

## PRESS RELEASE

### 2nd European Best Learning Game Competition (EBLGC 2011) 7 February – 15 April, 2011

A European-wide competition organized in the context of project LUDUS ([www.ludus-project.eu](http://www.ludus-project.eu)).

**Organization:** Business Support Centre L.t.d. (BSC), Kranj, Slovenia.

We would like to extend a warm invitation to you to participate in the **2<sup>nd</sup> European Best Learning Game Competition (EBLGC 2011)** of the LUDUS project, which will be open to all interested individuals, companies and organisations that are involved in the development of serious games and that are interested to submit an entry to the competition. **Deadline to submit the game or the game idea/concept/storyboard is between 7 February and 15 April, 2011.**

The 2nd European Best Learning Game Competition seeks to expand the understanding and capabilities of developing and using Serious Game applications for learning and training and to promote a debate of Serious Games as factor of regional development.

The winners of the 2<sup>nd</sup> EBLGC will be announced in a ceremony that will be held during the **2<sup>nd</sup> International conference, organised by the LUDUS project in Milan, Italy on 26-27 May 2011** (for more information visit: ). The conference provides the participants with a valuable opportunity to present their games to educators, the general public and various stakeholders of Serious Games and the opportunity to establish a network as well as to benchmark their work and ideas in a collaborative surrounding.

For the purpose of this competition a Serious Game will be defined as:

“Serious Games are software applications following a game-like design that are intended to be used for learning”. Further and more detailed definition of the type of submissions that are eligible will be given in the official Competition Rules.

#### Submission categories

There are in total four possible categories under which a game or a game idea can be submitted:

##### A. Best non-professional learning game

1. Best functional learning game
2. Best learning game idea/concept/storyboard

##### B. Best professional learning game

1. Best professional learning game with low budget (total development budget under 40.000 €)
2. Best professional learning game with high budget (total development budget over 40.000 €)

#### Selection criteria

The submitted games will be judged upon the following main points:

- Problem and Solution / Impact of topic on its field and on society,
- Excellence in Game and Learning Design

- Playability
- Technical excellence

### **Who should participate?**

Individuals

Companies

Organisations

Students with an interest in developing serious games and that are interested to submit an entry to the competition

### **Submission and important dates**

The participation is free of charge. The submission opens on 7 February, 2011 and games must be submitted until 15 April, 2011.

### **Organization and communication details**

*Organiser:* The LUDUS project ([www.ludus-project.eu](http://www.ludus-project.eu)), Mr. Bogo Filipič (BSC Kranj)

*Jury:* To be announced.

*Contact details:* Mr. Gregor Eržnožnik (BSC Kranj), [gregor.erznoznik@bsc-kranj.si](mailto:gregor.erznoznik@bsc-kranj.si)

**More info:** <http://www.serious-gaming.info/>

### **Project LUDUS and the competition**

This competition is being organized in the context of project LUDUS (in Latin, “game”) whose objective is the creation of a European network for the transfer of knowledge and dissemination of best practices in the innovative field of Serious Games. The LUDUS project is co-funded by the SEE Programme ([www.southeast-europe.net](http://www.southeast-europe.net)).