

PRESS



Last Call for *European Innovative Games Award*

The submission-deadline for the *European Innovative Games Award 2014* will be extended. Applications for the award, which is endowed with 10,000 € are possible until March 31. 2015.

Frankfurt, March 16. 2015 – The submission-deadline for the *European Innovative Games Award (E.I.G.A.) 2014* will be extended. The organizer informs today, that applications will be accepted until March 31. 2015. Projects and products that were released between January 1. 2013 and December 31. 2014 are admissible. Developers, publishers and young professionals from all member-states of the EU are eligible. So far, applications for the *E.I.G.A. 2014* were received from fourteen countries such as Austria, France, Spain, the Netherlands, Denmark, Poland and Germany. Participation in the contest for the *European Innovative Games Award 2014* is free. You can find more information, the complete regulations and the applications-forms at www.innovative-games.eu.

"We would like to take this opportunity to thank all associated trade organizations and chambers of commerce, universities and colleges for their advice and guidance", says Anja Obermann, Director of the *Frankfurt Economic Development GmbH*, which is advertising the award together with the European Commission, 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. It is the close cooperation between national and regional institutions, which makes the E.I.G.A. a truly European project: "Without the special insight into the games-industry on-site and their energetic support at communicating the contest, we could never have established the E.I.G.A. all over Europe", Obermann adds.

An international jury of experts decides about awarding the prize which is endowed with 10.000 Euro. Along with Maciej Szymanowicz (*European Commission*), Horst Streck (*Dutch Game Association/DGA*), Thorsten Unger (*GAME Bundesverband der deutschen Games-Branche*) and Hendrik Lesser (*European Games Developer Federation/EGDF*) are also part of this jury. "All the previous submissions have one thing in common: They all meet a very high standard", Lesser explains. "Since we are certain, that there will be many interesting contestants among the follow-ups, our task will certainly be an exciting one!"

These are exciting times for all candidates: They need to stay patient until June 30. Then, this year's winner will be announced during the opening of the exposition "Film & Games. Interactions." in the *German Filmmuseum* in Frankfurt.

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 *European Innovative Games 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.

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