The 2021 G4C Student Challenge is open for game submissions from students across the country. Winners will be announced at an awards ceremony (either virtual or in-person) in June 2021.

**SUBMIT YOUR GAME HERE:** [bit.ly/g4c_challenge](bit.ly/g4c_challenge)

**DEADLINE TO SUBMIT:** April 1, 2021

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**ABOUT THE CHALLENGE**

The Games for Change (G4C) Student Challenge is a game design program and national competition that invites middle and high school students to create digital games about real-world issues. ‘Challenge Cities’ with year-round programming - New York City, Los Angeles, Atlanta, and Detroit - compete in local, citywide competitions. All other students may submit games to the national competition. In 2021, students are challenged to create an original digital game about one of three social impact themes:

- Advocating for Animals
- Build a Better World
- Resilience Through Games

Learn about the G4C Student Challenge, access helpful game design resources and explore the theme topics on the program website: [www.gamesforchange.org/studentchallenge](www.gamesforchange.org/studentchallenge)

**STUDENT ELIGIBILITY**

Any student enrolled in middle or high school in the U.S. is eligible for the national competition.

Students can submit a game as an individual, or in a team of up to 4 students.

Students under 18 must have parent, teacher or guardian consent to enter the competition.

**HOW TO SUBMIT**

To enter a game into the competition, students must complete the following steps:

1. Visit [bit.ly/g4c_challenge](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 1, 2021 @ 11:59 PM EST

**COMPETITION GUIDELINES**

Games must be about one of the 2021 Student Challenge themes.

Applicants may submit one game per theme (for a maximum of 3 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). However, games created for the ‘Build a Better World’ theme must be created in either Minecraft: Education Edition or Minecraft.
AWARD CATEGORIES
G4C will recognize finalists and national winners in each of the below award categories. Finalist games will be showcased in a special online arcade and winners will be announced during a culminating awards ceremony, which will take place virtually in June 2021.

ADVOCATING FOR ANIMALS
- Best Middle School Game
- Best High School Game

BUILD A BETTER WORLD
- Best Middle School Game
- Best High School Game

RESILIENCE THROUGH GAMES
- Best Middle School Game
- Best High School Game

GRAND PRIZE: BEST OVERALL GAME

ACCESSIBILITY MODIFIER
Students who choose to integrate accessibility features into their games will be considered for this new specialty award.

PRIZES
Competition winners receive prizes that include trophies, games technology, theme and industry prizes and more! Each student on the Grand Prize winning team will receive a $1,000 cash scholarship!

JURY PROCESS
Games are evaluated by expert judges in three phases. Judges will evaluate submission forms, play the games and provide numerical scores and written feedback based on the evaluation criteria.

PHASE I
Each submission is played and scored by a minimum of three jurors. The highest scoring games become competition Finalists.

PHASE II
Finalist games are played by industry and theme experts to determine winning games: 1 high school winner and 1 middle school winner for each theme.

PHASE III
Winning games are played by a special jury of industry veterans to decide 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)

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?

QUESTIONS?
Send G4C an email: studentchallenge@gamesforchange.org

Check-out the competition finalists and winners from the 2020 G4C Student Challenge here: bit.ly/g4c-student-arcade