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# SERIOUS GAMES

## SHOWCASE AND CHALLENGE

ENTER YOUR SERIOUS GAME

SHOWCASE YOUR WORK  
IN FRONT OF TOP GAMING,  
SOFTWARE AND SYSTEM  
INTEGRATION COMPANIES

SUBMISSION PERIOD  
AUGUST 15th  
THROUGH  
SEPTEMBER 15th 2008



INTERSERVICE/INDUSTRY TRAINING,  
SIMULATION & EDUCATION CONFERENCE

Visit [WWW.SGSCALLENGE.COM](http://WWW.SGSCALLENGE.COM)  
for detailed information  
Questions: [info@sgschallenge.com](mailto:info@sgschallenge.com)

4 DISTINCT CATEGORIES

- STUDENT
- INDIVIDUAL / SMALL BUSINESS
- LARGE BUSINESS
- GOVERNMENT

12 FINALISTS  
WITH UP TO  
5 POSSIBLE AWARDS

[WWW.IITSEC.ORG](http://WWW.IITSEC.ORG)

# The Third Annual I/ITSEC Serious Games Showcase & Challenge *Call for Serious Games Entries*

<http://www.iitsec.org/>; <http://www.sgschallenge.com>

December 1-4, 2008, Orlando, Florida, USA

Serious Game developers are invited to submit their original PC-based serious game to the Third Annual I/ITSEC Serious Games Showcase & Challenge. The goal of the Serious Games Showcase & Challenge is to identify innovative game-based solutions to training problems that could affect personnel and systems today and in the future. Finalists in the Serious Game Showcase & Challenge will be selected by a panel of serious games leaders in the military, industry and academic fields, and will be invited to showcase their serious game at I/ITSEC 2008, where over 16,000 attendees will view and vote on each of the finalists. Awards will be presented to the top finishers.

The Challenge is open to a wide range of contestants; potential categories include student, government, individual / small business, and businesses larger than 500 employees. Prizes will be awarded to top contestants in those categories. Entered games can include "mods", and virtual worlds as well as original development. Last year saw a wide variety of games formats from Flash to game mods to original development. All entries will be judged as serious games in these primary areas: **Use of Gaming Characteristics, Solution to a Stated Problem, Technical Quality, Playability/Usability and a positive or negative reward system.**

Check [www.sgschallenge.com](http://www.sgschallenge.com) for important details.



**Tactical Language Training LLC**  
**Tactical Iraqi** Best Serious Game Award



**The Harrington Group**  
**Vigilance** People's Choice Award