

## Press release

### **Gotland Game Awards 2009**

The Gotland GAME Event Team would like to present the Gotland Game Awards of 2009 which will take place at Wisby Strand on the 2<sup>nd</sup> and 3<sup>rd</sup> of June.

Last year at the Gotland Game Awards we gave away over 400,000 SEK in prizes and this year we are hoping to top that.

Additionally we have an amazing exhibition and awards ceremony planned and we hope it will be an even greater success than in previous years. To make sure that the public are able experience all of this we have also taken measures to have the exhibition stay open longer than any other year. As the awards ceremony draws close there will also be a cocktail party and once the winners have been announced a grand fireworks show will be seen over Visby followed by the legendary GGA Party at Gutekällaren.

## Schedule

### **Program - Gotland Game Awards**

#### **Tuesday June 2**

13:00 – 17:00 Game Exhibition..... Visby Strand

13:00 – 17:00 Computer Graphic Exhibition..... Visby Strand

#### **Wednesday June 3**

13:00 – 16:00 Game Exhibition..... Visby Strand

13:00 – 16:00 Computer Graphic Exhibition..... Visby Strand

20:00 – 20:30 Pre-ceremony Mingle..... Visby Strand

20:30 – 21:30 Gotland Game Awards Ceremony.....Visby Strand

21:30 – 02:00 Party at Gutekällaren ..... Visby Strand

Se Wisby Strand Congress & Event calendar [www.wisbystrand.se](http://www.wisbystrand.se)

[www.gotlandgameawards.se](http://www.gotlandgameawards.se)

[www.hgo.se/game](http://www.hgo.se/game)

## **Gotland Game Awards 2009 – Awards Categories**

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*Those competing in the Gotland Game Awards are university students working within the area of Game Design and Computer Graphics. This year there will be more than 400 participants coming from the Gotland University GAME and Computer Graphics Department as well as other invited student projects from partnership Universities and Schools. The Jury will include over 25 international members of from the game and computer graphics industry, to develop new forms of cooperation and create business-possibilities.*

### **Best Serious Game**

Games are not just for entertainment. In fields such as healthcare and rescue services, games are used to train surgeons, rehabilitate patients and train rescue personnel for possible future scenarios. The winners of this category are given funds and support for further development of their game.

- Presented by Steven Bachelder

### **The Award for Human Rights and Anti-discrimination**

The Red Cross and the University of Gotland give an award to the student or group of students who, in a talented and intelligent way, have worked to counter discrimination and further human rights in a game.

- Presented by Anita Ekman,

### **The Almedalen Library Award**

The award goes to the project that has shown, with a playable game, the best positive aspects of games as a form of media. The winning game or demo will be distributed through the Swedish Library system, with that making it accessible at all libraries in Sweden.

- Presented by Christina Svensson,

### **The Engineers of Sweden Mathematical Game**

This award goes to the most pedagogical game that creates and stimulates an interest in math for kids ages 6 to 10. The game should be playable both as a group and as a single player, and teach the users basic math in a stimulating way with different levels of difficulty.

The award sum is 15 000 SEK.

- Presented by the Engineers of Sweden

**Best Presentation**

This award is for the best presentation of a:  
Game, Computer Graphic Animation or Project Concept.

- Presented by Troels Linde

**Best Arcade Game, First Year**

This award goes to the first year students who produce the best arcade game in their Theme Park-course.

- Presented by Mattias Görl

**Best “Big Game Project”**

This award goes to the second year-project that is deemed to hold the highest technical and artistic level in the Big Game Project-course.

**Best Game Graduating Class**

The award goes to the third or fourth year students who have produced the best game. The games are judged on artistic level, playability, and the practical use of what they have learned over three years.

**CG Animation – Commercials Category**

This award goes to the CGA production judged to be the best of the second year CGA students in the course – Commercial Theme

**CG Animation – Best Student Animation**

This award goes to the best student Animation Project

**Best Cinematic - Open and Invitational**

This award goes to the best cinematic scene – Open and Invitational

**Best Student Effort in Art**

This category is open to any individual in Game or CGA

### **Best Student effort Technical**

This category is open to any individual in Game or CGA

### **Best Exhibition**

This category is for the best exhibition booth at the GGA 2009

### **Best Game - Nordic Game Jam**

This category is for the game judged to be the best of the Nordic Game Jam entries

### **Best Game - Open and Invitational**

This category is open to any Game Projects being completed by Businesses, Academics or Project Groups located on Gotland or by projects that are called in through invitation from outside the region.

### **JADE**

The award support female entrepreneurship. At least one of the people in the project group is female. The award goes to the project deemed to have the highest commercial potential, and the winners are given funding, coaching and support in business development, to help start up a company.

-Presented by GIP

### **Alumni of the Year**

The award goes to a former student at the University of Gotland in GAME or CGA who has made a big achievement, or had great personal success in 2007-2008.

- Presented by Anders "Saint" Ekermo

### **Pwnage Award**

Best Student Project from the Gotland GAME Department

This award goes to the best project in all Categories

*\*this Project wins a trip in August 2009 to the GCDC*

- Presented by Don Geyer