

Medieninformation

CREATIVE GAMING AWARD - Submit now

PLAY - Creative Gaming Festival from 1 - 4 November 2018

"Ready Game Change - Create a New Tomorrow"

Hamburg, 15 June 2018. From now on developers from all over Europe can submit their games for the Creative Gaming Award of the eleventh PLAY - Creative Gaming Festival. The nominated games will be presented to a large audience in the exhibition of PLAY - Creative Gaming Festival and three of them have the chance to win an award.

"The Creative Gaming Award addresses indie developers", says Valentina Birke, curator of the exhibition and coordinator of the Creative Gaming Award. "The award focuses on creative games and playful media that give the player the possibility to interact creatively with and within the game. The innovation can be showcased by a special gameplay, transmediality, unknown possibilities of interaction within the game, essential graphic innovations, new interfaces, uncommon atmospheres, visual breakthroughs or interesting topics that the game deals with in a novel manner."

The Creative Gaming Award will be awarded in three categories:

Most Creative Game

This category is directed to experienced developers that have already published one or more games. The award is endowed with a prize money of 1.500 Euro. The nominated games will also be showcased in the PLAY exhibition, the developers are invited to Hamburg during the festival and can participate in the awarding ceremony, taking place on 3 November 2018. Beta versions and completed projects can be submitted.

Most Innovative Newcomer

This category is directed to newcomer developers that have not published a game yet. In this category, prototypes as well as alpha and beta versions can be submitted. This award is endowed with a prize money of 500 Euro. Additionally, the winners receive a one-year mentoring. The nominated games also receive a place in the PLAY exhibition and participate in the festive awarding ceremony on 3 November 2018. During the festival, nominated developers are invited to Hamburg.

Audience Award

The audience will be the judge for this award as visitors of the exhibition can vote for their favorite game.

Medieninformation

Submissions and Jury

Submissions close 31 July 2018. European developers can submit their games and playful media to the Creative Gaming Award. An international jury with members from different areas of the gaming industry will choose the winners. The awarding ceremony takes place 3 November 2018 during the PLAY - Creative Gaming Festival. The nominated games will also be showcased in the PLAY exhibition where numerous visitors will have the chance to play the games.

Further information as well as the terms and conditions can be found at playfestival.de.

The festival

For the eleventh time, the Creative Gaming Festival calls to participate, discuss, develop and, most importantly, play. For example, at the games exhibition with novel game concepts and innovative controllers. In Workshops, including topics such as game design. In impulses about the power of storytelling, for instance. In talk shows with guests that want to change the world with their games. In our speaker's corner, where everyone has something to say.

PLAY is the first and unique festival that unites media art, discourse and education with the culture of digital games.

Background, Organizer

Since 2015 the Creative Gaming Award honors creative and innovative games as part of the PLAY - Creative Gaming Festival. With more than 180 submissions from over 20 countries, last year's award has proved popular. Former winners of the Creative Gaming Award are Keyboard Sports by Triband, FRU by Through Games and Among the Sleep by Krillbite Studios, all have won in the category "Most Creative Game". The winners in the category "Most Innovative Newcomer" include Tell Me What You See by Pesky Bees, FAR: Lone Sails by Mr Whale's Game Service and Mixtvision as well as Lucid. Last year's audience award went to Close the Leaks by Henning Steinbock, which fascinated and inspired visitors.

Since 2007 the initiative Creative Gaming works in the fields of art and education and could establish itself as a pioneer for the media pedagogical and creative use of computer games.

Press contact:

Tina Ziegler tina.ziegler@creative-gaming.eu

+49 (0)174-4440454

web: playfestival.de

tw: @playfest_hh

fb: <https://www.facebook.com/play.festival.germany/>

PLAY18 ist eine Veranstaltung der Initiative Creative Gaming e.V., des jaf - Verein für medienpädagogische Praxis Hamburg e.V. in Kooperation mit spielbar.de, der Plattform der Bundeszentrale für politische Bildung/bpb zum Thema Computerspiele, und dem JIZ - Jugendinformationszentrum Hamburg der Behörde für Schule und Berufsbildung. PLAY18 wird unterstützt von der HAW Hamburg - Fakultät Design, Medien und Information mit dem Masterstudiengang Games, der BürgerStiftung Hamburg und den Bücherhallen Hamburg / Hoeb4U