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**MASSACHUSETTS DIGITAL GAMES INSTITUTE ANNOUNCES
2012 GAME CHALLENGE WINNERS!**

***Grand Prize Winning Team Receives over \$25,000 Worth of
MassDiGI Support to Launch Game***

April 16, 2012 – Today the Massachusetts Digital Games Institute ([MassDiGI](http://MassDiGI.org)), based at Becker College, announced the winners of the MassDiGI Game Challenge, which helps aspiring game developers launch new games. Twenty eight teams consisting of students, professionals and entrepreneurs competed in the Game Challenge held April 13–15, 2012, in Cambridge, Mass. The following winning teams will be provided with the necessary resources, including support from the MassDiGI Summer Innovation Program, to develop and launch their games:

- **Grand Prize Winner and Best Game Concept – 80HD Games**
- Best Game Prototype – Commotion Games
- Best Serious Game Concept or Prototype – USB
- Wow! This Could Be Big – Robot Dragon

The Grand Prize winner receives full access to a MassDiGI 2012 Summer Innovation Program (SIP) team (valued at \$20,000) to help polish their game and get it ready for launch; \$6,000 worth of legal services from Morse, Barnes-Brown, Pendleton PC; access to award-winning industry mentors; a cash award, as well as other prizes.

Students entering their Junior or Senior year of college looking to break into the interactive entertainment industry are welcome to apply for the MassDiGI Summer Innovation Program to help bring the above winning game concepts to market. Accepted applicants will work alongside a team of other students on the campus of Becker College in Worcester, Mass. Students accepted into the program will receive free housing over the summer, as well as a stipend. To apply, students should visit www.MassDiGI.org. The deadline for applications is Monday, April 23rd.

“The Game Challenge has provided young, aspiring talent access to over 20 experienced industry professionals giving them a leg up in the dynamic games industry,” said Monty Sharma, Managing Director of MassDiGI. “The MassDiGI Game Challenge is the only event of its kind, providing young companies with the guidance and the support they need to actually launch their games after the Challenge concludes.”

“Not only did the Game Challenge bring together students and game developers to make

games, but MassDiGI also provided numerous educational sessions drawing insights from executives in the Boston area and beyond all lending a fresh perspective on game development,” said indie developer Elliott Mitchell, Technical Director at Infared5 and Co-Founder of Boston Unity Group. “It was a pleasure to participate as a mentor / speaker and to interact with such an enthusiastic group of students, who I was glad to see walk away with actionable goals and a concept to pitch to potential investors.”

“The Game Challenge has been such an awesome experience and in particular meeting with the wide variety of mentors has been hugely helpful in developing my team’s game concept,” said AJ Jenkins, a student at Tufts University. “I’ve walked away with a ton of industry insight from both large and small game companies and I can’t wait until next year!”

For more information about the winning teams and MassDiGI, please visit www.MassDiGI.org.



Grand prize winning team: 80HD



Grand prize & category winners along with a few Game Challenge judges & organizers

About the Massachusetts Digital Games Institute (Mass DiGI)

The Massachusetts Digital Games Institute (MassDiGI) is a statewide center, designated by the Commonwealth, for academic cooperation, economic development, and job creation in the Massachusetts digital games cluster. Based at Becker College, MassDiGI is the result of innovative collaboration among academia, state government and industry, aimed at fostering the growth of the creative economy in Massachusetts. In addition, MassDiGI is a US Department of Commerce Economic Development Administration (EDA) University Center.

Since starting up, MassDiGI has launched several initiatives that support entrepreneurship and enhance the talent pipeline between higher education and the digital games industry. Specific initiatives include the Reverse Sabbatical Program and the Virtual Production Lab – both of which bring student teams, faculty and industry professionals together to work on creative projects in a real game development environment. Numerous other initiatives, including the MassDiGI Game Challenge and Summer Innovation Program and those that focus on STEM/K-12 education and industry data gathering/benchmarking, will also be rolled out in 2012.

For more information about MassDiGI, visit www.massdigi.org, join us on [Facebook](#) or follow us on [Twitter](#).

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Contact:

Elicia Basoli
For MassDiGI
617-877-7497
eliciabasoli@gmail.com

Sandy Lashin-Curewitz, Director of Media Relations and Public Affairs
Becker College
Phone: 508-373-9529
Cell: 508-887-2388
sandy.curewitz@becker.edu