



**2024**

# **Student Challenge Student Competition Guide**

**SUBMIT HERE:**

[bit.ly/G4C-Competition](https://bit.ly/G4C-Competition)

**DEADLINE TO SUBMIT: April 15, 2024**

**GAMES  
FOR  
CHANGE**

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# THE STUDENT CHALLENGE

G4C Learn's flagship program, the [G4C Student Challenge](#), is an international game design competition that invites youth to create digital social impact games. The program develops coding and digital design skills, problem solving, collaboration, creativity, and other critical skills to prepare young people for jobs in the gaming and technology sectors. The Challenge is also a platform for amplifying student voices, empowering young people to imagine creative solutions to social problems, and to see themselves as engaged citizens and changemakers.

## Quick Start Guide — Submitting to the Student Challenge

Ready to submit? Follow these steps to enter the competition! All students will be notified of their standing in the competition in May of 2024 — make sure to keep an eye on your emails! Winners will be announced live at a virtual Awards Ceremony at the end of May 2024.

**#1** - Make sure you know the submission guidelines for the game, impact game review, or character design you are submitting, by reading about it in this guide.

**#2** Go to the Competition portal: [bit.ly/G4C-Competition](https://bit.ly/G4C-Competition)

**#3** - Log in or create an account

The screenshot shows the 'GAMES FOR CHANGE STUDENT CHALLENGE' portal. At the top is a navigation bar with links: HOME, GUIDELINES, AWARD CATEGORIES, RESOURCES, FAQ, CONTACT, and social media icons. Below the navigation bar is a 'MY ACCOUNT' section on the left with fields for 'Email Address' and 'Password', a 'remember me' checkbox, a 'lost password?' link, and a 'Login' button. There are also links for 'Sign in with Facebook' and 'Sign in with Google'. In the center is a large banner that says 'WELCOME TO THE COMPETITION PORTAL' and 'The 2024 Student Challenge competition is now OPEN for submissions! Students will be notified of their standing in the competition via email by the end of April 2024.' At the bottom of the banner is a 'SUBMIT HERE' button.

The screenshot shows the 'MY ACCOUNT' login form. It has a title 'MY ACCOUNT' in a blue header. Below the title are two input fields: 'Email Address' and 'Password'. There is a 'remember me' checkbox and a 'lost password?' link. At the bottom is a 'Login' button.

**#4** - 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)

**#5** - Fill out the form!

The screenshot shows the 'My Submissions' toolbar. It has a title 'My Submissions' with a gear icon. Below the title are three buttons: 'All (0)', 'Expired (0)', and 'Archived (0)'.

The screenshot shows the '2024 G4C Student Challenge' submission form. It has a title '2024 G4C Student Challenge' and a subtitle '16733 - New Submission'. Below the title is a navigation bar with links: BASIC INFORMATION, SUBMISSION INFORMATION, SUBMISSION CONFIRMATION, and DEMOGRAPHIC INFORMATION. The main section is titled 'I. Basic Information' and has a subtitle 'TELL US ABOUT YOURSELF'. It has two input fields: 'STUDENT FIRST NAME AND LAST INITIAL' and 'EMAIL'. Below the email field is a note: 'Non-school emails are preferred'. At the bottom is a dropdown menu for 'WHICH COUNTRY DO YOU LIVE IN?' with 'United States' selected.

**#6** - Click “Save” to save your progress (if you want to finish the form later) OR click “Save and Finalize” to complete your entry form and enter your submission into the Student Challenge Competition!

# STUDENT CHALLENGE THEMES

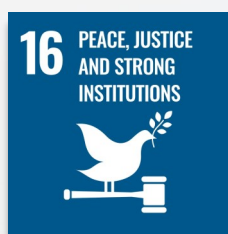
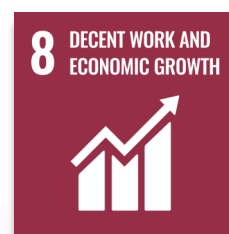
Each year Games for Change introduces social impact themes inspired by the United Nations Sustainable Development Goals by partnering with NGOs all over the world. Each theme, grounded in one of the United Nations' Sustainable Development goals, is meant to inspire creators to learn about a pressing social issue and design a game around their learning. Social impact themes elevate civic engagement, ignite curiosity and inspire you to research and design original impact games.



## SUSTAINABLE DEVELOPMENT GOALS

*17 goals that provide a roadmap for all countries to help create a more peaceful and prosperous world.*

**All Challenge Themes are tied to one of the following SDGs:**





# STUDENT CHALLENGE THEMES

## Stronger and Greener Communities



**The Issue:** The world is currently grappling with an unprecedented climate crisis, characterized by escalating temperatures, frequent extreme weather events, and a surge in climate-related challenges. As our population continues to urbanize, with more people moving to cities, it becomes increasingly vital not only to nurture the resilience within these communities, enabling them to respond effectively during climate disasters, but also to proactively integrate sustainability principles into future construction projects.

**The Game Design Prompt:** Make a game that addresses the urgent issue of climate change by empowering players to design and manage sustainable buildings, schools, and cities. Challenge them to tackle climate resilience and climate action while considering environmental impact, public health, economic stability, and social equity. Inspire players to become champions of a sustainable future as they navigate the complexities of urban development and the global climate crisis.

Theme Resources can be found [HERE](#).

**Which SDG is this connected to?**



**SUPPORTED BY**



# STUDENT CHALLENGE THEMES

## Be Ocean Wise



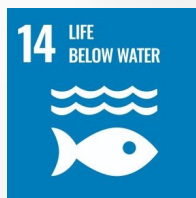
**The Issue:** Our ocean is the air we breathe, the food we eat, and even the water we drink. We are all connected to the ocean, even if we've never even seen it before! Without it, life on Earth would most likely be completely inhabitable to humans. Unfortunately, our ocean is in trouble. Issues like pollution, overfishing, and rising global greenhouse gas emissions pose an enormous threat to our ocean's health.

The good news? There are so many different ways to "be ocean wise" and support a healthy ocean. Humans are the root of many of the ocean's biggest problems, so it's only fair that we be part of the solutions. Innovative solutions to the ocean's biggest challenges are popping up every day. People are cleaning beaches, planting kelp and supporting biodiversity, investing in sustainable seafood, and using new technology to help ships avoid hitting whales in transit. Every person can have an impact.

**The Game Design Prompt:** Think about some of the biggest challenges facing our ocean today including: climate change, overfishing, and pollution (sound, plastic, coastal runoff from agriculture, etc.). Design a game that proposes creative solutions to one or all of these challenges and inspires, educates, and activates your players to make a difference.

Theme Resources can be found [HERE](#).

**Which SDG is this connected to?**



**SUPPORTED BY**



# STUDENT CHALLENGE THEMES

## Recycle the Runway



**The Issue:** Fast Fashion is an approach to the production of clothing and apparel that allows for companies to design on-trend clothing quickly and cheaply. While this approach to clothing design is highly profitable for corporations, it has huge environmental and social consequences. The fast fashion industry is responsible for 10% of global carbon emissions and disproportionately employs women to work in an unregulated labor market. Consumers have a choice and can take action with their wallets: keep up with the latest trends or make sustainable choices ensuring the long term health and habitability of the planet and the people who live on it? Learn about sustainable production and packaging, how clothing can be upcycled and recycled, and how to fight fast fashion through the choices you make.

**The Game Design Prompt:** Design a game to help your players dress for eco-success! Teach your players how to make ecologically responsible fashion choices from the shoes on their feet to the hats on their head.

Theme Resources can be found [HERE](#).

**Which SDG is this connected to?**



# THE COMPETITION

Get ready to let your creativity soar! Students like you are invited to submit original games, writing and artwork into the 2024 Student Challenge Competition. Middle school students will enter their submissions into the Junior Division, while high school students submit their entries into the Senior Division. Winners won't just receive recognition, they'll grab the spotlight on an international scale! Prizes include games, inclusion in the student challenge arcade, technology and a \$10,000.00 scholarship generously provided by Take-Two Interactive!

## STUDENT ELIGIBILITY

- ♦ If in the US, you must be enrolled in grades 5-12.
  - ♦ If you are in grades 5-8, you will submit to the "Junior" competition categories.
  - ♦ If you are in grades 9-12, you will submit to the "Senior" competition categories.
- ♦ If international, you must be between the ages of 10-18.
  - ♦ If you are ages 10-13, you will submit to the "Junior" competition categories.
  - ♦ If you are ages 14-18, you will submit to the "Senior" competition categories.
- ♦ ALL Students under the age of 18 must have parental/guardian/teacher consent to enter, and will need their support in completing the online submission form.
- ♦ For GAME ENTRIES: You can work as individuals or in teams of 2-4 students.
- ♦ For WRITING AND CHARACTER ART ENTRIES: You must work solo.
- ♦ You must have a valid email address. This is how we will inform you if your are a finalist and/or winner.
- ♦ If you are working as part of a team, you need to determine the designated 'Team Leader' who is responsible for submitting the entry form for the team.

## GAME ELIGIBILITY

- ♦ Digital games must be playable on a web browser and accessible via a URL.
  - ♦ If submitting a game in Minecraft or Roblox - a video walkthrough (in .mp4 file format) must be uploaded.
- ♦ Digital games must be created using a free or open platform (ex: Scratch, Unity, Construct, RPG Maker, Twine, etc.).
- ♦ Games and character designs must be inspired by one of this year's 3 themes.
- ♦ All submissions must be original work.



# THE COMPETITION

## **STEP BY STEP SUBMISSION DIRECTIONS:**

1. Before submitting: If the game was designed as a team of 2-4, determine who is the team leader (the person who will submit the game to the portal).
  - a. Optional: Come up with a “game studio” name for the team.
  - b. Team leaders must make sure to have names and email addresses of all team mates (personal email addresses highly recommended).
  - c. If under 18, an adult must be available to assist with the submission.
1. Go to the competition portal.
2. Log in or create an account.
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).
4. Follow the directions in the form to submit, including responding to any prompts.
5. You may save and return to the portal. To continue working on a submission, log in and click “My submissions.”
6. (Optional) Follow the prompts in the portal to upload additional materials to the submission form for the judges to view (ex: storyboard, essay, art/assets used, plans for future levels, etc.)

## **COMPETITION STRUCTURE**

Each game and submission will go through three rounds of judging. In the first round, finalists will be determined. In the second round, a winner for each category will be determined. In the third round, all of the winners from digital games submission categories will be eligible for the “Game of the Year” Award.

*Please Note: only digital game submissions are eligible for the Game of the Year prize.*

## **RESULTS & PRIZES**

The scores for each game are determined by a jury of gaming industry experts and theme content experts using scoring rubrics. The final decisions regarding finalists and winners for each category are based on the judge’s scores and determined by the G4C Learn staff.

Students will be notified of their standing in the competition by the end of April 2024 via email. Winners are announced live during a virtual Awards Ceremony by the end of May, which all students will be invited to. Winners will receive games, technology, theme-related and experiential prizes. The Game of the Year will receive a \$10,000 scholarship split amongst team members.

# AWARD CATEGORIES



## Theme Award Category #1: Best Stronger and Greener Communities Game

Prompt: Make a game that addresses the urgent issue of climate change by empowering players to design and manage sustainable buildings, schools, and cities. Challenge them to tackle climate resilience and climate action while considering environmental impact, public health, economic stability, and social equity. Inspire players to become champions of a sustainable future as they navigate the complexities of urban development and the global climate crisis.

## Theme Award Category #2: Best Be Ocean Wise Game

Prompt: Think about some of the biggest challenges facing our ocean today including: climate change, overfishing, and pollution (sound, plastic, coastal runoff from agriculture, etc.). Design a game that proposes creative solutions to one or all of these challenges and inspires, educates, and activates your players to make a difference.

## Theme Award Category #3: Best Recycle the Runway Game

Prompt: Design a game to help your players dress for eco-success! Teach your players how to make ecologically responsible fashion choices from the shoes on their feet to the hats on their head.

# AWARD CATEGORIES

**Theme Categories:** For the three theme categories, submission guidelines, directions, and evaluation criteria are as follows:

## Theme Submission Guidelines:

- ♦ Games must be about one of this year's social impact Themes.
- ♦ Games must be made using any free/open platform (ex: Scratch, Unity, Twine, GameMaker, etc.).
- ♦ Games must be playable on a web browser and accessible via a URL, unless they are made in Minecraft Education Edition or Roblox.
- ♦ Games made in Minecraft: Education Edition or Roblox require a video walkthrough of the game in lieu of a URL link (2 - 5 minutes long; MP4 or MOV file format).

## **Theme Submission Judging Criteria**

All games submitted to one of the three theme categories will be evaluated using this rubric:

<b>Games will be assessed on these 4 criteria</b>	<b><i>Use of Theme</i></b>	<b><i>Gameplay</i></b>	<b><i>Aesthetics</i></b>	<b><i>Fun Factor</i></b>
<b>Benchmark Statements for Judging</b>	<i>Through gameplay, players engage with important content relevant to one of this year's themes.</i>	<i>The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.</i>	<i>The game is well designed, legible, and includes components that are pleasing to look at.</i>	<i>Playing the game is an enjoyable and engaging experience.</i>



# AWARD CATEGORIES

## Award Category #4: Made with Unity

**Prompt:** Design a game made with Unity that showcases your knowledge and understanding of the Unity platform and inspired by this year's social impact themes.

### Unity Submission Guidelines:

- ♦ Games must be made using Unity to qualify for this category.
- ♦ Games must be playable on a web browser and accessible via a URL. Unity games are often uploaded to itch.io to be played via browser.
- ♦ Games must be about one of this year's social impact Themes

### Made with Unity Judging Criteria

All games eligible for the Made with Unity category will be evaluated using this rubric:

Games will be assessed on these 4 criteria	<i>Use of Theme</i>	<i>Gameplay</i>	<i>Aesthetics</i>	<i>Fun Factor</i>
<b>Benchmark Statements for Judging</b>	<i>Through gameplay, players engage with important content relevant to the theme they have chosen.</i>	<i>The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.</i>	<i>The game is well designed, legible, and makes good use of the features available in Unity.</i>	<i>Playing the game is an enjoyable and engaging experience.</i>





# AWARD CATEGORIES

## Award Category #5: Made with Minecraft

**Prompt:** Design a game using Minecraft that showcases your knowledge and understanding of the Unity platform and inspired by this year's social impact themes.

### Minecraft Submission Guidelines:

- ♦ In the competition portal, you must upload a video walkthrough of your game in .mp4 format. This will allow judges to see your game whether or not they have access to Minecraft.
- ♦ Your Video should include:
  - ♦ A narrated walkthrough to give our judges a clear understanding of your game and how it is played
  - ♦ Time: 2-5 minutes long
  - ♦ Video submitted in MP4 Format
- ♦ Games must be about one of this year's social impact Themes

### Made with Minecraft Judging Criteria

All games eligible for the Made with Unity category will be evaluated using this rubric:

Games will be assessed on these 4 criteria	<i>Use of Theme</i>	<i>Gameplay</i>	<i>Aesthetics</i>	<i>Fun Factor</i>
<b>Benchmark Statements for Judging</b>	<i>Through gameplay, players engage with important content relevant to the theme they have chosen.</i>	<i>The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.</i>	<i>The game is well designed, legible, and makes good use of the features available in Minecraft.</i>	<i>Playing the game is an enjoyable and engaging experience.</i>



# AWARD CATEGORIES

## Award Category #6: Best International Game

**Prompt:** Student game designers living outside of the United States submitting their games into this year's competition will have their games considered for the Best International Game category! All *digital games* inspired by this year's social impact theme are eligible.

### Submission Guidelines:

- ♦ You must live outside of the United States for a game to be eligible for this category.
- ♦ Games should be playable by English-speaking judges.
- ♦ Games must be made using any free/open platform (ex: Scratch, Unity, Twine, CoSpaces, etc.).
- ♦ Games must be playable on a web browser and accessible via a URL, unless they are made in Minecraft Education Edition or Roblox.
- ♦ Games made in Minecraft: Education Edition or Roblox require a video walkthrough of the game in lieu of a URL link (2 - 5 minutes long; MP4 or MOV file format).
- ♦ Games must be about one of this year's social impact Themes.
- ♦ All games made by students located outside of the US, will be automatically entered into this category.

## Best International Game Judging Criteria

All games eligible for the Best International Game category will be evaluated using this rubric:

Games will be assessed on these 4 criteria	<i>Use of Theme</i>	<i>Gameplay</i>	<i>Aesthetics</i>	<i>Fun Factor</i>
<b>Benchmark Statements for Judging</b>	<i>Through gameplay, players engage with important content relevant to one of this year's themes.</i>	<i>The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.</i>	<i>The game is well designed, legible, and includes components that are pleasing to look at.</i>	<i>Playing the game is an enjoyable and engaging experience.</i>

# AWARD CATEGORIES

## Award Category #7: Best Tabletop Game presented by Hasbro



**Prompt:** Design a physical game inspired by one of the G4C Student Challenge themes with materials that can be played in real life. Your game could be a card game, board game, role-playing game, or any game that involves physical components.

### Tabletop Submission Guidelines:

- ♦ Games must be about one of this year's social impact Themes.
- ♦ You can either work on your game alone or as part of a team of 2-4 students.
- ♦ You must have a valid email address (this is how we will let you know if you're a Finalist!).
- ♦ Please submit a PDF of a slideshow (created using Google Slides or PowerPoint) OR a video to the competition portal.

#### **For PDF slideshow include:**

- a slide with your game title and all teammates' names
- a slide describing the rules
- a slide describing the challenge of your game
- a slide describing the goal of your game
- a slide describing the components and space of your game
- a slide describing the core mechanics of the game
- a slide describing what theme your game addresses and how your game makes the world a better place
- Photos of all of your game pieces (or playtesters playing it!) should be included throughout the presentation to help describe your game

#### **For video include:**

- Short introduction of the team members and game title
- Footage of players playtesting the game
- Explanation of the rules and game play
- Explanation of the challenge of the game
- Explanation of the goals of the game
- Explanation of the core mechanics of the game
- Explanation of how your game addresses the theme and makes the world a better place
- Explanation of the components and space of the game, with close up shots of the game components
- Video should not exceed 5 minutes!

### **Best Tabletop Game Judging Criteria**

All tabletop games will be evaluated using this rubric:

<b>Games will be assessed on these 4 criteria</b>	<b><i>Use of Theme</i></b>	<b><i>Gameplay</i></b>	<b><i>Aesthetics</i></b>	<b><i>Fun Factor</i></b>
<b>Benchmark Statements for Judging</b>	<i>Through gameplay, players engage with important content relevant to one of this year's themes.</i>	<i>The rules of the game are clear, the game is playable and provides players meaningful choices while achieving the game's goals.</i>	<i>The game is well designed, legible, and includes components that are pleasing to look at.</i>	<i>Playing the game is an enjoyable and engaging experience.</i>

# AWARD CATEGORIES

## Award Category #8: Character Design Challenge

**Prompt:** Student artists, designers and storytellers: we are looking for original artwork of video game characters with a backstory inspired by this year's social impact themes! Design a character, living in a virtual game world related to one of the three themes. We want to know details about your character including their backstory, personality, costume and tools, and their role in the game!

### Character Design Submission Guidelines:

- ◆ You must work alone on the Character Design Challenge.
- ◆ You must have a valid email address (this is how we will let you know if you're a Finalist!).
- ◆ Artwork can be done by hand or digitally created. All artwork can be uploaded to the submission form as images (JPG, PNG) or PDF files (maximum of 10 files). The submission form will also ask you to provide written details to help us learn more about your character.
- ◆ **Artwork Requirements:**
  - ◆ Images of your character from 2 different angles (front, back, or side)
  - ◆ An appropriate costume
  - ◆ 1-3 items or tools your character would use
  - ◆ (Optional) Include images of your character in motion
  - ◆ (Optional) Include close-ups (character's face, costume, or item details)
- ◆ **Written Requirements:**
  - ◆ A brief description of your character's personality and traits (300 words max)
  - ◆ Character backstory and explanation of their role in the game (500 words max)

### Character Design Challenge Judging Criteria

All character designs will be evaluated using this rubric:

Character designs will be assessed on these 4 criteria	<i>Use of Theme</i>	<i>Backstory</i>	<i>Aesthetics</i>	<i>Tools and Costume</i>
<b>Benchmark Statements for Judging</b>	<i>The character design is clearly connected to one of this year's social justice themes.</i>	<i>The character has a clear and defined personality that comes through in its appearance, actions, and backstory.</i>	<i>The character design is visually appealing, with attention to detail and design elements.</i>	<i>The tools and costume clearly contribute to the social justice theme and the character's personality and backstory.</i>



# AWARD CATEGORIES

## Award Category #9: Impact Writing Challenge

**Prompt:** Write a 5 paragraph video game review (500-750 words) of an Impact Game from the [G4C Game Arcade!](#)

### Impact Writing Submission Guidelines:

- ◆ You must work alone on the Impact Writing Challenge.
- ◆ Write a 5 paragraph game review (500-750 words) including the following components:
  - ◆ Paragraph 1: Introduction to the game, its creators, providing a brief summary of the game play.
  - ◆ Paragraph 2-4: Write about what you liked and did not like about the game. Remember to consider:
    - ◆ Aesthetics: How did the game look and feel?
    - ◆ Storytelling: Did it tell a compelling story?
    - ◆ Sound: How did the dialog or the music impact your playing experience?
    - ◆ Playability of the Game: Was it an engaging and enjoyable experience? Why or why not?
  - ◆ Paragraph 5: Conclusion. In the conclusion paragraph, sum up your overall impressions of the game, and describe whether or not you believe this game could be used for good in the world.

### Impact Writing Challenge Judging Criteria

All Impact Game Reviews will be evaluated using this rubric:

Impact Game Reviews will be assessed on these 4 criteria	Clarity of Communication	Review Components	Argument	Impact Connection
Key Questions for Judging	The writing included few spelling grammatical errors, and was easy to understand what the writer was trying to convey.	The review included all of the required elements .	The reviewer's unique opinion of the game was well-supported by evidence in the review.	The concluding paragraph included a strong explanation of how the game does (or does not) make a difference in the world.

# STUDENT CHALLENGE EVENTS & COMMUNITY

Want to learn more about game design and the video game industry? Then check out this year's Student Challenge events below!

## Game Jams

Game Jams are fast-paced, play-centered events where student game creators come together to conceptualize, design, and rapid prototype games from scratch. Students will receive support from professional game designers who teach the basics of game design and the game creation process.

Want to attend a game jam? There will be a virtual and several in-person game jams in March of 2024. Check out the [Student Challenge Events page](#) to see if there is a game jam coming to a city near you!



## Level Up Web Series

The Level Up series leverages Games for Change's community of creators and designers with various roles in the video game industry. It includes online workshops on a variety of topics (level design, world-building, 3-D animation, etc.). The goal of the series is to introduce students to the wide variety of STEAM careers in the game industry and illuminate the multiple pathways to becoming a part of the industry.

There will be 3 virtual Level Up workshops that will happen between the months of January and March of 2024. Make sure to check out the [Student Challenge Events page](#) to see when they are happening!

**Stage 2: Production**

- This is the longest phase of development and includes several different internal stages.
- Prototyping** Playtesting the main mechanics of the game. Iteration, iteration, iteration. This is where you test a virtual idea which is a representation of what the final product would look like.
- Visual content** 2D/3D rendering.
- Game level design** Developing game level logic, which varies depending on genre. Plot, game scenarios, and gameplay mechanics are worked on here.
- Audio design** Voice acting, sound design and effects for various situations in game, natural sounds like water, wind, music.
- Coding** Where all of the game features are ready, code is what brings it all together!

**POISON / WIND**  
**DINOSAUR / BIRD**  
**CLAWS / DANGEROUS**

**How To Outline A Review**  
\*\*\*\*\*

**THE NEW YORK VIDEOGAME CRITICS CIRCLE**

**The Beginning:**  
It's The Lead. The Who, What, Where, When, Why And How Of Your Story Are Summarized in This Paragraph.

**The Middle:**  
Here's The Meat of your review. In separate paragraphs, write about what you liked and didn't like about:  
→ The Artwork  
→ The Writing and Story  
→ The Music  
→ The Gameplay and Controls

**Remember to Play With Purpose:**  
Think about how the game makes you feel and write about that. It's Facts + Feeling.

**The Ending:**  
Summarize your review, add new insight, and a witty or funny ending.

## Student Challenge Discord

Join our community on Discord to stay up to date on all the Student Challenge events, competition news, and other announcements!



<https://discord.gg/BnuG5Ge8>

# FAQs

**Q:** What types of prizes can I win?

**A:** The Game of the Year will receive a \$10,000 scholarship, generously provided by Take-Two Interactive. All other winners will also receive cool prizes, like games, technology, and more!

**Q:** How many winners will there be?

**A:** There are many chances to win! Each award category will have a junior and senior winning game/submission. Go to the Award Categories page for a full list. All winners will receive prizes.

**Q:** What age group am I competing in? Junior or Senior?

**A:** The competition is open to students across the world in grades 5-12. Students in grades 5-8 will compete on the “Junior” level and students in grades 9-12 will compete on the “Senior” level.

**Q:** What if my school doesn't have traditional grades?

**A:** That is OK! “Junior” level students are considered to be 10-13 years old. “Senior” level students are considered to be 14-18 years old.

**Q:** Can I go outside of this year's Themes?

**A:** No. In order to qualify, games must be about one of the following:

- ♦ Stronger and Greener Communities
- ♦ Be Ocean Wise
- ♦ Recycle the Runway

**Q:** What game design platforms am I allowed to use?

**A:** Games can be created using any free/open platform such as Scratch, Unity, Construct, Twine, RPG Maker, and more. The end result must be playable on a web browser, and accessible via a URL link.

**Q:** Can I submit games made with Minecraft and Roblox?

**A:** Of course you can! Submissions work differently for Minecraft and Roblox- instead of providing a URL link you will upload a video walkthrough in an .mp4 format.

**Q:** What if I am unsure if the game design platform I use is eligible?

**A:** Check by emailing us at [studentchallenge@gamesforchange.org](mailto:studentchallenge@gamesforchange.org)

# FAQs

**Q:** I want to work on my game with my friends. How many people can be on my team?

**A:** A maximum of 4 student creators can work on a game. You should identify a 'Team Leader' who is responsible for completing the submission form and communicating w/ G4C on behalf of the team. All team members must satisfy the eligibility requirements. If a team is larger than 4 students, the submission will be disqualified.

**Q:** Am I limited to submitting only 1 entry to the competition?

**A:** You may submit up to one entry in each Award Category. You will need to complete the submission form for each entry you submit. You are not allowed to submit multiple entries to the same award category. For example, if you make two games in Unity for the Made with Unity category, you must only submit one.

**Q:** Some of my teammates are in high school and some are in middle school. Which age division do we submit our game to?

**A:** You will submit your entry to whichever age division the majority of your team is in. If more than half the team is in middle school, you will submit to the Junior division, and if more than half the team is in high school, you will submit to the Senior division. If there's an even number of teammates across age groups, you will submit to whichever age division the Team Leader is in.

**Q:** This is my first time making a game. Is this competition just for experienced students?

**A:** We welcome all students who satisfy the eligibility requirements to submit a game, regardless of experience level. Whether you're just starting out or consider yourself a pro, you can submit an entry for the chance to win.

**Q:** How do I know if I'm a Finalist? When are Winners announced?

**A:** All students will be notified of their standing in the competition by the end of April 2024, via the email address you provided on your submission form (please keep checking your email!). We will let you know if you are a Finalist at that time. Winners will be announced live during an Awards Ceremony at the end of May 2024.

**Q:** I don't see my question here. How do I contact the G4C Student Challenge team?

**A:** Send a message to the following email: [studentchallenge@gamesforchange.org](mailto:studentchallenge@gamesforchange.org).



# LET THE GAMES BEGIN!

Have a question? Send an email to the Student Challenge team at  
[studentchallenge@gamesforchange.org](mailto:studentchallenge@gamesforchange.org)