

## **ECD Announces Call for Entries to Second Annual Independent Game Developers Showcase**

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Contest to include expanded online voting and new category for casual games

MARSTONS MILLS, Mass.--(BUSINESS WIRE)--ECD Systems, the innovator in anti-piracy and copy protection software, announced today that entries are now being accepted for the company's second-annual Independent Game Developers Showcase, a contest that draws the best new and unpublished games from independent game designers and self-publishers.

A key addition to this year's event is a new category for casual games, a growing segment that is particularly popular among female gamers. The casual gaming market in the US is projected to be over \$2 billion by 2008 according to the International Game Developers Association (IGDA) and the added segment is intended to further raise the profile of casual games. ECD also has bolstered its support of women gamers and developers through a recently announced platinum sponsorship of the Women in Games International (WIGI) Regional Conference Series.

The call for entries is now open at [www.indiegameshowcase.com](http://www.indiegameshowcase.com). Independent developers can also enter by stopping by ECD's booth (#238, West Hall) at the Game Developer's Conference taking place in San Francisco, March 7-9. In last year's event, four finalists competed for first place at the E3 conference and expo; the winner was 21-6 Productions' "TubeTwist."

Building on the success of the 2006 showcase, the 2007 contest includes three stages. First, participants can submit their entries via the showcase site, [www.indiegameshowcase.com](http://www.indiegameshowcase.com). Visitors to the site, including gamers, developers and publishers, will be able to view the entries and vote on their favorites. Then, a panel of experts will decide the winner and three finalists from the 10 most popular entries in each of the two categories. Final judging and presentation of prizes will take place in the spring of this year with special recognition given to the grand prize winners during the Austin Game Conference in Austin, Texas, September 5-7, 2007.

"The success of the first showcase in 2006 helped us raise the visibility of the creative innovators who are leading the future of game development," said Jack Hart, CEO of ECD Systems. "We are pleased to expand the categories for entries and open the voting process to all, in order to make this year's showcase even more inclusive, and to call special attention to the growing number of women gamers who are helping to shape this community." Hart adds, "Hosting the showcase online this year yields one of the most important benefits of the contest: the free promotional exposure developers will have for their games just by entering."



About ECD Systems, Inc.

The technology leader in protecting valuable title assets during entire product life, ECD Systems, Inc. was founded in 1999. ECD is focused on providing robust protection for independent to large publishers against the theft of digital content throughout the life cycle of a product. ECD has developed unique patent-pending technologies that combine to form the Digital Armor solution that protects a product from its earliest transfer from design studio to design studio, internal and external product testing and review, mastering and replication and finally, protection for when the product is in the hands of the end-user. By providing life-cycle product protection, ECD has taken a major step in preventing unplanned or unauthorized product releases. Additional information can be found at [www.ecdsystems.com](http://www.ecdsystems.com).

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