2019 G4C STUDENT CHALLENGE COMPETITION GUIDE | ATLANTA

The 2019 G4C Student Challenge is open for game submissions from students in NYC, Los Angeles, Atlanta, and Detroit public middle/high schools. Winners will be announced at a local awards ceremony in Atlanta during May 2019.

SUBMIT YOUR GAME HERE: bit.ly/g4c_challenge

DEADLINE FOR ALL SUBMISSIONS IS APRIL 12, 2019

About the Challenge

The Games for Change (G4C) Student Challenge is a game design competition that invites middle and high public school students in New York City, Los Angeles, Atlanta and Detroit to create digital games about real-world issues. In 2019, students in Atlanta are challenged to create an original digital game about one of three themes:

· Automated Communities 2050
· Endangered Species
· Disrupt Aging: Implications of Living 100

Learn more about the Challenge and find information and resources on the themes at: www.gamesforchange.org/studentchallenge.

Student Eligibility

Any student enrolled in middle or high public school in **Atlanta (and the greater metro area) or one of the other Challenge cities is eligible**.

Students can submit as an individual, or in a team of **up to four students**.

Students under 18 must have **parent/ guardian/teacher consent** to enter the competition.

How to Submit

Complete the following steps to enter your game in the competition:

1. Visit bit.ly/g4c_challenge
2. Read the Rules & Guidelines to verify you are eligible to submit a game
3. Create a user account and sign in
4. Complete a submission form (answer all required questions and hit 'Submit')
5. You will receive an email confirmation with your completed submission form

DEADLINE: APRIL 12, 2019 @ 11:59 PM EST

Competition Guidelines

Games must be **about one of the 2019 Student Challenge themes.**

Applicants may submit **one game per theme** (for a maximum of three submissions), either as an individual or as part of a team.

Games must be playable on a **web browser** and created in either a **free or open platform** (i.e. Scratch, Snap, Unity, Game Salad). You will be asked to share your game's URL and specify the platform in your application.

Students who are submitting more than one game must **complete a separate application form** for each game (up to three total).

Award Categories & Prizes

Atlanta will recognize winners in the following categories:

AUTOMATED COMMUNITIES 2050

- · Best Middle School Game
- · Best High School Game

ENDANGERED SPECIES

- · Best Middle School Game
- · Best High School Game

DISRUPT AGING

- · Best Middle School Game
- · Best High School Game

GRAND PRIZE: BEST OVERALL GAME

All competitors are invited to attend the G4C Student Challenge Awards Ceremony in Atlanta in May 2019. Finalists will exhibit their games as part of an Arcade Showcase and winners will be announced during an on-stage awards ceremony.

Competition winners will receive national recognition and prizes including games, technology, experiential opportunities and more! Each student on the Grand Prize winning team will receive a $1,000 Scholarship!

Jury Process

Games are judged in three phases, both quantitatively and qualitatively by panels of jurors:

PHASE I

Each submission is played and scored by a minimum of three jurors. The highest scoring games in each category become competition finalists.

PHASE II

Finalist games are played by a panel of theme experts and game professionals to determine winning games; this includes 1 high school winner and 1 middle school winner for each theme topic.

PHASE III

The winning games are then played by a special jury of industry veterans to determine the Grand Prize Winner.

Judging Criteria

Jurors will evaluate the games using the following criteria:

GAMEPLAY:

- · Is the game playable?
- · Is the gameplay smooth and bug-free?
- · Is it well-balanced (not too easy/hard)?
- · Do players have meaningful choices in the process of achieving the game's goal?

ORIGINALITY:

- · Is the game new, fresh and innovative?
- · How unique is the design and concept of the game?
- · Does it bear little resemblance to other games (particularly re: Scratch remixes)?

USE OF THEME:

- · Does the game address its theme in a meaningful way?
- · Is the theme information presented clearly and accurately?

OVERALL WOW FACTOR:

- · How engaging and fun is the game?
- · Would you recommend it to someone else?

Important URLs

G4C Student Challenge website:
www.gamesforchange.org/studentchallenge

Ready to submit your game?
bit.ly/g4c_challenge

Questions?

Send G4C an email:
studentchallenge@gamesforchange.org