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Let the Games Begin: Call for Entries Open for ECD Systems® Third Annual Independent Game Developers Contest

New for this year, the contest will include prizes for best student game entry.

MARSTONS MILLS, MA – January 22, 2008 – ECD Systems®, the technology innovator for the video game industry, announced today the call for entries in the company's Third Annual Indie Game Contest, one that draws the best new and unpublished games from independent game designers and self-publishers. To acknowledge and promote industry contributions by the educational community, the company will award a cash prize for best student game entry as a new addition to the contest.

Independent game developers can now enter the contest online at www.indiegameshowcase.com, or stop by ECD's booth (6505 North Hall) during the Game Developer's Conference taking place in San Francisco, CA, on February 18–22, 2008. Developers from last year's Indie Game Contest will be joining ECD Systems in the booth to demo their games.

"We are truly looking forward to this year's Indie Game Contest, especially with the addition of a special award reserved for students – our upcoming generation of game designers," said Jack Hart, CEO and president of ECD Systems. "As part of our Indie Game Showcase website, this contest is a great opportunity for independent developers to promote their talents and the latest and greatest new game designs to our continually growing network of peer developers, publishers and gamers. We are also excited about the new features added to the Indie Game Showcase website. Over the last year we have transformed the site from being a 'contest only' site to the premier site for showcasing the best games developed by independent developers. The site has become a resource center for independent developers to share ideas, stay abreast of the latest industry news, find work opportunities, and much more."

Similar to last year's contest, the Indie Game Contest will spotlight entries in two categories – general and casual - with addition of a student award for best student game entry. The best games will be chosen by online popular voting between March 14 and June 30, 2008 by users playing games and voting online at www.indiegameshowcase.com. A judging panel consisting of industry professionals will then select the winners and three finalists from ten semi-finalist games in each category. Contest results will be announced at the Austin Game Developer's Conference, September 15-17, 2008.



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Grand prize winners in the general and casual games categories will receive a specially configured game developer's workstation and an advertising contract with ECD's upcoming gaming portal, Revolution Games Network (www.rngames.com). Winner of the student award will receive a cash scholarship. Category finalists will receive prizes, including iPod nanos and licenses to ECD's flagship security product Digital Armor, and FairShare™, a social networking technology.

The Indie Game Contest has quickly become one of the most highly recognized contests in the gaming industry. Additional sponsorship opportunities are available to companies who wish to support the contest. Please contact Jim Feeney at jfeeney@ecdsystems.com.

To subscribe to an RSS feed of ECD Systems press releases, please go to <http://www.lewiswire.com/us/index.php?client=146>.

About ECD Systems®

ECD Systems® provides technology innovations for safely creating, sharing and playing video games. Its flagship product, Digital Armor, provides developers and publishers with proven protection against the theft of digital content throughout the life cycle of a product. ECD also offers unique patent-pending technologies that form the FairShare™ Social Networking Engine (SNE), an enabling tool that helps gamers and developers distribute exchange and build communities around their passion. Additional information can be found at www.ecdsystems.com.

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