

Stereoscopic Displays and Applications XXV

The World's Premier Conference for 3D Innovation

Monday-Wednesday 3-5 February 2014

Hilton San Francisco Union Square Hotel, downtown San Francisco, California, USA

Announcing

The First SD&A Stereoscopic Game Competition

The Stereoscopic Displays and Applications Conference is pleased to announce the first SD&A Stereoscopic Game Competition, to be held at the conference in February 2014. The aim is to encourage the creative use of stereoscopic depth in exciting new game designs. A panel of expert judges will review the game designs and the winner will receive a cash prize of \$1000.

Criteria: The winning game design will be the one that has the best use of stereoscopic 3D in the view of the judges.

Competition rules: The games must conform to the rules set out on the conference web page below. Stereoscopic formats supported will be listed on the web page, in addition developers may bring their own platforms to the conference. Any suitable software package may be used.

Submission: Games will be judged at the conference, however the game, or a video of the game, and a 500 word introduction must be submitted two months before the conference.

Important Dates: you must register your interest in entering the competition by **22 July 2013** – details on the website.

Further information: please see the conference website at www.stereoscopic.org/sgc or contact the conference Co-chair Nick Holliman at sgc2014@stereoscopic2.org