



2025

Student Challenge Competition Handbook

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THE STUDENT CHALLENGE

THE STUDENT CHALLENGE

G4C Learn's flagship program, the G4C Student Challenge, is an international game design competition that invites youth to create social impact games as well as artwork. 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.

G4C LEARN

G4C Learn programs empower youth to become socially conscious digital storytellers, using game design to integrate STEAM skills with social emotional learning — including empathy, cooperation, communication, problem solving and systems thinking. G4C designs learning experiences that are safe and inclusive, encourage hands-on participation, and meet learners where they are with programming that is relevant to their skills, experience, and interests.



GETTING STARTED with the STUDENT CHALLENGE

Welcome to the Student Challenge! We have developed a checklist for submitting your design to the competition.

QUICK GUIDE TO SUBMITTING A GAME

1. Make sure you know the submission guidelines for the game and/or character design you are submitting, by reading about it in this guide.
2. Go to the Competition portal: bit.ly/G4C-Competition
3. Log in or create an account
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!
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 before the April 18 deadline!
7. Keep an eye out on your email for any important announcements or potential follow-up about your submission.

IF YOU ARE AN EDUCATOR

Join the Student Challenge mailing list for access to resources and important announcements to support your students.

[JOIN HERE](#)

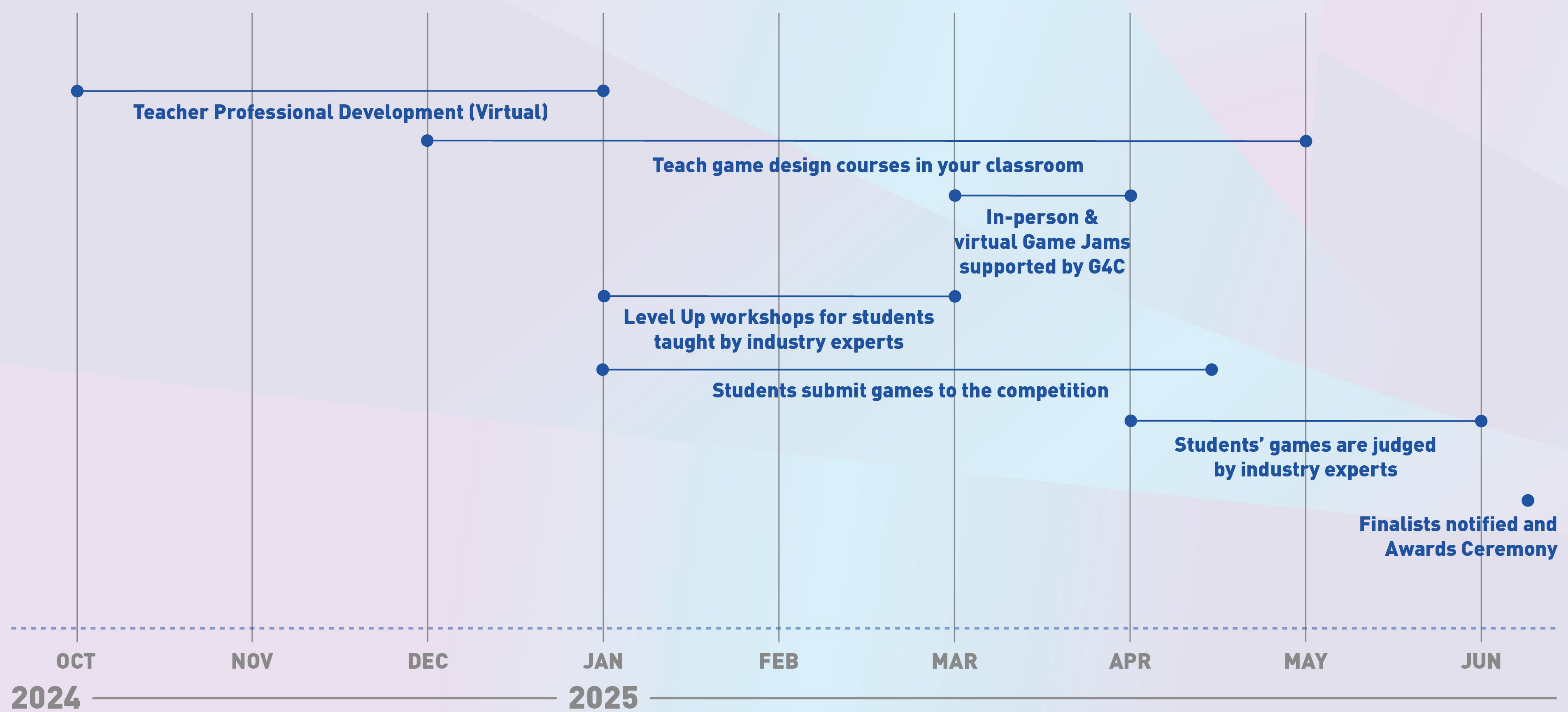
IF YOU ARE A DISCORD USER

Join our [Student Challenge Discord](#)! We will be sharing important announcements, helpful resources, and all the information you’ll need to successfully submit your design to the competition. It’s also an active community hub where students can find teammates, troubleshoot design issues, and playtest each others’ games.

If you are not old enough to be on Discord in your country ([age rules vary by country](#)), we will make sure you have all the information you need to be successful in the Student Challenge through other communication channels.

[JOIN HERE](#)

2024-25 PROGRAM TIMELINE



October 2024 - January 2025

PROFESSIONAL DEVELOPMENT FOR EDUCATORS

- The Student Challenge [professional development catalog](#) is designed to prepare teachers to bring social impact game design into their classrooms using G4C Learn's curricula and teaching guides.

December 2024 - May 2025

LEARN GAME DESIGN

- Educators take what they learned at our Student Challenge PD workshops and bring it into their classroom, rolling out game design courses for their students.
- Students learn game design with G4C's [Intro to Game Design curricula](#), and move through the game design cycle to create their submissions.

January 2025 - April 2025

COMPETITION PERIOD

- The Student Challenge Competition opens for submissions on January 6, 2025 and the deadline to submit designs is April 18, 2025.
- Educators/guardians will help their students enter one or all of the competition categories for a chance to win prizes and international recognition.

January 2025 - March 2025

LEVEL UP WEB SERIES

- The Level Up Web 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.

January 2025 - April 2025

GAME JAMS

- Game Jams are fast-paced, play-centered events where student game creators come together to conceptualize, design, and rapid-prototype impact games from scratch.
- Students can keep working on their prototypes to develop further into games for submitting to the Competition portal.

April 2025 - May 2025

JUDGING AND FINALIST NOTIFICATION

- Industry professionals are invited to judge all student submissions to the Student Challenge Competition. Student finalists will be notified by mid-May 2025 of their standing.

June 2025

AWARDS CEREMONY

- Finalists, educators, parents and partners are invited to a virtual Awards Ceremony to celebrate the winners and the accomplishments of the Student Challenge.

July 2025 - September 2025

PRIZES DISSEMINATED

- G4C will send finalists and winners prizes, virtually and through snail mail when appropriate.

STUDENT CHALLENGE THEMES AND THEME #1

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 is meant to inspire student 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 students to research and design original impact games. ALL competition submissions must reflect ONE of the three social impact themes.

THEME #1

PEACEFORMERS CHALLENGE



The Issue: It is more likely for a society to be a peaceful place when everyone has the resources they need to survive and thrive, such as water, shelter, electricity, access to healthy food, freedom, and access to education. Catastrophes like violence and natural disasters can make it really hard for people to have these needs met, and people in power must make difficult decisions about how to ensure their citizens have the resources they need. What would you do in that situation?

The Game Design Prompt: Design a game in an imagined world where players need to take action about how resources are shared and divided. The main goal is to keep the peace among all groups in a fair and equitable way in your game civilization.

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

Which SDG is this connected to?



Supported by



<https://wpdi.org/>

THEME #2

NURTURE YOURSELF WITH NATURE



The Issue: Eco-anxiety is defined as a chronic fear of environmental doom; young people, in particular, are feeling the effects of the climate crises on their mental health, voicing their concerns about the future of planet Earth. One way to ease these worries is by nurturing a strong connection to nature, which can be achieved through these 5 pathways: sensory contact with the natural world, taking time to appreciate the beauty of nature, thinking about the meaning and signs of nature, finding an emotional bond with and love for nature, and showing compassion and care for nature. It's important to note that not everyone has equal access to nature. We must listen and learn with the communities we wish to engage as we face the challenges of climate change.

The Game Design Prompt: Imagine the powerful role nature can play in boosting the mental health and well-being of young people while also easing eco-anxiety. Your challenge? Design a game that not only educates players about their personal bond with nature but also guides them through the five pathways to deepen that connection. Get ready to inspire discovery, foster resilience, and embark on a journey that connects hearts and minds with the natural world.

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

Which SDG is this connected to?



Supported by

earthwatch
EUROPE

<https://earthwatch.org.uk/>

THEME #3

OUTPLAY HUNGER



The Issue: Hunger is a big problem affecting nearly 1 in 10 people worldwide. It's not just about feeling hungry – it's also when someone doesn't have enough food to stay healthy and active. Hunger makes it hard for kids to learn in school. Many children miss classes because their families can't afford food, or they struggle to focus when their stomachs are empty. You might think hunger happens because there's not enough food, for example, because of war or natural disasters, but that's not always true. Often, it's because food isn't distributed fairly, some people can't afford nutritious food, and a lot of good food goes to waste.

Did you know that about one-fifth of all food produced worldwide is lost or wasted? Meanwhile, many people eat foods that aren't very healthy or nutritious. To solve the hunger problem, we need to improve how we produce and distribute food, learn more about healthy eating, and work together to make sure everyone has enough good food. You can help too! By learning about hunger and making smart food choices. Can you help us outplay hunger?

The Game Design Prompt: Think about two important hunger challenges: How to reduce food loss and waste, and how to achieve a healthy food diet in your school, community, or country context. Using a design tool of your choice, design a game on either of those two challenges in a way that informs and encourages your players to make a difference.

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

Which SDG is this connected to?



Supported by



World Food
Program USA

<https://www.wfpusa.org/>

The Competition

Students are invited to showcase their talents and submit their original games and artwork into the 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. Student winners won't just receive recognition, they'll grab the spotlight on an international scale! Prizes include games, technology, and a \$10,000 scholarship generously provided by Take-Two Interactive.

STUDENT ELIGIBILITY

- In the US, students must be enrolled in grades 5-12.
 - If they are in grades 5-8, they will submit to the "Junior" competition categories.
 - If they are in grades 9-12, they will submit to the "Senior" competition categories.
- International students must be between the ages of 10-18.
 - If they are ages 10-13, they will submit to the "Junior" competition categories.
 - If they are ages 14-18, they will submit to the "Senior" competition categories.
- ALL Students under the age of 18 must have parent/guardian/teacher consent to enter, and they will need their support in completing the online submission form.
- For GAME ENTRIES: Students can work as individuals or in teams of 2-4 students.
- For CHARACTER ART ENTRIES: Students must work solo.
- Students must have a valid email address. This is how we will inform them if they are finalists or winners.
- If students are working as a team, only one student per team submits.
- For team submissions, students must determine the designated 'Team Leader' who is responsible for submitting the entry form for their team.

GAME ELIGIBILITY

- Expert Judges need to be able to play students' games!
- Games must be playable on a web browser and accessible via a URL.
 - If submitting a game in Minecraft, please see the 'Game Made in Minecraft' award category directions on page 15.
- Games must be created using a free or open platform (ex: Scratch, Unity, Construct, Co-Spaces, Game Maker, Twine, Godot etc.).
- Games must be about one of this year's 3 themes.
- Games must be original work created by 1- 4 students.

USE OF AI

Some students might decide to use AI tools to assist in the design of their game. Responsible use of AI is allowed.

- Students are required to report use of AI in their game design or character design.
- There will be a question in the competition portal about students' use of AI.
- If we find that AI was used in a game or character design but students did not report it to us, the submission will automatically be disqualified.

The Competition (continued)

SUBMISSION PROCESS

1. Students can submit their designs by filling out a submission form through the [competition portal](#) between January 6, 2025 - April 18, 2024.
2. Students will be asked to provide the following on the form:
 - a. Parent/guardian/teacher consent and contact info
 - b. Names and email addresses of student creators (personal email addresses highly recommended)
 - c. If working in a team, one student must be identified as the 'Team Leader'
 - d. If a student is under the age of 13, the Team Leader must be an adult
 - e. URL link and/or video walkthrough of their game, or PDF documentation to share their tabletop game or character design (see specific requirements for each award category below).
 - f. [CLICK HERE](#) to see what questions you will be required to fill out on the submission form.
3. Students will be asked to choose which award categories they would like to submit their game to. They are allowed to choose all that apply.
4. For example: a game submission made in Unity related to the Outplay Hunger theme is eligible for both the 'Unity' and the 'Outplay Hunger' categories, though it can only win in one category.
5. The portal link will be shared with educators via Participate Announcements and email, and the link will be accessible to students through the Student Challenge website.

STEP BY STEP SUBMISSION DIRECTIONS

1. Before submitting: If the game was designed as a team of 2-4, determine the Team Leader who will submit the game.
 - a. Optional: Come up with a "game studio" name for the team.
2. Go to the competition portal.
3. Log in or create an account.
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. Follow the directions in the form to submit, including responding to any prompts.
6. When prompted to answer which award category your game is eligible for, students may select all that apply.
7. Students may save and return to the portal. To continue working on a submission, click "My submissions."
8. (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.)
9. Submit and finalize your submission. (Please note - once you finalize and submit your game it should not be edited to avoid breaking the game link or the game itself)

The Competition (continued)

COMPETITION STRUCTURE

Each game and submission will go through 3 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 video game industry experts and theme content experts using the evaluation rubrics below. 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 mid-May 2025 via email. Winners are announced live during a virtual Awards Ceremony in June, to which all students will be invited. Winners will receive games, technology, theme-related swag, and experiential prizes. The winning team Game of the Year will receive a \$10,000 scholarship (divided amongst team members).

Award Categories



THEME AWARD CATEGORY #1: **BEST PEACEFORMERS CHALLENGE GAME**

Prompt: Design a game in an imagined world where players need to take action about how resources are shared and divided. The main goal is to keep the peace among all groups in a fair and equitable way in your game civilization.

THEME AWARD CATEGORY #2: **BEST NURTURE YOURSELF WITH NATURE GAME**

Prompt: Design a game in an imagined world where players need to take action about how resources are shared and divided. The main goal is to keep the peace among all groups in a fair and equitable way in your game civilization.

THEME AWARD CATEGORY #3: **BEST OUTPLAY HUNGER GAME**

Prompt: Think about two important hunger challenges: How to reduce food loss and waste, and how to achieve a healthy food diet in your school, community, or country context. Using a design tool of your choice, design a game on either of those two challenges in a way that informs and encourages your players to make a difference.

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, CoSpaces, etc.).
- Games must be playable on a web browser and accessible via a URL.
- Use of AI must be reported.

THEME SUBMISSION JUDGING CRITERIA

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

Games will be assessed on these 4 criteria.	<i>Use of Theme</i>	<i>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>Through game play, 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 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.

MADE WITH 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.
- Use of AI must be reported.

MADE WITH UNITY JUDGING CRITERIA:

All games submitted to 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>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>Through game play, 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 CATEGORY #5: MADE WITH MINECRAFT

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

MADE WITH MINECRAFT SUBMISSION GUIDELINES

- If Submission is in Minecraft EDU
 - Students will need to export their world to an .mcworld file that can be uploaded into the submission portal. Worlds should be named with the submitter's last name and the name of the game (example: Pearson Four Corners).
 - To export an .mcworld file out of Minecraft Education:
 1. From the Minecraft Education start screen, click "Play"
 2. Click "View My Worlds" to see all of your worlds.
 3. Click on the world you want to export, and then click "Manage"
 4. Click "Export World"
 5. Save the world to your location of choice. The exported .mcworld file can be placed anywhere (network drive, USB, etc.) to provide maximum flexibility.
 - Additional Notes
 - Worlds from Bedrock can be renamed as .mcworld files and opened in Minecraft Education. Worlds created in Minecraft Education cannot be converted to Bedrock.
 - No special characters or punctuation can be used in world titles if you want to export.
 - If you open a world from a file picker on your device the world will automatically generate.
- If Submission is in Minecraft: Bedrock Edition or Minecraft: Java Edition
 - Students will need to submit a video walkthrough of their world.
 - 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.
 - Use of AI must be reported.

MADE WITH MINECRAFT JUDGING CRITERIA:

All games submitted to the Made with Minecraft category will be evaluated using this rubric:

Games will be assessed on these 4 criteria.	<i>Use of Theme</i>	<i>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>Through game play, 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 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.

BEST INTERNATIONAL GAME SUBMISSION GUIDELINES

- Students 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.
- Games must be about one of this year's social impact Themes.
- All games made by students located outside of the US, will be eligible for this category.
- Use of AI must be reported.

BEST INTERNATIONAL GAME JUDGING CRITERIA:

All games submitted to 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>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>Through game play, 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 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.

BEST TABLETOP GAME SUBMISSION GUIDELINES

- Games must be about one of this year's social impact Themes.
- Students can either work on their games alone or as part of a team of 2-4 students.
- Students must have a valid email address (this is how we will let you know if you're a Finalist!).
- Please submit a PDF slideshow OR a Video in the competition portal.
- **For PDF Slideshow** (can be created with Google Slides or Powerpoint) 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 of the game, with close up shots of the game components
 - Video should not exceed 5 minutes!

BEST TABLETOP GAME JUDGING CRITERIA:

All games submitted to the Best Tabletop Game category will be evaluated using this rubric:

Games will be assessed on these 4 criteria.	<i>Use of Theme</i>	<i>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>Through game play, 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 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

- Students are required to report use of AI in their game design or character design.
- Students must work alone on the Character Design Challenge.
- Students 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.
- Use of AI must be reported.
- 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, explanation of their role in the game, and how the character is related to the theme you chose (500 words max)

CHARACTER DESIGN CHALLENGE JUDGING CRITERIA

All games submitted to the Character Design Challenge category will be evaluated using this rubric:

Games will be assessed on these 4 criteria.	<i>Use of Theme</i>	<i>Game Play</i>	<i>Aesthetics & Use of Platform</i>	<i>Fun Factor</i>
Benchmark Statements for Judging	<i>The character 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 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>

IMPORTANT LINKS, SOCIAL MEDIA, POINT OF CONTACT

IMPORTANT LINKS

Participate (resource hub and discussion forum for Teachers): <https://bit.ly/SC-Participate-25>

Student Challenge Website: www.gamesforchange.org/studentchallenge

Student Challenge Discord: <https://bit.ly/G4C-SC-Discord>

SOCIAL MEDIA

Twitter: [@G4C](https://twitter.com/G4C)

Facebook: [@gamesforchange](https://www.facebook.com/gamesforchange)

Instagram: [@gamesforchange](https://www.instagram.com/gamesforchange)

YouTube: [G4C Student Challenge](https://www.youtube.com/channel/UCG4CStudentChallenge)

Hashtag: [#G4CStudent](https://twitter.com/G4CStudent)

POINT OF CONTACT

For all questions please email the Student Challenge Team at studentchallenge@gamesforchange.org

FREQUENTLY ASKED QUESTIONS

Where can I find curriculum and other resources?

- Everything students need this year is available on the [Student Challenge website](#).
- For educators, additional teaching resources and professional development are on Participate (email studentchallenge@gamesforchange.org for access).

How can students better prepare for the competition?

- Students can join one of our events (Game Jams and/or Level Up web series) and use this handbook to set themselves up for success.

Are there any examples of games students have created in the past?

- You can play the finalist and winning games from last year's Challenge in [the 2024 Student Arcade](#).

How do I stay up to date with Student Challenge news?

- Educators will receive program updates via Participate and direct email.
- Parents/guardians can receive program updates via the [G4C Learn newsletter](#).
- Students can follow us on social media or, if old enough, join the [Student Challenge Discord](#).

Where can I find information about student events like Level Up and Game Jams?

- Events will be added to the Student Challenge Events page as they are scheduled. All educators will receive advance notice of these events via Participate announcements.
- Parents and educators will receive notification via the G4C Learn newsletter and by following Games for Change on Social Media:
 - Twitter: [@G4C](#)
 - Facebook: [@gamesforchange](#)
 - Instagram: [@gamesforchange](#)
 - YouTube: [G4C Student Challenge](#)

Can students submit competition entries outside of this year's themes?

- No. In order to qualify, students must design a game about one of this year's themes:
 - Peaceformers Challenge
 - Nurture Yourself with Nature
 - Outplay Hunger

What versions of Minecraft are accepted into the competition?

- All versions of Minecraft are accepted.
- Students that use Minecraft EDU will upload a .mcworld file while students that use all other versions (Bedrock and Java) students will upload a video walkthrough of their game.

Can my students submit games made in Roblox?

- Yes, though in order for judges to evaluate the game, students will need to upload a video walkthrough in an .mp4 format.

FREQUENTLY ASKED QUESTIONS (continued)

How do students know whether or not their game platform of choice is eligible?

- If you or your students are unsure if a particular platform meets these requirements, send an email to studentchallenge@gamesforchange.org.

How many winners will there be?

- There are many chances to win! Each award category will have a junior and senior winning game/ submission. All winners will receive prizes, and all finalists and winners will be featured on the G4C Student Challenge Arcade.

Are students limited to submitting only 1 entry to the competition?

- Students may submit up to one entry in each Award Category. They will need to complete the submission form for each entry they submit. They are not allowed to submit multiple entries to the same award category. For example, if they make two games in Unity, they must only submit one.

Can a homeschool student enter the competition?

- Absolutely! As long as the student is in the approved grades and age range, they may submit to the Student Challenge competition.

What is the AI policy for submitting a game or character artwork to the competition?

- Responsible use of AI is acceptable as long as the student follows these guidelines, and students are required to report their use of AI in the competition portal, when asked.

Can students update their game after submitting it to the competition?

- We STRONGLY discourage students from updating their game after submitting it to the competition to avoid accidentally breaking their game/link to game which may lead to disqualification.

Whom do I reach out to with questions?

- Questions can be sent to the G4C team at studentchallenge@gamesforchange.org.



LET THE GAMES BEGIN!

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

