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Serious Games Showcase & Challenge Unveils 2010 Finest

November 4, 2010. Orlando, Fla. Team Orlando announced today, the annual I/ITSEC Serious Games Showcase & Challenge (SGS&C) 2010 finalists. The SGS&C event takes place during I/ITSEC, and emphasizes the global need of serious games for serious training.

The goal of Serious Games Showcase & Challenge is to identify innovative game-based technologies and solutions that improve training across all segments for individuals, groups and systems. SGS&C opens the door for game developers that have the capability to modify a game into a training solution, or program one from scratch, with the intention of developing a serious game solution to enhance training and put their work in front of some of the best gaming and simulation companies in the world. Submissions arrive from student, industry and government developers; game content targeted to training in any segment, including education, corporate, or military.

"The submissions have been carefully reviewed and chosen by a panel of military, academia and industry gaming experts," stated Kent Gritton, SGS&C Chairman, "This year's submissions were of extraordinarily high quality, but all of the finalists represented the best of the best."

Congratulations to the following finalists in these categories:

Business Finalists: *CyberProtect by Carney, Inc; Virtual Walking the Pens by ForgeFX; Clinispace by Innovation in Learning Inc.; Marketing 101 - The Principles of Marketing by Muzzylane; MeTycoon by PlayGen; Rigglesfish by Texas A&M University*

Student Finalists: *Energize by FIEA; Terraform by North Carolina State Univ.; InnerCell by UCF IST*

Government Finalists: *Invasion Prevention Corporation's Continuous Process Improvement (CPI) Trainer by DAU; Moonbase Alpha by NASA;*

Boarders Ahoy! The Maritime Interdiction Game by NATO ACT

Honorable Mentions:

Our Worlds of Makrini by PIXELearning and *Attraction Loading Game* by Disney University.

Winners of the three game categories, will be announced at 10:00 a.m. on Thursday, December 2nd at I/ITSEC 2010 in Orlando, at the SGS&C pavilion. Attendees will get the opportunity to play the finalist's games, meet the developers, and cast a ballot for the People's Choice Award. This year includes a game surrounding the SGS&C, Sponsor Quest which provides an opportunity to win an Amazon Kindle.

www.iitsec.org

www.sgschallenge.com.

About Team Orlando.

Team Orlando, established by a Department of Defense Inter-Service Charter, builds upon a partnership established between the Army and Navy over 60 years ago. Today, Team Orlando members from Government, academia, and industry are focused on one common goal: To improve human performance through simulation.

www.teamorlando.org

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