Prize money

Enter the contest and get your chance to be rewarded a prize money of 35,000 € in total.

1st prize	Euro 20,000
2nd prize	Euro 10,000
3rd prize	Euro 5,000

Submission of entries

Submission of entries occurs centrally at:

Hessen-IT
c/o HA Hessen Agentur GmbH
Abraham-Lincoln-Strasse 38–42
D-65189 Wiesbaden, Germany

The entry should be in English and include:

1. Letter of entry in English with

- Title of the product
- Complete name and address of the submitting company and of the individual who is the contact for further correspondence
- Country and date of manufacture
- Description of the product illustrating its innovative nature (1000-2000 characters).

You can find a form for the letter of entry under
www.innovative-games.eu

2. Seven copies of the product submitted.

Products playable online must include complete access data.

Entry period

- **First entry date:** 5 March, 2008
- **Final entry date:** 31 August, 2008 (date of receipt at Hessen-IT)
- **Awards ceremony:** 6 November, 2008 in Darmstadt, Germany

Jury

- **Dr. Alois Rhiel**, Hessian Minister of Economics, Transport, Urban and Regional Development
- **Maruja Gutiérrez Díaz**, European Commission
- **Patrice Chazerand**, ISFE Interactive Software Federation of Europe
- **Olaf Wolters**, Bundesverband Interaktive Unterhaltungssoftware e. V. (Federal association of interactive entertainment software)
- **André Horn**, IDG Entertainment Media GmbH
- **Malte Behrmann**, European Games Developer Federation (EGDF)

Host

Hessian Ministry of Economics, Transport, Urban and Regional Development in the scope of the program Hessen-IT in cooperation with the European Commission.

Contact:
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Hessian Ministry of Economics, Transport, Urban and Regional Development

HESSEN

www.innovative-games.eu

European Innovative Games Award – EIGA

European Innovative Games Award 2008

Hessen – there's no way around us.

Hessen   IT

Wanted: Europe's most innovative games ...

... reward € 35,000

Did you play a really innovative computer game recently? One that came up with some awesome innovative features? Did that game happen to be your own game, developed or published by you?!

We'd like to reward your courage and your endeavour! Enter the contest for the European Innovative Games Award and get your chance to be rewarded a prize money of 35,000 € in total.

From niche productions up to top sellers: You are eligible to take part in the European Innovative Games Award (EIGA) as developer, publisher, publishing company, freelancer or young professional from any member state of the European Union. The game should be innovative – no matter wether this comes from technology, content or story used.

We want to reveal the wide field of possible applications of the best innovative computer and video games. We want to contribute to further international networking and therefore advance the games sector in Europe, as it is a driving force for the whole IT sector.

Above all, we want the best games on the stage at the award ceremony in November 2008 in Darmstadt, Germany. Along with the European Commission, Hessen-IT will hand over a large cheque for the most innovative game – and you could be the winner. All you need to do is enter the competition: www.innovative-games.eu

Participation conditions

- Games developers, games publishers, publishing companies, freelancers and young new talent such as students or trainees, who create, release or distribute computer or video games and who have their headquarters and / or residence in an EU member state are entitled to take part.

- The game can be composed in various languages, but it must be playable and testable in English.

- The game may not be older than one year, i.e. it must have been published no earlier than March, 5, 2007. Either the publication of the game in one of the EU member states or online at free disposal or on a mobile platform count as publishing.

- Eligible are games which can be run on a standard, currently available PC, games for stationary and portable consoles and handhelds / PDAs as well as browser games.

- If nominated for the award, attendance at the awards ceremony is obligatory to receive a prize.

- Submission is free of charge and the judges' decision is final.

Assessment criteria

The level of innovation of the submitted games will be assessed according to the following criteria:

1. Technology

1.1 Software: What is innovative about the technical design and about the programming of the game, such as game-engine, grafics, physics, artificial intelligence, multi player options?

1.2 Hardware: What innovative technology does the game use, e. g. mobile end devices, special user interfaces, controllers or input devices, how does the game use the existing input devices in a new way?

2. Content

2.1 Game idea: How innovative are the game idea and the goal behind the game? What target groups are being addressed and how?

2.2 Game design: What innovative game elements are included in the game play, story or game design? How is it different from other games? What new experiences and concepts are conveyed to the users?

3. Realization and Usability

3.1 Entertainment value: Is the game particularly entertaining due to its innovative character? How is the content transferred via the technology and do content and technology fit together? Are the difficulty levels and game balance appropriate? How is the usability and how long does the player stay committed?

3.2 Additional value: Are there additional innovative benefits apart from entertainment, e. g. a learning effect, marketing effect etc.?