

The 10th International Educational Games Competition



ECGBL 2022 will host the 10th International Educational Game Competition (IEGC) on 6th- 7th October 2022. Games submitted for the competition are expected to accomplish an educational goal. Authors should be prepared to explain their design and evaluation process, why it is innovative (the game itself or its educational setting), how engaging and/or immersive it is and how they achieved (will achieve) the impact they seek.

The game should be in a development state that engages the player for at least 10 minutes. The competition will be divided into three sections – one for fully developed games, one for games in development and another category for games developed by students. Prizes will be awarded to the best entries in each category.

The aims of the competition are:

- To provide an opportunity for educational game designers and creators to participate in the conference and demonstrate their game design and development skills in an international competition;
- To provide an opportunity for GBL creators to peer-assess and peer-evaluate their games;
- To provide ECGBL attendees with engaging and best-practice games that showcase exemplary applications of GBL.

Games in any format are welcome and this includes both digital and non-digital applications.

Submission In the first instance a 500 word outline should be submitted online.

Successful competitors will be invited to present their game at the 15th European Conference on Games Based Learning (ECGBL 2021) hosted by University of Brighton in UK to present their games to the judges.

Past winners of the competition have included a wide range of game styles and pedagogical methodologies. Including card games for science education, VR games in a museum context and a beautifully illustrated history game about Czechoslovakia.

Submit a game outline here: <https://www.academic-conferences.org/conferences/ecgbl/ecgbl-international-educational-games-competition/ecgbl-games-submission/>

Important Dates

Abstract Submission Deadline – **09 May 2022**

Notification of Game Acceptance – **25 May 2022**

Conference Registration Deadline – **01 September 2022**

If you have any queries, email: elaine@academic-conferences.org

Further information about the **16th European Conference on Games Based Learning** can be found at: <https://www.academic-conferences.org/conferences/ecgbl/>