



NATIONAL G4C STUDENT CHALLENGE 2020 COMPETITION GUIDE

The 2020 G4C Student Challenge is open to all middle and high school students in the U.S. Games will be evaluated by panels of industry experts, and winners will be announced in June.

SUBMIT YOUR GAME HERE: 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 school students nationwide to create digital games about real-world issues. In 2020, students 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.

Student Eligibility

Any student enrolled in a middle or high school in the U.S. 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 29, 2020 @ 11:59 PM ET.

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, etc.). 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

There will be one middle school and one high school winner per Theme, in each of the following areas:

- Best Gameplay
- Best Use of Theme
- Most Innovative Game

One middle school game and one high school game will also win the Grand Prize title.

Jury Process

Games are judged by panels of industry experts and are evaluated in three phases, both quantitatively and qualitatively:

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.

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

Competition portal (to submit your game!)

bit.ly/g4c_challenge

Questions?

Send G4C an email:

studentchallenge@gamesforchange.org