



# 2021 G4C STUDENT CHALLENGE COMPETITION GUIDE | LOS ANGELES

The 2021 G4C Student Challenge is open for game submissions from students across the country. In addition to the national competition, Los Angeles middle and high public school students can compete in a city-wide competition for LA students ONLY. Winners will be announced at an awards ceremony (either virtual or in-person) in June 2021.

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

**DEADLINE TO SUBMIT:** **April 21, 2021**

## **ABOUT THE CHALLENGE**

The [Games for Change \(G4C\) Student Challenge](https://www.gamesforchange.org/g4c) is a game design program and national competition that invites middle and high public 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 on the local level in citywide competitions. In 2021, students are challenged to create an original digital game about one of 3 themes:

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

Learn more about the Challenge and find information and resources on the themes at [www.gamesforchange.org/studentchallenge](https://www.gamesforchange.org/studentchallenge)

## **STUDENT ELIGIBILITY**

Any student enrolled in a **middle or high public school in Los Angeles** is eligible for the LA citywide competition.

Students can submit **as an individual**, or in a team of **2-4 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

## **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**

### **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**

#### **GAME ACCESSIBILITY CHALLENGE**

Games about one of the three themes can also be considered for this specialty award if they incorporate accessibility features to support players with different types of disabilities. This award is presented in partnership with Numinous Games and the Playability Initiative. Learn more [here](#).

#### **FAIR GAME WRITING CHALLENGE**

Students submit 2 writing samples to enter into this challenge: (1) A **Video Game Review** and (2) A **Game Narrative** for a prospective game they would like to create. Students do not need to submit a playable game to compete for this award. This award is presented in partnership with the New York Videogame Critics Circle. Learn more [here](#).

Games will be evaluated by expert judges. Finalists will be invited to local awards ceremonies (in-person or virtual) in June 2021. Finalist games will be showcased in an arcade and winners will be announced during the ceremony.

## **PRIZES**

Each student on the Grand Prize winning team will receive a \$1,000 cash scholarship! Other prizes include games, technology, experiential and theme prizes + 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 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 w/ 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?

## **CONTACT US**

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