

# WANT TO DESIGN, BUILD AND PLAY VIDEO GAMES TO WIN FANTASTIC PRIZES?



## REGISTER YOUR TEAM FOR THE 2017 AUSTRALIAN STEM VIDEO GAME CHALLENGE!

Open to Australian students in Years 5-12, the Australian STEM Video Game Challenge encourages students to design and build an original video game in response to a core theme.

Working collaboratively in teams of up to four members, students are invited to work through the game development process – from concept to finished product – create their very own game, and learn valuable new skills along the way.

Supported by leading organisations at the cross-section of education, information technology, entrepreneurial innovation and entertainment, the Australian STEM Video Game Challenge offers students the opportunity to compete for fantastic prizes and gain recognition from industry professionals, with winning games being showcased at one of the largest electronic entertainment exhibitions in the southern hemisphere.

Designed to be accessible for all Australian students, the competition is completely free to enter, and provides a fun and interactive way to engage in hands-on, inquiry-driven learning and create something great!

## ASSEMBLE YOUR TEAM, WORK TOGETHER AND BRING YOUR AMAZING GAME IDEAS TO LIFE!

REGISTRATION OPENS MONDAY 1 MAY 2017  
FOR MORE INFORMATION VISIT  
[WWW.STEMGAMES.ORG.AU](http://WWW.STEMGAMES.ORG.AU)



## THIS YEAR, WE ARE LOOKING FOR GAMES THAT EXPLORE THE THEME OF 'REACTION!'

This year the Australian STEM Video Game Challenge is looking for engaging, creative games that investigate the theme of 'REACTION!'

A reaction is a response to some treatment, situation or stimulus. From the way we interact with each other, to complex scientific procedures, reactions are happening everywhere!

Teams are asked to incorporate the theme of 'REACTION!' into their game for this year's competition. Responses can be very literal or highly conceptual.

**Let your imagination run wild!**

### Entry Categories

Students may enter in one of six (6) categories:

#### Years 5-8:

- Playable Game developed in Scratch
- Playable Game developed in Gamemaker
- Playable Game developed in any other free, or free for education, game development platform.

#### Years 9-12:

- Playable Game developed in Gamemaker
- Playable Game developed in Unity3D or Unreal Engine
- Playable Game developed in any other free, or free for education, game development platform.

### Software, Tools and Resources

All software used and recognised in the *Australian STEM Video Game Challenge* must be free, or free for educational purposes, and available online.

By using free and open-source platforms, the Challenge aims to maximise accessibility, allowing students from all backgrounds and situations to participate.

### How do I get involved?

To register for the *Australian STEM Video Game Challenge*, each team of students needs to identify an adult to serve as their team mentor.

Team mentors register the team, and serve as the primary communication point between the *Australian STEM Video Game Challenge* organisers and the team members.

Team mentors can register as many different teams as they like – in this way teachers and code cub facilitators are able to act as mentor for all of the students in their class or club.

Registration for the *Australian STEM Video Game Challenge* officially opens on **Monday 1 May 2017**. To register a team, simply visit [www.stemgames.org.au](http://www.stemgames.org.au), and complete the online registration form.

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