

PAST WINNERS OF THE I/ITSEC SERIOUS GAMES SHOWCASE & CHALLENGE

2019

Best Business Game: *Swibo Tilt* by Swibo Ltd.

Best Government Game: *Chain of Command: Capture the Seas* by Naval Information Warfare Command
PMW-120

Best Student Game: *SIGNAL* by UC Berkeley and the Project on Nuclear Gaming

Best XR Game: *VestAid Game Suite* by Intelligent Automation, Inc.

Innovation Award: *Earth-to-Mars: A VR Serious Game for Leadership* by eLearning Studios

Students' Choice: *Get a Life* by Game-Based Learning, K20 Center at The University of Oklahoma

People's Choice: *Talon* by U.S. Army PEO Aviation Utility Helicopter Project Office UH60

2018

Best Business Game: *HoloLAB Champions* by Schell Games

Best Government Game: *Difficult Airway Algorithm and Rescue Cricothyrotomy (DAARC)* by Veterans Health
Administration, Employee Education System, eLearning

Best Student Game: *Tablecraft* by Not Suspicious, LLC

Best XR Game: *HoloLAB Champions* by Schell Games

Innovation Award: *Dental Madness* by Full Sail University

Students' Choice: *Code of Aegis* by University of Houston-Clear Lake & Tietronix

People's Choice: *Gloob Rescue* by Design Interactive, Inc.

2017

Best Business Game: *Cloud Defense* by Gronstedt Group

Best Government Game: *Goals of Care of Conversations* by Veterans Health Administration Employee
Education System

Best Student Game: *Tootin' Pooches* by UCF SVAD

Best Mobile Game: *MyStartup* by Simsoft Technologies

Innovation Award: *ARTé: Mecenas* by Triseum

Students' Choice: *Martha Madison* by Second Avenue Learning

People's Choice: *Earthlight Arcade* by Opaque Space

2016

Best Business Game: *Post Attack Reconnaissance (PAR) Virtual Training Mode* by ARA Virtual Heroes

Best Government Game: *USC Standard Patient* by USC ICT/US ARL

Best Student Game: *Bots & (Main)Frames* by New York University Tandon School of Engineering

Best Mobile Game: *U.S. Army STARS-Elements* by Army Game Studio

Innovation Award: *ADAPT-MP* by Design Interactive, Inc.

Innovation Award: *Limbitless Training Games* by University of Central Florida

Students' Choice: *U.S. Army STARS-Elements* by Army Game Studio

People's Choice: *U.S. Army STARS-Elements* by Army Game Studio

2015

Best Business Game: *Project Desal* by Monkeystack (from SimTecT). First time for international challenge partner game to win!

Best Government Game: *MUM-T Strikeforce* by US Army PdM-Tactical Unmanned Aircraft Systems

Best Student Game: *Healthx* by University of Utah

Best Mobile Game: *Project Desal* by Monkeystack (from SimTecT). First time for international partner game to win!

Best Social Media Crowdsourcing Game (Special Emphasis Award): *Unsavory* by University of Miami

Students' Choice: *Particle in a Box: The Quantum Mechanics Game* by Georgia Institute of Technology

People's Choice: *MUM-T Strikeforce* by US Army PdM-Tactical Unmanned Aircraft Systems

2014

Best Industry Developed Serious Game: *Info Sentinel Travel Security* by MAVI Interactive

Student Category: *Cyber Heist* by University of Utah

Government Category: *Strike Group Defender* by Office of Naval Research

Mobile Category: *Eagle Eye* by US Army PdM-Ground Maneuver

Special Emphasis Award – Use of Social Media: *Nanocrafter* by University of Washington Center for Game Science

Students' Choice Winner: *The Underground Railroad* by Muzzy Lane Software for National Geographic

People's Choice Winner: *Eagle Eye* by U.S. Army PdM-Ground Maneuver

2013

Business Category: *MACBETH* by University of Oklahoma

Student Category: *A Slower Speed of Light* by MIT Game Lab

Government Category: *Decisive Combat* by Singapore Armed Forces Centre for Leadership Development

Mobile Category: *GORRDEE* by US Army PdM-Ground Maneuver

Special Emphasis Category -- Adaptive Force Training: *MACBETH* by University of Oklahoma

Students' Choice Winner: *Algeburst* by Muzzy Lane Software

People's Choice Winner: *GORRDEE* by US Army PdM-Ground Maneuver

2012

Business Category: *Virtual Attain* by RealTime Immersive

Student Category: *Machineers* by IT University of Copenhagen

Government Category: *Cross-Cultural Competence Trainer (3CT) Mobile* by Joint Knowledge Online, Joint Staff J-7

Mobile Category: *DragonBox+* by WeWantToKnow AS

Special Emphasis Category of Adaptive Force Training: *Government in Action* by McGraw-Hill Education

People's Choice: *C-ID Combat Vehicle Detection & Identification* by AEgis Technologies

2011

Business Category: *Air Medic Sky One* by the University Medical Center Utrecht (Holland)

Student Category: *Garden Defense* by Katelyn Procci from the UCF Retro Lab

Government Category: *First Person Cultural Trainer* by US Army's TRADOC-TRISA

Mobile Category: *EPP Operator Maintainer Course* by C2 Technologies

Special Emphasis Category of Adaptive Force Training: *Bushudo: The Way of the Radical* by Mr Kevin Harris of the University of Wisconsin-Madison

People's Choice: *Quality Tycoon* by Northrop-Grumman

2010

Business Category: *Marketing 101 - The Principles of Marketing* by Muzzy Lane

Student Category: *Energize* by FIEA

Government Category: *Moonbase Alpha* by NASA

People's Choice: *Boarders Ahoy! The Maritime Interdiction Game* by NATO ACT

2009

Business Category: *VESSEL Damage Control Trainer* by BBN Technologies

Student Category: *NihongoUp* by Lycee Francais de Prague

Government Category: *Computer Base Corpsman Training System* by RDECOM-STTC

People's Choice: *Computer Base Corpsman Training System* by RDECOM-STTC

2008

Best Serious Game Business Category: *Burn Center* by 360Ed

Best Serious Game Student Category: *Age of Ecology* by High School Interns at the USGS

Best Serious Game Government Category: *GeoCommander* by SPAWAR Systems Command

People's Choice: *Direct Action* by Canadian Armed Forces

2007

Best Serious Game: *Tactical Iraqi* by Tactical Language Training

People's Choice: *Vigilance* by Harrington Group

2006

Best Serious Game: *Gator Six* by WILL Interactive

People's Choice: Co-Winners (due to tie in votes): *Steel Beasts Professional* by eSim Games and *Game DIS (GDIS)* by Research Network Incorporated