2022 G4C Student Challenge

ARE YOU SUBMITTING A PLAYABLE GAME OR AN ENTRY FOR THE FAIR GAME WRITING CHALLENGE?

(select) ▾

WHICH REGION ARE YOU FROM? Not sure? Check the **About the Competition** page to see which region you're in.

(select) ▾

GRADE LEVEL

(select) ▾

WHICH THEME DID YOU CHOOSE?

(select) ▾

ADULT CONTACT INFORMATION

Students under the age of 18 need parent/guardian/teacher approval to enter the G4C Student Challenge competition. Please select one of the following options:

○ I am 18 years old or older and do not require adult approval to participate in the Challenge.

○ I have adult approval to participate in the Challenge.

Please have your adult contact fill out the following information:

ADULT CONTACT FIRST AND LAST NAME

[　　　　　　　　　　　　　　　　　　　　　　　　]

ADULT CONTACT EMAIL ADDRESS

[　　　　　　　　　　　　　　　　　　　　　　　　]

RELATIONSHIP TO STUDENT

Select ⌄

☐ By checking this box, I give my permission for the student(s) on this submission form to enter the G4C Student Challenge competition.

LOCATION AND SCHOOL

CITY

[　　　　　　　　　　]

STATE

[　　　　　　　　　　]

ZIP CODE

[　　　]

NAME OF YOUR SCHOOL

[　　　　　　　　　　　　　　　　　　　　　　　　]

WHAT TYPE OF SCHOOL DO YOU ATTEND?

Select ⌄

HOW DID YOU HEAR ABOUT THIS COMPETITION?

[　　　　　　　　　　　　　　　　　　　　　　　　]

(OPTIONAL) CREATE A "GAME STUDIO" NAME FOR YOURSELF/YOUR TEAM

[   ]

DID YOU CREATE THE GAME AS AN INDIVIDUAL (BY YOURSELF) OR WITH A TEAM (WORKED WITH OTHER STUDENTS)?

Teams are required to select one 'team leader' who is responsible for completing this submission form on behalf of the entire team.

○ Individual
○ Team

TITLE OF GAME :
For the Fair Game Writing Challenge, this refers to the title of your Poem.

[   ]

WHICH GAME DESIGN PLATFORM/TOOL DID YOU USE TO CREATE YOUR GAME?

○ Scratch
○ Unity
○ Twine
○ Python
○ CoSpaces
○ Minecraft: Education Edition
○ Other

GAME URL (WEBSITE LINK TO YOUR GAME)

After you enter the URL, select "Open link in new window" to verify that it is the correct game URL. Broken or incorrect URLs will result in your game being disqualified from the competition.

[   ]

SCRATCH REMIX

If your game is a Scratch remix, please include the URL of the original game.

SHORT DESCRIPTION OF YOUR GAME
Please share a short description of your game.

Character count: 0 / 300

HOW DO PLAYERS LEARN ABOUT THE THEME IN THE GAME:
Character count: 0 / 300

WHAT INSPIRED YOU TO MAKE A GAME ABOUT THIS THEME? WHY IS IT IMPORTANT TO YOU?
Character count: 0 / 300

(OPTIONAL) PLEASE LIST ANY OTHER TOOLS YOU USED TO CREATE YOUR GAME (EX: SOUND OR GRAPHIC DESIGN SOFTWARE)
Character count: 0 / 200

(OPTIONAL) PLEASE SHARE MATERIALS YOU WOULD LIKE JUDGES TO REVIEW IN ADDITION TO YOUR GAME (EX: ART, STORYBOARD, DESIGN DOCUMENT, INSTRUCTIONS, ETC.)

Do you want to upload additional materials for judges to review?

○ Yes (Clear Selection)
○ No

Students have the option of having their game considered for additional award categories:

- Game Accessibility Challenge (games that include accessibility features)
- XR Innovation Challenge (games made for augmented or virtual reality)
- Made With Unity Award (games created in the Unity design platform)

If you are not interested in having your game compete in one or more of these, please select "no" in response to the below question(s), and then skip to the end of the entry form.

DO YOU WANT TO ENTER THE GAME ACCESSIBILITY CHALLENGE?

○ Yes
○ No

GAME ACCESSIBILITY CHALLENGE

Describe the accessibility features included in your game and how the design supports the gameplay experience for players with one or more different types of disabilities (visual, auditory, motor, and/or cognitive/learning).

- Identify the needs and abilities you are designed for
- Which design features did you include in your game to make it accessible?
- How do these features support the gameplay experience for players with different types of disabilities?

Your description can be formatted as bullet points or in an essay format; please limit your response to 500 words or less.
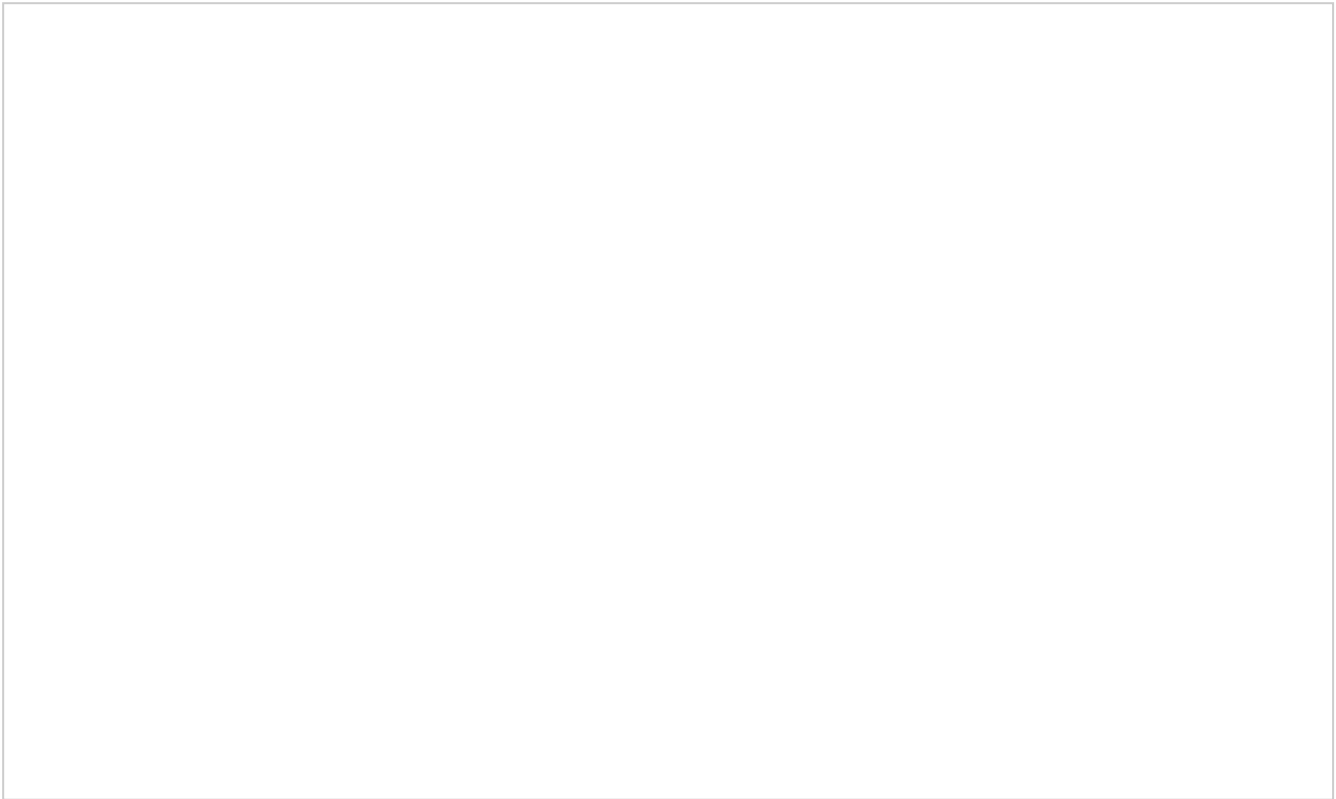
Word count: 0 / 500

DO YOU WANT TO ENTER THE XR INNOVATION CHALLENGE?

○ Yes
○ No

XR INNOVATION CHALLENGE
Is your game designed for augmented reality (AR) or virtual reality (VR)? Describe how AR or VR enhances the experience of playing your game. Why did you choose to make a game for AR/VR? Please limit your response to 500 words or less.

Word count: 0 / 500

DO YOU WANT TO ENTER THE MADE WITH UNITY AWARD?

○ Yes
○ No

THE DETAILS OF THIS SUBMISSION FORM ARE TRUE AND ACCURATE TO THE BEST OF MY KNOWLEDGE.

☐ I agree