



## From the programme...

### 15 april

**10.00** 24-hours competitions start

**12.00** Soup lunch

GCC SEMINARS STARTS

**13.00** John Dennis, Team 17

**14.00** Nicolas Francis, Unity3D

**15.00** Coffee break

**15.30** Carl Loodberg, Illusion Labs

**16.00** Peter Zetterberg, Microsoft

**19.00** Surpriseparty

Try the latest games in the gaming room, which goes on the whole day and night.

### 16 april

**10.00** GCC presentations starts.

**10.00** The 24-hours competition 's are over.

**12.00** Soup lunch

**14.30** The game concept exhibition opens

GCC SEMINARS STARTS

**15.00** Orvar Säfström talks about "The story-telling in games"

**16.00** Panel debate with Sten Selander, Orvar Säfström, Josef Fares and Per Strömbäck.

**17.30** Mingle and presentation of the winners in the 24-hour Competitions.

**18.30** Delicious junk food dinner at Gourmet Grön.

The jury presents the winners of GCC.

**21.00** The party goes on at Harry´s. The DJ Lisa Bouvier and Tobias Nordlöf, Nintendo artist creates a cool lounge atmosphere.



## Invitation to Game Concept Challenge

Compete in 24-hour-competitions, converse, go to seminars, play, mingle and meet prominent game companies and publishers. Those who attend game education, are all invited to take part in Game Concept Challenge, GCC. The event takes place from the 15th - 16th of April 2009 at the East Pier in Karlshamn.

2009 year GCC begins the 15th of April with following 24-hours-competitions;

• **Serious Games with Serious Awards** - Create a game concept that gives the opportunity for grandparents and grandchildren to play and learn together. You can compete team-wise or individually. To assist and inspire you, you'll be able to meet with the Science Center -Kreativum- that deliver learning games to different Science Centers in north Europe. Also meet scientists and product developers for serious games. Great prizes are to be won - the first prize being a Playstation3.

• **Concept Art** - Create a character within a given theme in under 24 hours. Tarsier Studios will be there to assist and inspire you. Bring your wacom board. You are competing for great prizes - first price is a Playstation3.

• **Programmer Challenge** - Program a game within a given theme in under 24 hours. Representative from Microsoft will be at East Pier during the day to assist and inspire you. You are competing for great prizes - first price is a X-box360.

• **Game Audio Challenge** - all the competitors will be given a game design document for which they are to present an audio design concept within 24 hours. The challenge is to create and present a solution for dynamic audio with concept and sounding examples. There will be 5 digital audio workstations at your disposal which can be booked for 2 hour sessions. You can also use your own laptop.

The 1st prize is the Zoom H4 Handy Recorder a handheld digital audio recorder with built-in condensor microphones.

The 2nd prize is the book: Sound Effects Bible.

Apply to the 24 hour Competition by sending an e-mail to [win@gameconceptchallenge.se](mailto:win@gameconceptchallenge.se)

### Compete in speed modelling and win cool gaming products!

GCC is a prestigious competition for game concepts, which has now been running for 7 years. The present day GCC is the finale of a seven-week concept developing project involving students from School of Future Entertainment, Nanyang Polytechnic Singapore and Digital Game BTH.

GCC is also an established and unique game developing competition and a great happening for the computer games industry, as well as talented students within games education.

The winner of GCC will receive an attractive award - to develop their game concept to full prototype stage, sponsored by the game incubator: GamePort. Thereafter, help will be given to professionally pitch the result to publishers. With publisher backing, getting on to next step - full scale game production is possible.

### We say welcome to The GCC Jury 2009;

Oskar Burman, Avalanhcestudios, John Dennis, Team17, Dan Eriksson GRIN, Phil Gaskell, Sony Entertainment Europe, Fredrik Wester, Paradoxplaza, Peter Zetterberg, Microsoft

Welcome!