne and the VR community in Melbourne for participating in a new field of opportunity.

As well as the competitions and events, the Congress also hosted a range of panels throughout the 3 days, looking at the future of VR and AR within simulation, the analytics of games and how they could be used within simulation, various state and industry driven support structures and initiatives for joint collaboration between simulation and games industries and the uptake of games within other fields such as cyber security, mental health, recruitment and education.

A big thanks to everyone involved as part of the Australasian Simulation Congress over the last few months, be they judge, organiser, sponsor, supporter, participant or delegate. The Congress in Melbourne was bigger than ever in 2016, and we look forward to next year's event in Sydney 2017.

FameGame Comp.

As part of creating new opportunities in simulation and serious games, ASC also introduced a new competition called FameGame, sponsored by the Academy of Interactive Entertainment. Where academics, practitioners and researchers were encouraged to elevator pitch their current research in the context of a game! The FameGame competition encourages people to think about their research topics and chosen fields from the perspective of the general game playing public.

Entrants aimed to create a game idea and concept to pitch to a panel of judges within a strict timeframe. Its goal was to combine two key aspects from the gaming and academic industries (elevator pitches and research) and mash them together to create a unique, fun and encouraging environment for participants. The Inaugural FameGame Competition was this year won by Maria Freese from the German Aerospace Centre, for her pitch D-CITE - a serious game about collaborative decision-making in airport management.

About the Finalists.

Refer: <http://www.simulationcongress.com/wp-content/uploads/2016/03/PressReleaseSGSCAFinalists2016.pdf>

Finalists Video: <https://youtu.be/9QcH1-phwq4>

About the International Serious Games Showcase and Challenge.

EVERGREEN and COGNIFY will now represent Australasia at the [International Serious Games Showcase and Challenge](#) (SGS&C) in Orlando, Florida as part of I/ITSEC, held from the 28th Nov until the 2nd Dec 2016. I/ITSEC is the largest simulation conference in the world. Simulation Australasia has fostered a strong partnership with SGS&C since 2012, the first time that the competition was run regionally outside of I/ITSEC. This has since been replicated in Brazil and the Asia Pacific region.

Gallery.

COGNIFY
A Revelian Games-Based Assessment



All the finalists, organisers and primary sponsor for the 2016 Serious Games Showcase and Challenge Australasia after a successful week at the conference.



Left to right:

- Amelia King - Senior Project Manager for Digital Games at Creative Victoria
- Salih Mujcic- Program Manager at Revelian and Winner of the SGSCA Industry category for Cognify
- Thusus Jones - Creative Director at Siege Sloth Games and winner of the Student/indie Category for Evergreen
- Adrian Webb - Serious Games Showcase and Challenge Australasia Organiser and Serious Games Convenor ASC 2016