



We, the conference Committee of the GAMEON'2009 Conference, which was held in Düsseldorf, Germany from November 26-28, 2009, hereby declare that after a peer review

**Jens Orthmann, Christof Rezk-Salama and Andreas Kolb**

were selected with their paper entitled

**Responsive Real-Time Simulation of Ground Vegetation for Games**

As Best Paper of the aforementioned conference

Prof. Dr. Linda Breitlauch  
GAMEON'2009 General Conference Chair