

Press Release

Luxembourg, April 10th, 2016

Success confirmed for Game of Code. Etix Kru and The Snake, big winners of the challenges.

Game of Code is a Hackathon “made in Luxembourg” that gathered around 130 developers during the week-end.

This week-end, the first edition of Game of Code, a Hackathon “made in Luxembourg”, took place at the Forum Geesseknappchen, powered by Docler Holding (doclerholding.com) and ITOne (itone.lu).

This event welcomed more than 200 visitors and gathered 35 teams of developers and designers who participated in the two challenges designed by Docler Holding and Digital Lëtzebuerg.

Marton Fulop, COO of Docler Holding explains: ***“It is amazing to see so many IT Talents and Professionals gathered in the same place, all motivated and ready to compete with their team to develop the best app or interface and win the challenge. We are proud to be part of this initiative. Game of Code is, from now on, one the biggest initiatives of this kind in the Grand-Duchy, created to support the ICT ecosystem, attract new talents and position Luxembourg as a tech hub within Europe”.***

Four keynote speeches followed: Joan Da Silva, Content & Design director at Aldebaran; Francis Bourre, Software Architect, at Docler Holding; David Hernie, Sr Technical Evangelist at Microsoft and Nicolas Cannasse, Director at Haxe Foundation.

During the 24hrs of coding, the Jury composed of IT experts and lovers dedicated their time scanning all the ideas and the teams.

The challenge “Tree of Life” designed by Docler Holding and centred on Artificial Intelligence rewarded in the third position the team “Fatal Error” with the project [“Game of DNA”](#); as second, the team “CodeBusters” with the [“Tessera”](#) project, and the winner is [“The Snake”](#).

The challenge "Smart Mobility" created by Digital Lëtzebuerg rewarded the in the third position the team "ION" with the project "[Transport for Luxembourg](#)"; as second, the team "ING" with the "[FitBus](#)" project, and the winner is team "Etix Kru" with "[EduCity](#)".

"I want to give a big congratulation to CoderDojo's team of developers who, at only 12 years old, were able to propose a fun app. The initiation of the next generation to coding and IT is the key to success for Luxembourg. Technology and passion are the main links between people, no matter their age or gender", states Melanie Delannoy, Head of PR & Communications, Docler Holding.

"To be able to gather 35 teams of 3 or 4 and around 200 visitors for this type of coding competition is just amazing. Game of Code will for sure be in 2016 one of the highlights of Luxembourg's ICT ecosystem and we are planning a 2017 edition with our partner Docler Holding. I would really like to thank our sponsors as well as our partners the SNJ, CGIE and Securitymadein.lu", concludes Kamel Amroune, Partner, ITOne

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