



Game Development and Competition



In Conjunction with CGAMES 2008 Conference

Event

CGAMES Conference and The University of Louisville's JB Speed School of Engineering are sponsoring a Game development training and competition.

Conditions of participation

Students who are interested in competing in this event must attend a preparation course, a pre-competition and competition following the schedule below. All interested high school and college students are encouraged to apply for admission. All admitted students will receive scholarships to attend the training and the competition at no cost.

Instructor

Dr. Jocelyne Kiss, associate professor of Multimedia at the University of Paris East France, will be the course instructor and will use *Unreal Engine* for the training.

Results

Students will receive a certificate of completion from the Speed School CECS department. The WINNER will receive a CGames prize and recognition certificate.

<p style="text-align: center;">INSTRUCTION AND PRACTICE May 31th, June 7th, June 14th, June 21st, June 28st (Noon-3 pm) PRECOMPETITION, REVIEW OF GAMES AND FEEDBACK July 19th (Noon-3 pm) COMPETITION CGAMES 2008 July 30th – August 2nd (Program details will be announced later)</p>
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Judgment and criteria

Judged by the public of the international conference CGAMES

- ♦ Original concept / creativity
- ♦ Appropriate for the audience
- ♦ Packaging, Gameplay and Scenario
- ♦ Aesthetic and special effects
- ♦ Special behavior programming

Application

To apply for a **scholarship** (limit 30)

Please contact : kiss@univ-mlv.fr (**deadline May 10, 2008**) and include CGAMES as the subject.



UNIVERSITY OF
LOUISVILLE
J.B. SPEED SCHOOL
OF ENGINEERING

COMPUTER ENGINEERING AND COMPUTER SCIENCE
DEPARTMENT