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(Page 1 of 1)

Indie Game Developers Showcase Opens

ECD Systems, involved in anti-piracy and copy protection software, has announced that entries are now being accepted for the company's second-annual Independent Game Developers Showcase, a contest that calls for the best new and unpublished games from independent game designers and self-publishers.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.

Building on the success of the 2006 showcase, the 2007 contest includes three stages. First, participants can submit their entries via the showcase site. 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.

For more information or to get involved, visit the [Independent Game Developers Showcase](#) website.

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