

SAGANET AWARD

Award for newcomers in the field of serious game design.

award@saganet.nl



How does it work?

Do you want to participate in the competition - alone or with a project group? Then send your submission to award@saganet.nl by March 15, 2026.

A description of your serious game:

- What is its goal?
- How is this goal achieved?
- Who is the game intended for?
- Share photos and/or design materials.
- Maximum 2 A4 pages.

Send a short video of 1 to 2 minutes about your game (not mandatory, but increases your chances).

Also, introduce yourself and your team mates.

After we have received your submission, it will be evaluated by a professional jury. The jury will select a maximum of **6 serious games** from all submissions.

If your game is chosen, you will be invited to present your serious game during the spring seminar on **April 10, 2026**. If you cannot attend, your submission will be disqualified.

What can you win?

- The jury prize is **€1000**.
- The runner-up, and also the audience award, is **€500**.

Entries will be judged, and the winners will be announced during SAGANET's spring seminar.

If you are invited to present your game, you will receive a free SAGANET membership for 1 year.

Rules:

1. Your submission must be in our inbox by March 15, 2026: award@saganet.nl.
2. The creator or creators of the submitted game should be newcomers in the field of serious game design. This could include students, high school students, or others who have not previously developed a serious game.
3. By sending us your submission, you give us permission to share it with: the professional jury, participants of the autumn seminar, our newsletter, and our LinkedIn group.