

PRESS



European Innovative Games Award 2014

From now on, game developers, publishers, freelancer and young professionals from all member-states of the EU can apply for the European Innovative Games Award 2014. The award is endowed with 10.000 Euro and will be granted in June 2015 in Frankfurt.

Frankfurt, January 8 2015 – The contest for the European Innovative Games Award (E.I.G.A.) 2014 has started! Until March 15, developers, publisher, freelancer and young professionals can submit their games for the renowned award. All products and projects that were released or made available to the public by other means between January 1. 2013 and December 31. 2014 can be submitted. An expert-jury of ten decides about the assignment of the award, which is endowed with 10.000 Euro. The ceremonial award show takes places on June 30. 2015 during the opening of the exhibition "Film & Games. Interactions" in the German Filmmuseum in Frankfurt. The participation in the contest for the European Innovative Games Award 2014 is free.

Every two years since 2008, the European Innovative Games Award honors special innovative achievements made in the development of computer- and videogames. In contrast to other awards, the E.I.G.A. does not decorate darlings of the public for their success in the market; with the E.I.G.A., the Frankfurt Economic Development GmbH, the game industry association gamearea-FRM e.V., the Hessian Ministry of Economics, Energy, Transport, and Regional Development in the scope of the program Hessen-IT and the European Commission award the technological and creative potential of the whole european games-industry. To make sure all submissions are state of the art and trend-setting, the regulations for the E.I.G.A. 2014 have been adjusted: Submissions are only possible on recommendation of a business-association, a chamber of commerce or a comparable institution respectively a university or an academy.

The Jury of the European Innovative Games Award 2014

Prof. Dr. Linda Breitlauch – Hochschule Trier (Professor for Game Design), GAME Bundesverband der deutschen Games-Branche e.V. (Management)

Andreas Garbe – ZDF, Journalist, Head Editor and Producer

Silja Gülcher – Nintendo Germany, Head of PR

Hendrik Lesser – European Games Developer Federation (EGDF), Vice-President

Dr. Andreas Rauscher – Institute for Film-Studies, Johannes-Gutenberg-Universität Mainz, "Film & Games. Interactions." in the German Filminstitut (Curator)

Dr. Florian Stadlbauer – gamearea FRM e.V. (Spokesman of the Board), GAME Bundesverband der deutschen Games-Branche e.V. (Chairman of the Board), Deck13 Interactive GmbH (Executive Director)

Horst Streck – Dutch Game Association (DGA), Management

Maciej Szymanowicz – European Commission, DG Education and Culture, MEDIA Programme (Policy Officer)

Thorsten Unger – GAME Bundesverband der deutschen Games-Branche e.V. (Director)

Sebastian Weber – Making Games, IDG Entertainment Media GmbH

The **European Innovative Games Award** was created in 2008. The award, which is endowed with 10.000 Euro, is awarded in cooperation with the European Commission and honors innovative achievements in the sector of computer- and videogames every two years. Products and projects from all member-states of the EU are eligible. Host of the award is a joint effort of the Frankfurt Economic Development GmbH, the game industry association gamearea- FRM e.V. and the Hessian Ministry of Economics, Energy, Transport, and Regional Development in the scope of the program Hessen-IT. More information, the complete regulations and application-forms can be found at www.innovative-games.eu.

Contact

Frankfurt Economic Development GmbH

Paulina Welzenbach

Phone.: +49 - 69 - 212 36 214

games@frankfurt-business.net