

Technology

Seneca game winners announced

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TORONTO, Jan. 27 — The next time someone downloads a new game onto a cellphone, it may be one of the games created by four students in Seneca's Computer Programming and Analysis and Gaming programs. The mobile games they created as part of the AirG and Seneca College Mobile Entertainment Development Competition are going to market.

AirG, a supplier of multiplayer mobile entertainment products, partnered with Seneca to host the Mobile Entertainment Development Competition, in which 10 student teams completed the design and implementation of an original entertainment application.

The games — judged by members of the mobile technology and academic fields on originality, commercial feasibility, appearance and how well they play — were created with the goal of winning an exclusive launch on the Bell Mobility cellular carrier.

The winning entry, called Fast Food and created by game designer and artist David Cheung and coder Justin Sawchuk, is a game in which players are required to "eat" the food icons that pop up before time runs out.

Second place went to Mental Blox, created by game designer and artist Dave Daniels and coder Carlos DaCosta. Mental Blox features 20 blocks of four sides each, and a race against the clock to match all of them in a game of hand-eye co-ordination.

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