

FINALISTS (In Alphabetical Order)

The following titles were deemed noteworthy by the jurors for their innovative contributions to the field.

Astropolo by Edoki www.edoki.net (France) impressed the jury for its charming combination of old-school stop-motion paper animation in a futuristic outerspace context. The games appeal to a wide variations of skills, and some use voice driven interactivity.

Auschwitz, a Tale of Wind by Il Paragrafo <http://www.paragrafoblu.it> (Italy) successfully addresses a most serious topic with respect and a light touch. It avoids the pitfall of overloaded dark sentiments, and instead strikes a balance between confrontation, art and poetry, through moving visual and textual narration and special attention for revealing surprising details that bring light and hope. Jurors also noted the attempt to broaden the app with a timeline and maps.

Fiete, a Day in a Farm by Ahoiii Entertainment <http://www.fiete-app.com> (Germany) contains attractive animation and contemporary artwork that is enhanced by a meaningful farming theme and a games that tie everything together. Jurors praised the progressive morning to night navigation technique for “thinking beyond the page.”

Lars and Friends by Carla Susanto <http://www.larsandfriends.com> (USA) was shortlisted because of its successful combination of storytelling and information, executed in a very elegant, manual technique. Jurors said “the animation and the stylization of the horses is particular noteworthy, providing proof of artistic and academic mastery.”

Loose Strands by Darned Socks Productions www.darnedsock.com (Canada) employs an innovative navigation technique that lets an older reader choose the direction of the storyline, by following a growing lock of hair. Jurors enjoyed this fresh approach in the way that a branching storyline could be presented, stating “this app contains design lessons for any modern young adult author.”

Metamorphabet by Patrick Smith <http://metamorphabet.com/> (USA) is truly a feast of imaginative graphics, with mesmerising transitions, effects and interactions. Every click opens the door to a new, surprising perspective in a world where letters turn into 3D images. Jurors said “this is a playful and appealing execution of a basic idea.”

My Little Cook: Cucino Ottimi Spuntini by gradoZero <http://www.gradozeroedizioni.com/> (Italy) combines playful cooking themes with real, and tasty recipes and the ability to use the camera to put your own identity under the chef's hat. Jurors “it's always nice to discover this level of authenticity and connection to the real world in an app.”

Sago Mini Fairy Tails - Sago Sago www.sagosago.com (Canada) mixes slippery smooth interactive design that can empower even the youngest child, in a masterful mashup of 30 popular fairy tails.

Storest by Pixle <http://www.pixle.pl> (Poland) cleverly transforms an iPad's screen into a supermarket scanner, with specific shopping challenges. Jurors “we've seen an increasing number of augmented reality examples this year. In this case, the technology was used let children participate in a task that is meaningful.”

Windy's Lost Kite by Loud Crow Interactive www.loudcrow.com (Canada) is a blustery adventure featuring traditional crafting and stop-motion animation. The result is a uniquely engaging story experience that will be enjoyed by children and parents alike.