

European Innovative Games Awards 2010 presented

During the festive gala of the European Innovative Games Award 2010 Europe's most innovative games and projects were honored. Four of the winners come from Germany.

Frankfurt am Main, October 15, 2010 – Today the most innovative games and projects were honored in Frankfurt am Main for the third time: more than 200 guests followed the invitation of the City of Frankfurt, the game industry association gamearea-FRM, and the Hessian Ministry for Economics, Transport, Urban and Regional Development. They were part of the festive gala of the European Innovative Games Award, where Deputy Mayor and Head of the Department of Economy, Human Resources and Sports of the City of Frankfurt Markus Frank, Parliamentary Secretary of State of the Federal Ministry of Economics and Technology Hans-Joachim Otto (FDP), and Jan Wagner, board member of gamearea-FRM and part of the jury, spoke to the audience. Roughly 50 projects from ten different countries were submitted to the three main awards and the three advancement prizes, each endowed with 10,000 €. Viola Tensil (play'd) and Andreas Garbe were the presenters of the evening, Kay-Ree & The Reevolution Band were the musical guests.

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More information:
www.innovative-games.eu

As a start Deputy Major Markus Frank greeted all guests of the gala. "The European Innovative Games Awards has shown once again that the computer and video games industry sends out important technological and, even more important, creative impulses", he said and added that therefore the City of Frankfurt would be very delighted to host such a renowned award. Frank also assured that he wants to continue supporting this innovative industry. Parliamentary Secretary of State of the Federal Ministry of Economics and Technology Hans-Joachim Otto (FDP) said: "The computer game industry plays a very important economical role in Germany. The Federal Government therefore will continue supporting this innovative sector sustainably"; he then added that the organizers would take the right and future oriented approach with their European-focused computer games award.

Jan Wagner, board member of gamearea-FRM and part of the jury, spoke for the industry sector: In contrast to other awards the European Innovative Games Award would successfully show the broad spectrum of the game development. Wagner then added that once again the jury had many interesting, as well as novel ideas and concepts to choose from. Keeping that in mind, the jury's decision to award two projects in the category 'T – Innovative Technology' seems therefore to be quite reasonable, as the jury explained that both, "CryENGINE3" from Crytek (Frankfurt), as well as "Kinect for Xbox 360" by Microsoft Germany, would be a very similar decisive step in the further development of the medium; the advancement award in this category went to "Cloddy" by BiteTheBytes from Fulda, Germany. The European Innovative Games Award in the Category 'GD – Innovative Game Design' went to "LIMBO" by PLAYDEAD from Denmark; this category's advancement price was awarded to "The Path" by Tale of Tales from Belgium. In the category 'AME – Innovative Application Methods and Environments' "Houthof Buruma: The Game" by Ranj Serious Games from the Netherlands convinced the jury; the advancement price went to Cornelius Müller for "GABARELLO".

The European Innovative Games Award was established in 2008 and honors special innovative qualities in computer and video games. The award is organized by the Frankfurt Economic Development GmbH, the Hessian Ministry for Economics, Transport, Urban and Regional Development in scope of the program Hessen-IT, as well as the game industry association gamearea-FRM e.V. and in cooperation with the European Commission. The glamorous award show is held in Frankfurt am Main, Germany.

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The Winners of the European Innovative Games Awards 2010

T – Innovative Technology			
Main Award I	"CryENGINE3"	Crytek GmbH	Germany
Main Award II	"Kinect for Xbox 360"	Microsoft Germany	Germany
Advancement Price	"Cloddy"	BiteTheBytes	Germany
GD – Innovative Game Design			
Main Award	"LIMBO"	PLAYDEAD	Denmark
Advancement Price	"The Path"	Tale of Tales	Belgium
AME – Innovative Application Methods and Environments			
Main Award	"Houthoff Buruma - The Game"	Ranj Serious Games	Netherlands
Advancement Price	"GABARELLO"	Cornelius Müller	Germany

From the jury's explanatory statements

"CryENGINE3": The resource-saving implementation of stereoscopy for current hardware is a major step towards establishing this technology, which may become very important in the future.

"Kinect for Xbox 360": The realization of a whole-body controller without holding any device is not only very clever from a technological view, but also surprisingly engaging, and stands alone in its approach to game play.

"Cloddy": The middleware "Cloddy" allows games, as well as other applications, to manage, render, and change terrain in real time while saving the computer's resources.

"LIMBO" combines an extraordinary atmosphere with a game design, which wins over by reducing itself to its essence.

"The Path" is gaming poetry, which creates a very own and dream-like atmosphere while breaking many gaming conventions in a very interesting way.

"Houthof Buruma – The Game" proves how convincing games can be in their effort to simulate reality. It combines fun and realism in a recruiting game, which is perfectly tailored to its customers' needs.

"GABARELLO": By the means of a game the work of therapeutic exercises is converted. This makes the work for the patient decisively easier and gives him a positive attitude towards it. The game play integrates fun into a very difficult work to learn walking again.

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