

# Media Release

September 2014

## Game designers kick off 24 hour challenge

The *24 Hour Digital Design Challenge* has kicked off again this year, with an eclectic mix of creative talent teaming up to take the challenge. This year, the challenge encompasses three categories including game design, animation and visual effects.

The 32 teams were given their design criteria at 9am this morning and have until the same time tomorrow to finish their creations, which will be available to view and play on completion of the competition.

Screen and Media teacher Justin Carter said this is the fourth challenge of its kind that they have run on campus.

“The challenge is open to everyone, not just existing TAFE Queensland Brisbane students,” Justin said.

“Participants in the challenge include groups of our former students who are now studying at universities such as QUT and guests from Brisbane’s games and entertainment industries have also decided to join in the fun.

“It’s really is a great way to meet likeminded people, network with other artists, develop your skills and to showcase your talent.”

The students don’t win a prize as such; but gain the experience of working to deadlines and the recognition of their peers.

You can tune in to watch all the gaming action unfold and follow the progress of the teams via a live web stream at [ustream.tv/channel/tafe-brisbane](http://ustream.tv/channel/tafe-brisbane)

People interested in studying digital media, technology or game design at TAFE Queensland Brisbane can apply through QTAC for the Diploma of Interactive Digital Media (Games), Diploma of Screen & Media (Visual Effects) and Advanced Diploma of Screen & Media (Animation).

For more information visit our website [tafebrisbane.edu.au/qtac](http://tafebrisbane.edu.au/qtac)

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