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**BEST IN PLAY: SECOND ANNUAL MassDiGI GAME CHALLENGE
TO SHOWCASE MASSACHUSETTS TALENT**

***Registration Now Open for Game Development Competition & Educational
Workshop Set for March 1-2, 2013 in Cambridge, MA***

December 13, 2012 – The [Massachusetts Digital Games Institute](#) based at Becker College, will host the second annual MassDiGI Game Challenge, a unique showcase for aspiring video game and interactive media developers designed to help launch new products and budding careers. Set for March 1-2, 2013 in Cambridge, MA, the MassDiGI Game Challenge [invites](#) independent game developers and students from regional high school and college to participate in the two-day competition.

The grand-prize winning team will receive full access to the 2013 MassDiGI Summer Innovation Program, a unique immersion program that invests in the game industry's future talent. The summer-long program, for college students, includes housing, stipends, technology resources, mentoring and game development tools to finalize an original video game and prepare it for launch. Additional MassDiGI Game Challenge prizes including cash and services will be announced in early 2013.

MassDiGI Game Challenge participants work to create a game concept or prototype, collaborate with industry mentors, and pitch their game to a panel of judges. Winners at the high school, college and indie game developer levels will be chosen in the categories of "Best Entertainment Game" and "Best Serious Game". In addition to the competition itself, the event will feature educational game design meet-ups and sponsor talks, as well as an Indie Game Showcase.

"The MassDiGI Game Challenge was a huge success in 2012, opening doors for budding developers and giving them a chance to show industry pros and academic leaders just what they can do," said Tim Loew, executive director of MassDiGI. "The Massachusetts video game and mobile app development sector will fuel tremendous jobs growth and economic development in the next few years. Events like this help form critical connections between companies, officials, and the Massachusetts higher education sector."

The 2012 Game Challenge included more than 28 teams, made up of high school, college and university students and indie developers, including teams from MIT, Tufts, Becker, RIT, Northeastern, and Binghamton. More than 300 people registered and attended the event.

The 2012 Grand Prize Winner was 80HD Games, a student-run startup company and developer of iPad game Nanoswarm, now available in the [App Store](#).

The MassDiGI Game Challenge (#digichallenge) will be held at the Microsoft NERD Center (One Memorial Drive, Cambridge, MA). Registration is now open and is on a first come, first serve basis. General attendees and competing teams are encouraged to register early! For more information, please visit www.massdigi.org/gamechallenge.

About the Massachusetts Digital Games Institute (MassDiGI)

Based at Becker College in Worcester, MA, the Massachusetts Digital Games Institute (MassDiGI) is an innovative, one-of-a-kind statewide center for academic collaboration and economic development across

the state's games ecosystem. MassDiGI, established in 2011, is the result of innovative collaboration among higher education, 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. MassDiGI's initiatives support entrepreneurship and enhance the talent pipeline between higher education and the digital games industry. For more information about MassDiGI, visit www.massdigi.org, join us on [Facebook](#) or follow us on [Twitter](#).

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