



2022 G4C STUDENT CHALLENGE COMPETITION GUIDE

The national [Games for Change \(G4C\) Student Challenge](#) competition invites all U.S. middle and high school students (grades 5-12) to create and submit their original social impact games for the chance to win prizes, including a **\$10,000 scholarship**, generously provided by Take-Two Interactive. Read through this competition guide to understand how the competition works and who is eligible to enter.

Submit An Entry Here: bit.ly/G4C-Competition

COMPETITION DEADLINE:

APRIL 8, 2022

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STUDENT ELIGIBILITY

- Any student enrolled in **grades 5-12** in the U.S. can compete.
- Students **under 18 must have parent/guardian/teacher consent** to enter the competition.
- If a student is **under the age of 13**, an adult must submit an entry form on the student's behalf.
- All competitors may be required to provide verification of enrollment, age, and adult permission.

GAME & SUBMISSION GUIDELINES

- Games must be made using any **free/open platform** (ex: Scratch, Unity, Twine, Construct, etc.).
- Games must be playable on a **web browser and accessible via a URL**. One exception: if you make a game in Minecraft: Education Edition, you will submit a video walkthrough of your game, in lieu of a URL link (recommendation: 2 - 10 minutes long).
- Games must be about one of **this year's 3 social impact Themes**:
 - [Shaping the World for Difference](#)
 - [Sustainable Cities](#)
 - [Voice of a New Generation](#)
- Students can submit up to **1 game per Theme** for a total of 3 game submissions.
- Students can choose to work on their games alone as an **individual**, or in a team of **2-4 students**.
- One student will identify themselves as the **'Team Leader'** who will be responsible for submitting the entry form and all communications with G4C.
- Students must have a **valid email address**.
- Students have the option of submitting **additional materials** for the judges to review (ex: storyboard, essay, original artwork, plans for future levels, etc.).

JUDGING CRITERIA

Student entries will be evaluated by game industry pros and Theme topic experts. All games will be judged in the following areas:

<p>GAMEPLAY:</p> <ul style="list-style-type: none">- 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?	<p>ORIGINALITY:</p> <ul style="list-style-type: none">- 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)?
<p>USE OF THEME:</p> <ul style="list-style-type: none">- Does the game address its Theme in a meaningful way?- Is the Theme information presented clearly and accurately?	<p>OVERALL WOW FACTOR:</p> <ul style="list-style-type: none">- How engaging and fun is the game?- Would you recommend it to someone else?

AWARD CATEGORIES OVERVIEW

The competition is broken down into 4 U.S. regions: **Northeast**, **South**, **Midwest**, and **West**. Students will compete against others in their region and age group. Age groups include “**Junior**” (grades 5-8) and “**Senior**” (grades 9-12). Each region will recognize winners in the following categories:

- Shaping the World for Difference – Junior level
- Shaping the World for Difference – Senior level
- Sustainable Cities – Junior level
- Sustainable Cities – Senior level
- Voice of a New Generation – Junior level
- Voice of a New Generation – Senior level
- Grand Prize Winner – Junior level
- Grand Prize Winner – Senior level
- ****Game Accessibility Challenge** (Games that include accessibility features)
- ****XR Innovation Challenge** (Games made for Augmented Reality or Virtual Reality)
- ****Made With Unity Award** (Games made in the Unity design platform)
- ****Fair Game Writing Challenge** (Written works of games journalism)
- Regional Champion

***Denotes Specialty Award Categories. See the next section for more details*

Regional Champions will advance to compete against each other for the title of National Champion. Reference the last two pages of this guide for regional breakdowns and the competition bracket system.

SPECIALTY AWARD CATEGORIES

Students may submit up to one entry for each of the following categories:

Game Accessibility Challenge: Games about one of this year’s 3 Themes that include accessibility features. Entries will be judged on a written summary, design solution, and difficulty of challenge attempted. Reference the [Tips and Resources](#) document for more information on how to design for accessibility.

XR Innovation Challenge: Games about one of this year’s 3 Themes that were created for an extended reality experience (i.e. Augmented Reality or Virtual Reality). Games can be created using CoSpaces or another similar platform. For access to CoSpaces, please email cospaces@gamesforchange.org.

Made With Unity Award: Games about one of this year’s 3 Themes that were created using the Unity design platform.

Fair Game Writing Challenge: To participate, students submit 2 writing samples: a social justice-oriented Poem (*min 300 words*) and a critical Video Game Review (*600-750 words*). Entries must be written by a single student (no teams). Entries will be judged on clarity of writing, creativity, and the ability to bring yourself/your life into the writing. There is no digital game-making involved in this award category.

Visit the [Award Categories](#) page for more information on each of these awards

SUBMIT YOUR GAME IN 5 STEPS

Ready to get started? Follow these steps to officially enter the competition! All students will be notified of their standing in mid-May (keep checking your email!). Winners will be announced live at a virtual Awards Ceremony in June.

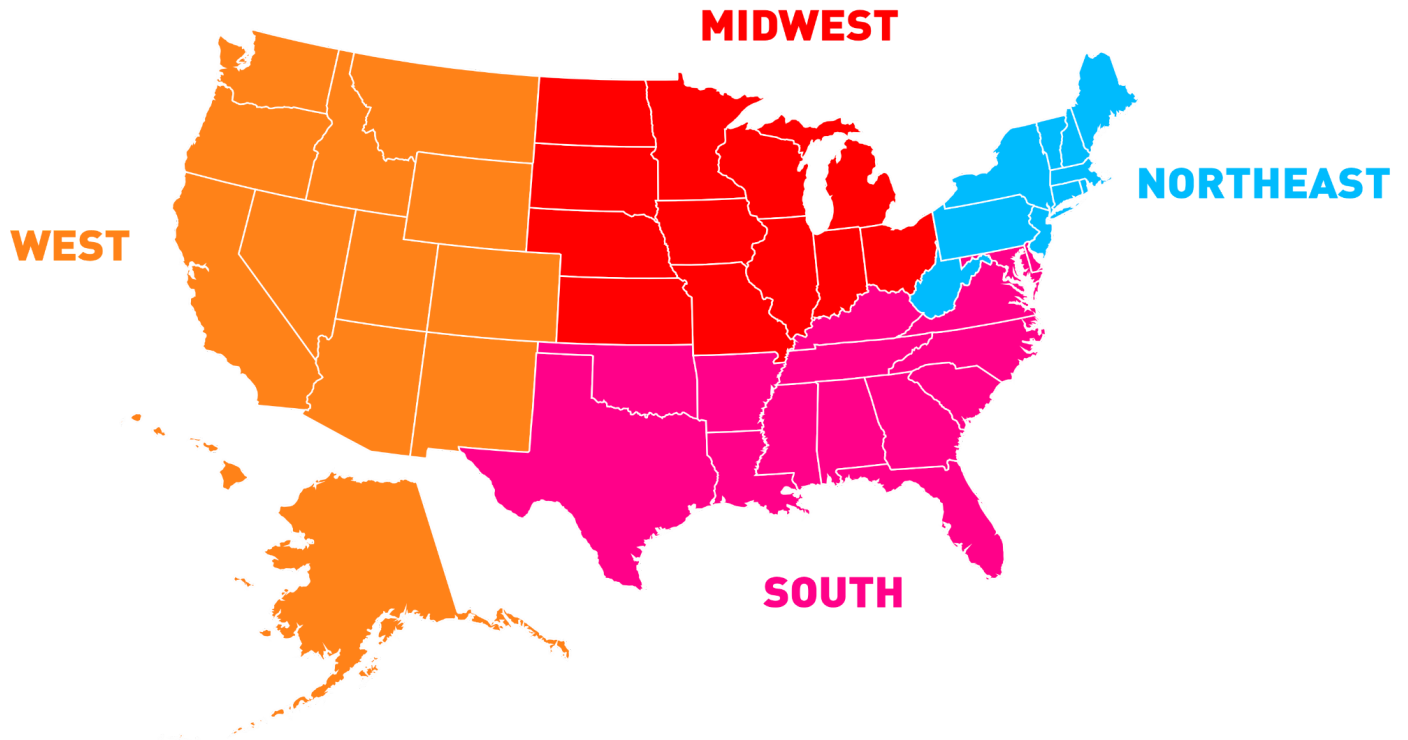
STEP #1	Go to the competition portal: bit.ly/G4C-Competition
STEP #2	Log in or create an account
STEP #3	Click “My Submissions” on the left-hand toolbar to start a new submission form (or to view and edit one that you’ve already started)
STEP #4	Answers all questions in Parts 1, 2, 3, 4 of the form
STEP #5	Click “ Save ” to save your progress (you can come back to finish your entry form later). Click “ Save and Finalize ” to complete your entry form and enter your game into the competition! You will receive an email confirming that your entry form has been received

LEARN MORE + CONTACT US

Visit the competition portal for a full list of guidelines, award category information, and FAQs.
bit.ly/G4C-Competition.

Have a question? Send an email to the G4C team at studentchallenge@gamesforchange.org.

REGIONAL DIVISIONS



WEST

Alaska
Arizona
California
Colorado
Hawaii
Idaho
Montana
Nevada
New Mexico
Oregon
Utah
Washington
Wyoming

MIDWEST

Illinois
Indiana
Iowa
Kansas
Michigan
Minnesota
Missouri
Nebraska
North Dakota
Ohio
South Dakota
Wisconsin

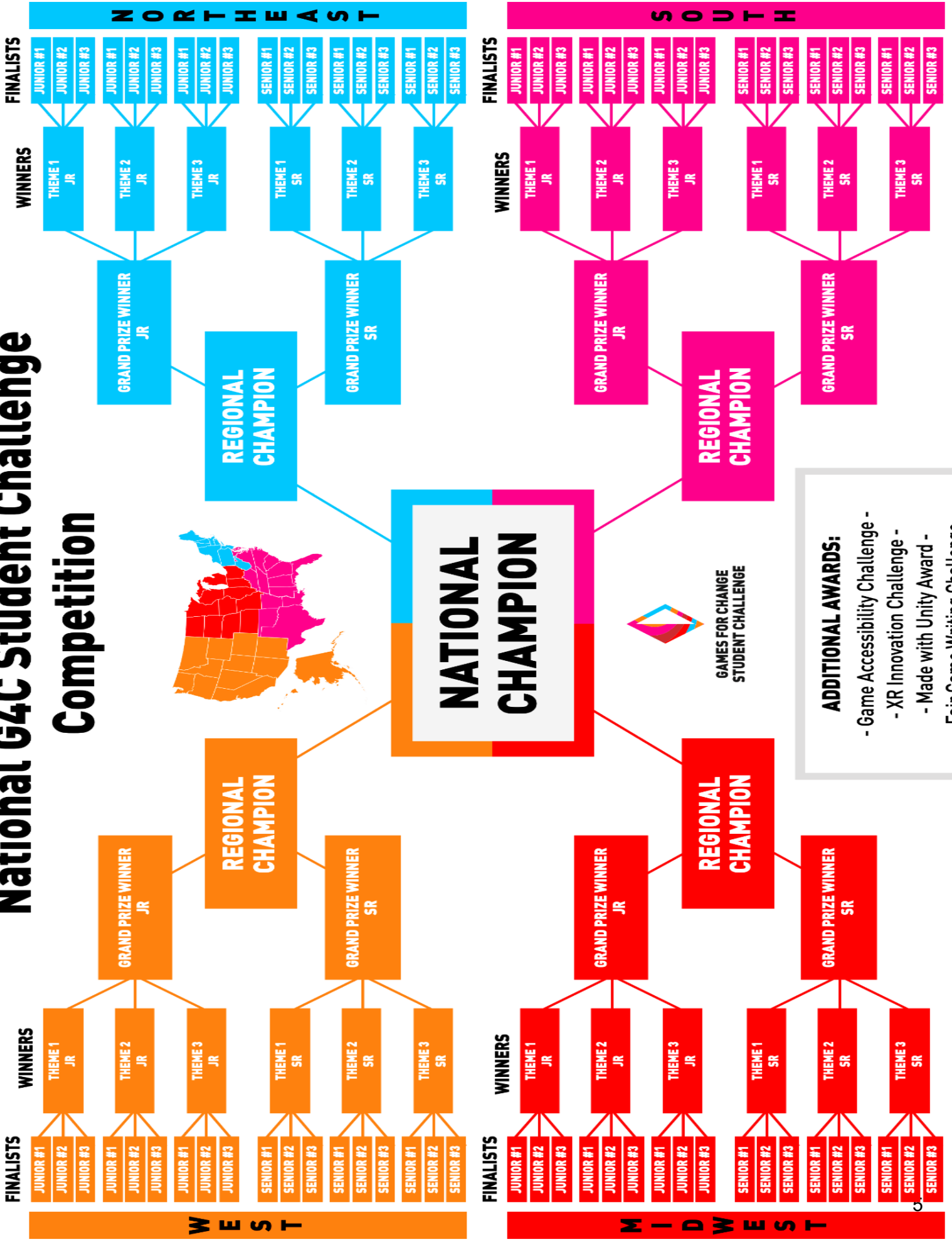
SOUTH

Alabama
Arkansas
Delaware
District of Columbia
Florida
Georgia
Kentucky
Louisiana
Maryland
Mississippi
North Carolina
Oklahoma
Puerto Rico
South Carolina
Tennessee
Texas
Virginia

NORTHEAST

Connecticut
Maine
Massachusetts
New Hampshire
New Jersey
New York
Pennsylvania
Rhode Island
Vermont
West Virginia

National G4C Student Challenge Competition



- ADDITIONAL AWARDS:**
- Game Accessibility Challenge -
 - XR Innovation Challenge -
 - Made with Unity Award -
 - Fair Game Writing Challenge -