
COMPUTER GAME & SIMULATION PROGRAMMING

Overview

This event tests the programmer's skill in designing a functional interactive simulation/game that will both entertain and educate/inform the player.

This is a two-part event: a program is submitted by the second Friday in May to be judged, and all eligible individuals will present the program at the NLC in a preliminary round.

This is an individual or team event.

Website Resources

- 3dTotal
<http://www.3dtotal.com>
- All Freelance
<http://www.allfreelance.com>
- American World Network
<http://www.awn.com>
- Animation Arena
<http://www.animationarena.com>
- Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques (ACMSIGGRAPH) - Education Spotlight
<http://education.siggraph.org/>
- CG Arena
<http://www.cgarena.com>
- CGS (Society of Digital Artists)
<http://www.cgsociety.org>
- Digital Media Net
<http://www.digitalmedianet.com>
- Evolve CG (EVOLVE 3D)
<http://www.evolve3d.net>
- Krop
<http://www.krop.com>

Program

The program for Computer Game & Simulation Programming changes every year. Refer to the Competitive section in the *CMH* to find the current topic for the event or look at competitive events under the FBLA tab at www.fbla-pbl.org.