



# 2020 G4C STUDENT CHALLENGE COMPETITION GUIDE | DETROIT

The 2020 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 Detroit during June 2020.

**SUBMIT YOUR GAME HERE:** [bit.ly/g4c\\_challenge](https://bit.ly/g4c_challenge)

**THE DEADLINE FOR ALL SUBMISSIONS IS APRIL 29, 2020.**

## 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 2020, students in Detroit are challenged to create an original digital game about one of four themes:

- A Clean & Happy Earth
- Inclusive Play: Designing Games for All
- Get the Party Started
- The Human-Animal Bond

Learn more about the Challenge and find theme resources here:

[www.gamesforchange.org/studentchallenge](http://www.gamesforchange.org/studentchallenge).

## Student Eligibility

Any student enrolled in middle or high public school in **Detroit 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](https://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 29, 2020 @ 11:59 PM EST.**

## Competition Guidelines

Games must be **about one of the 2020 Student Challenge themes.**

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

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

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

## Award Categories

Detroit will recognize winners in the following categories:

### A CLEAN & HAPPY EARTH

- Best Middle School Game
- Best High School Game

### INCLUSIVE PLAY: DESIGNING GAMES FOR ALL

- Best Middle School Game
- Best High School Game

### GET THE PARTY STARTED

- Best Middle School Game
- Best High School Game

### THE HUMAN-ANIMAL BOND

- Best Middle School Game
- Best High School Game

### GRAND PRIZE: BEST OVERALL GAME

Games will be evaluated by an expert jury. Finalists will be invited to a local awards ceremony in June 2020 to exhibit their games as part of an awards showcase! Winners will be announced and prizes awarded during an on-stage awards ceremony.

## Prizes

Each student on the Grand Prize winning team will receive a \$1,000 cash scholarship! Other prizes include games, technology, experiences, theme prizes, and more!

## 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 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)

### THEMATIC:

- 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](http://www.gamesforchange.org/studentchallenge)

Competition portal (to submit your game!)

[bit.ly/g4c\\_challenge](http://bit.ly/g4c_challenge)

## Questions?

Send G4C an email:

[studentchallenge@gamesforchange.org](mailto:studentchallenge@gamesforchange.org)