

# 2021 G4C Student Challenge

## PART 1: SUBMISSION CONTACT

PLEASE CHECK ONE OF THE FOLLOWING OPTIONS:

- I am 18 years or older and do not require parent/guardian approval to participate in the Challenge.
- I have parent/guardian/teacher approval...



## PART 2: STUDENT INFORMATION

WHERE DO YOU LIVE?

ARE YOU SUBMITTING A PLAYABLE GAME OR A WRITTEN GAME CONCEPT / GAME REVIEW?

WHICH THEME DID YOU CHOOSE?

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

FIRST NAME:

Word count: 0 / 1

**LAST INITIAL:**

Character count: 0 / 1

**EMAIL:**

**WHAT IS THE NAME OF YOUR SCHOOL?**

**WHAT IS YOUR EXPERIENCE WITH GAME DESIGN?**



## PART 3: GAME INFORMATION

**TITLE OF GAME :**

For the Fair Game Writing Challenge, this refers to the title of your Game Narrative.

**LINK TO PLAYABLE GAME ONLINE (WEBSITE URL):**

*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.*

**DESCRIPTION OF GAME:**

*Please share a short description of your game.*

Character count: 0 / 200

**HOW DO PLAYERS LEARN ABOUT THE THEME IN THE GAME:**

Character count: 0 / 200

**WHAT INSPIRED YOU TO MAKE A GAME ABOUT THIS THEME? WHY IS IT IMPORTANT TO YOU?**

Character count: 0 / 200

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

- Scratch
- Unity
- Minecraft: Education Edition
- Twine
- Python
- Other

**(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



## PART 4: GAME ACCESSIBILITY CHALLENGE

The [Game Accessibility Challenge](#) is an optional award category that students can choose to enter if their game incorporates accessible design (ie: features that support the gameplay experience for players with different types of disabilities). *If you did not incorporate accessibility features into your game, please select "no" in response to the below question, and then skip to the end of the entry form.*

One winning game will be identified and awarded in each Challenge city (NYC, LA, Detroit and Atlanta) and for the national competition. Winners will receive an Xbox Adaptive Controller and Logitech Adaptive Gaming Kit for themselves and another set for their school to playtest future accessible designs. Student winners will also have the opportunity to collaborate with Numinous Games on the design of Painted Waters (currently in development) and will receive credit as an associate designer once the game is released publicly!

### CHALLENGE REQUIREMENTS

Apply accessible design to make your game inclusive to a specified gamer persona, knowing that when you design for just one person with a disability, your design will serve a much wider audience of players.

Choose one of the provided gamer personas (or create your own) and write a brief summary (500 words or less) that describes the features you included in your game to make it accessible for the person in your 'gamer profile.' Share how these features support your described player with their specific needs and skills. Your summary can be formatted as a list (w/ bullet points) or as an essay.

### DO YOU WANT TO ENTER THE GAME ACCESSIBILITY CHALLENGE?

*This new award category is open to projects that include game accessibility features. [Learn more here.](#)*

- Yes
- No

### CHOOSE ONE OF THE PROVIDED GAMER PERSONAS:

*Learn about each gamer profile [here.](#)*

- Jordan
- Ramona
- Ruby
- Jack
- Zach
- I created my own persona.

### SUMMARY

Word count: 0 / 500

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

I Agree.

**Save**

**Save and Finalize**