

AUSTRALIAN STEM



**VIDEO
GAME
CHALLENGE**

BE AN AUSTRALIAN STEM VIDEO GAME CHALLENGE POWER-UP PARTNER!



OUR MISSION

The Australian STEM Video Game Challenge exists to engage Australian students with the subject areas of science, technology, engineering and mathematics (STEM) through the process of designing and building an original video game.

We challenge students to use STEM-related skills in a creative environment, engaging and empowering them to learn by constructing something interactive, stimulating and meaningful using fun, creativity and innovation.

75%

OF THE FASTEST GROWING OCCUPATIONS REQUIRE STEM-RELATED SKILLS AND CAPABILITIES¹



WHY STEM?

Science, technology, engineering and mathematics (STEM) are among the most critical disciplines required for businesses and individuals to succeed in the 21st century.

Australia has a long tail of underperforming students in STEM¹. There has been a steep decline in student performance in science and maths between Years 4 and 8, and a declining percentage of Year 12 students participating in STEM

The gap between the current level of STEM-related learning by Australian students and the level of STEM-related skills they will inevitably need to join and succeed in the workforce of the future is widening, and creates a worrying scenario for the future of the Australian economy, and our position in the global marketplace.



30%

OF AUSTRALIAN STUDENTS SCORE BELOW THE LEVELS OF MINIMAL COMPETENCY IN MATHEMATICS AND SCIENCE²

Active reform of curriculum and pedagogy with more engaging, problem/inquiry-based learning, critical and creative thinking has been undertaken in countries that, unlike Australia, are strong in STEM and STEM-related disciplines².

We, as a country, need to teach students to approach problems critically, and to solve them with creativity; to tackle challenges from new perspectives; and to research and resource themselves along the way. But most of all, we need to engage students with problems and challenges that drive them toward these outcomes and make learning STEM skills desirable, achievable and where possible, fun.



BY CHANNELLING AND DEVELOPING STEM SKILLS THROUGH AN INTRINSICALLY FUN MEDIUM, WE INSPIRE THE NEXT GENERATION OF AUSTRALIANS

...AND STIMULATE COMMITMENT TO STEM-RELATED DISCIPLINES AMONGST AUSTRALIAN STUDENTS

THE AUSTRALIAN STEM VIDEO GAME CHALLENGE

Facilitated by the ACER Foundation, the charitable arm of The Australian Council for Educational Research, the ongoing mission of the Australian STEM Video Game Challenge is to help engage Australian students with STEM disciplines in a new and exciting way, and to facilitate inquiry-based learning that inspires and prepares the next generation of Australian students for the future.

The process of creating a video game involves systems-based thinking, problem solving, iterative design, communication and collaboration – skills that are, and will be, increasingly required for living and working in a rapidly changing technological landscape. By channelling and developing these skills through an enjoyable and intrinsically fun medium, we are working to alter student perception of STEM subject areas and seeking to stimulate a renewed commitment to STEM-related disciplines amongst Australian students in Years 5-12.

¹ Office of the Chief Scientist 2014, Science, Technology, Engineering and Mathematics: Australia's Future. Australian Government, Canberra

² Trends in International Mathematics and Science Study (TIMSS)

³ Report by the Australian Council of Learned Academies for PMSEIC, June 2013

THE NEXT LEVEL

In 2015, registrations for the Australian STEM Video Game Challenge increased 296 per cent, including a 330 per cent increase in registrations by female students.

We received 363 completed game submissions, accounting for 24 per cent of the registered participants in 2015 – an increase of 10 per cent on the submission rate from the year before – and accumulated both registrations and submissions from every Australian state and territory.

Projected growth figures indicate that 2016 will see 2300+ Australian students register to participate in the Challenge, with more than 30 per cent of the students registering being female.

In addition to our commitment to enhancing STEM learning, the Australian STEM Video Game Challenge is supportive of the philanthropic goals of the ACER Foundation, and shares its charter to address the needs of educationally disadvantaged groups. Specifically, the Australian STEM Video Game Challenge seeks to address the disparity between the representation of male and female students in STEM-related fields.

By inspiring, empowering and resourcing schools, teachers, parents and students, the Australian STEM Video Game Challenge is working to equip the next generation of Australians for the future, preparing them to innovate, create and adapt to a rapidly changing world.

GAME ON!

The Australian STEM Video Game Challenge is continuously working to change learning, to challenge traditional perceptions of STEM-related skills and to restimulate commitment to STEM subjects and related disciplines in Australian schools.

We're aiming to involve, engage and inspire more than 10 000 Australian students in the next three years, and to make a real difference to Australia's future.

With the aid of your insights, stakeholder networks, professional resources and financial assistance, we can accelerate and amplify our efforts - helping to further close the gap between current learning and the skills required for students to participate and succeed in the 21st century world.

IN 2015, REGISTRATIONS FOR THE AUSTRALIAN STEM VIDEO GAME CHALLENGE INCREASED BY

296%

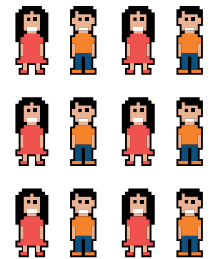


THIS INCLUDED A **330%** INCREASE IN REGISTRATIONS BY FEMALE STUDENTS



2000+

AUSTRALIAN STUDENTS ARE PROJECTED TO PARTICIPATE IN 2016



THESE STUDENTS WILL SUBMIT

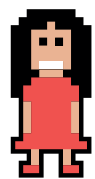
600+

COMPLETED GAMES, AND MORE THAN



150+

OF THESE GAMES WILL BE SUBMITTED BY FEMALE STUDENTS.



THE AUSTRALIAN STEM VIDEO GAME CHALLENGE WILL ENGAGE

10 000

AUSTRALIAN STUDENTS IN THE NEXT THREE YEARS

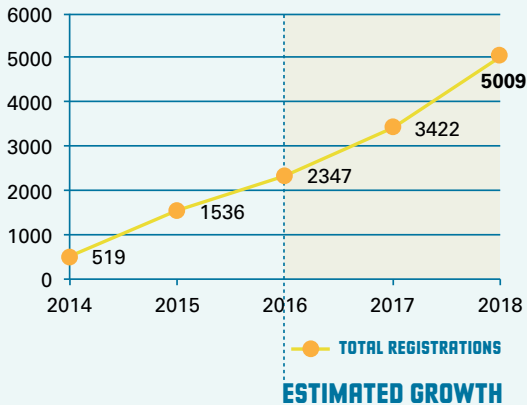


A VISION FOR THE FUTURE

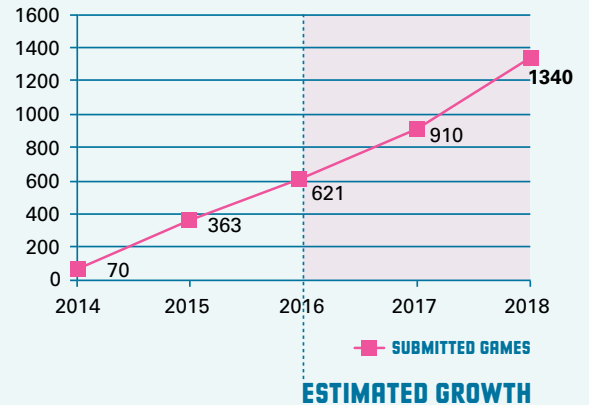
At our current rate of growth, by 2018 the Australian STEM Video Game Challenge will engage 5000 Australian students annually with STEM-related learning through game design and development.

Over the next three years, more than 2500 completed games will be submitted for judging, created by participants representing every Australian state and territory.

TOTAL REGISTRATIONS

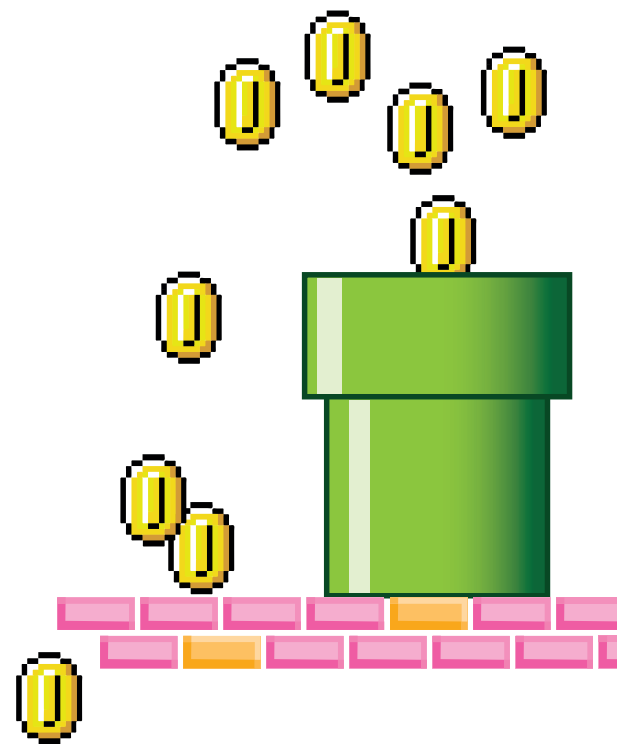


SUBMITTED GAMES



BENEFITS OF PARTNERSHIP:

- As an initiative of the ACER Foundation (a registered charity), **all financial contributions to the Australian STEM Video Game Challenge are tax deductible.**
- Visibility within the education sector – the Australian STEM Video Game Challenge is actively engaging teachers, parents and students with print, email and face-to-face communication. As a partner, we invite you to share in this communication and to associate your brand with our positive contribution towards STEM education in Australia.
- Associate your organisation or brand with innovation and creativity – help facilitate a new way of learning in Australian schools, and advocate for a secure future for the next generation of Australians.
- Opportunities to engage your staff with Australian STEM Video Game Challenge projects and events – help judge games, advocate for the initiative at public-facing events, facilitate workshops and mentor students.
- Attend the Australian STEM Video Game Challenge Awards Ceremony in Melbourne, meet our winners and present them with their prizes!



We invite you to partner with us, and to play an active role in preparing the next generation of Australians to meet the challenges of the future – whatever they may be. To discuss partnership opportunities, please contact:

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