





# OFFICIAL RULES

## Purpose:

**The Australian STEM Video Game Challenge (the Challenge) is administered by The Australian Council for Educational Research Ltd (ABN 19 004 398 145) (ACER). The Challenge aims to engage school students in science, technology, engineering and math (STEM), by challenging them to design original video games.**

**Entry:** a team, comprising between one (1) and four (4) members may enter the Challenge by:

1. Completing a registration form locatable at <http://www.stemgames.org.au/register> in accordance with the procedure and conditions specified below (**Applicant**);
2. receiving confirmation from ACER that their application for registration has been accepted (**Registrant**); and
3. submitting an original video game and Games Design Document (**GDD**) in accordance with these Rules (the **Submission**).

## Agreeing to these Rules:

By registering to enter the Challenge Applicant agrees to these Rules.

## How to register:

1. **Eligibility:** The Challenge is open only to individuals or groups of individuals who:
  - are Australian citizens or Australian residents; and
  - are enrolled in year 5 - 12 in a school located in Australia or are homeschooled in Australia;
  - have their parents'/legal guardians' permission to participate in the Challenge; and
  - any 'teams' must not exceed four individuals.

2. **Registration Period:**

The registration period for the Challenge begins at 10:00 a.m. Eastern Time (EST) on 1 May 2017 (EST) and closes at 5.00 pm 25 August 2017. ("Registration Period")

3. **Registration:** To register, visit [www.stemgames.org.au](http://www.stemgames.org.au) ("Site") during the Registration Period and follow the registration instructions including:

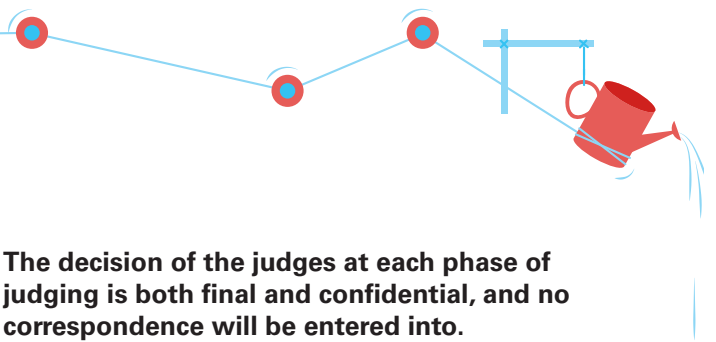
- a) completion of the parent/guardian consent form at the Site; and
- b) selection of category of registration being:
  - i. Years 5-8 Playable game created using Scratch

- ii. Years 5-8 Playable game created using Gamemaker
- iii. Years 5-8 Playable game created using any other free, or free for education, platform (Open).
- iv. Year 9-12 Playable game created using Gamemaker
- v. Year 9-12 Playable game created using Unity3D / Unreal
- vi. Year 9-12 Playable game using any other free, or free for education, platform (Open). ("Categories")

Registrants are free to change their Category before or on making the Registrant's Submission by notice in writing to ACER.

4. **Submissions:**

- a) Registrants may ONLY make ONE Submission to the Challenge in any one year;
- b) Submissions need to be submitted by 5.00 pm 25 August 2017 ("Entry Period")
- c) To make a Submission visit [www.stemgames.org.au](http://www.stemgames.org.au) ("Site") and follow the instructions. Registrants must be registered during the registration period to be eligible to make a Submission.
- d) Submissions:
  - must be made in strict accordance with these Rules. Any Submissions not made in strict accordance with these Rules will not be considered;
  - must be in the English language;
  - must be uploaded to the Site before 5.00pm 19 August 2016;
  - must be in the form of a playable game made using Game Maker, Scratch, Unity or another platform ("Game Engine") which judges can play without needing a paid subscription or license ("Playable Game").
  - must not contain any intellectual property, including footage, images, artwork, programming or sounds that are not created by the Applicant unless such content is included as part of the Game Engine;
  - must be solely the Applicant's original work and must not be created in collaboration with any other individual or entity; and
  - must be 'G' rated, and comply with the Australian STEM Video Game Challenge classification guidelines ("Classification Guidelines") locatable at [www.stemgames.org.au/files/classification-guidelines.pdf](http://www.stemgames.org.au/files/classification-guidelines.pdf)



- may use only the features available in the free tier of the Game Engine or features that are made available specifically for use in the Challenge as specified;
- be accompanied by a written Game Design Document (GDD):
  - detailing the overall creative process and design goals for the game;
  - submitted in one of the following file formats: Microsoft Word for Windows, Microsoft Word for Mac, Rich Text Format (RTF), Portable Document Format (PDF) or a plain text file format.

### Security and release

Each Registrant must retain a copy of their Submission. ACER provides no guarantee or warranty as to the confidentiality or security of any Submission. Each entrant specifically RELEASES ACER from any claims or liability relating to breach of confidentiality or any loss or damage to the Registrant's Submission.

### Winning Submissions

A prize will be awarded for each Submission judged to be the best in its Category

Awarding of prizes will occur in three phases as follows:

- Phase One: judges will review the Submissions to identify those that are complete and otherwise appear to satisfy the entry requirements. Submissions that appear to be complete and to satisfy the entry requirements including having a STEM theme and GDD, will be included in Phase Two of the judging.
- Phase Two: judges will review and score all games and GDD's included in Phase Two . Games will be judged based on the weighted criteria of the Game Judging rubric locatable at [www.stemgames.org.au/files/rubric.pdf](http://www.stemgames.org.au/files/rubric.pdf) The GDD will be judged based on the weighted criteria of the GDD judging rubric locatable at [www.stemgames.org.au/files/rubric.pdf](http://www.stemgames.org.au/files/rubric.pdf) Up to five (5) of the highest scoring Submissions in each Category will go through to the final round of judging , Phase Three.
- Phase Three a panel of judges will review and score all games and GDD's included in Phase Three Games will be judged based on the weighted criteria of the Game judging rubric locatable at [www.stemgames.org.au/files/rubric.pdf](http://www.stemgames.org.au/files/rubric.pdf) The GDD will be judged based on the weighted criteria of the GDD judging rubric locatable at [www.stemgames.org.au/files/rubric.pdf](http://www.stemgames.org.au/files/rubric.pdf)

**The decision of the judges at each phase of judging is both final and confidential, and no correspondence will be entered into.**

### Prizes

Prizes will be decided at the offices of ACER 19 Prospect Hill Road Camberwell Victoria by the 6th day of October 2017. The decision as to prizes will be in ACER's absolute and sole discretion and will be final with no correspondence entered into.

Prizes will consist of a device from our Innovation sponsor, where such a sponsor is present and entered into an agreement with the Australian STEM Video Game Challenge.

Registrants of winning Submissions will be advised personally via email and have their name and state/territory of residence published in the public notice section of The Australian newspaper on 12/10/2017.

The winning Registrants have 30 days from the date of publication to claim their chosen prize by emailing STEM Video Game Project Director, Liam Hensel at [liam.hensel@acer.edu.au](mailto:liam.hensel@acer.edu.au) or phoning Liam Hensel on 0401 545 640

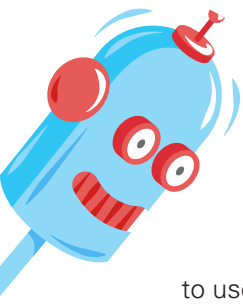
Should any winning Registrant not claim the relevant prize in accordance with the above, the relevant prizes shall be deemed unclaimed and forfeit. Such forfeited prizes or their equivalent monetary value will be retained by ACER for allocation to another Registrant determined in accordance with these Rules.

**Disqualification:** ACER may, in its sole discretion refuse, disqualify any and all Applicants or Registrants from, and prohibit further participation, in the Challenge, if they act in violation of these Rules or in any way, in connection with the Challenge, engages in misconduct. What constitutes misconduct being in the sole discretion of ACER.

**Termination:** If for any reason the Challenge or any part thereof is not able to be conducted ACER may in its sole discretion cancel, terminate, modify or suspend the Challenge, or invalidate any affected applications or registrations, subject to the approval of the relevant gaming authorities, if required.

### Intellectual Property, license, moral rights consent and waiver, warranties and indemnity:

- The intellectual property in any Submission created by any Registrant remains vested in the relevant Registrant.
- Registrants grant ACER and its personnel, contractors and agents an irrevocable, worldwide, non-exclusive, royalty free, fully paid up LICENCE (including the right to sublicense)



to use, publish, reproduce, communicate and broadcast the Submission and any other material the Applicant supplies ACER for the purposes of the Challenge and the intellectual property in the same for the purposes of: the Challenge; to conduct of future Challenges; and for purposes directly or indirectly related to the Challenge and future Challenges.

- c) Registrants CONSENT to ACER performing any act or making any omission that may constitute an infringement of an Registrant's (and where applicable WAIVES his or her) moral rights.
- d) Registrants WARRANT:
- that Registrant has the sole and full right and authority to accept these terms and conditions and enter into the Challenge and grant the rights set out in this Agreement;
  - the Submission will be made by the Applicant solely and specifically for the Challenge;
  - the Submission will comply with these Rules;
  - no part of the Submission is, or will be, actionable for defamation or violate any right of privacy or publicity of any person, and the full use of the rights in the Submission will not violate any rights of any person, firm or corporation;
  - that they have obtained all necessary rights, licences, permissions and consents in respect of any third party material included in any Submission to use such third party material for the purposes of the Challenge and for ACER and its personnel, contractors and agents to use, sublicense, publish, reproduce, communicate and broadcast for the purposes of the Challenge, conduct of future Challenges and purposes directly or indirectly related to such any third party material on a worldwide, non-exclusive, royalty free, fully paid up and irrevocable basis (consents shall include moral rights consents (and where applicable waivers) for the commission or omission of any act that may otherwise constitute an infringement of a third party's moral rights); and
  - the Submission is not the subject of any litigation nor is it threatened by any claim or litigation.
- e) Registrants INDEMNIFY, RELEASE and HOLD HARMLESS ACER and its related companies, personnel, contractors and agents on a continuing basis in respect of any loss, expense, cost (on a full indemnity basis) or damages arising as a result of any claim or threatened

claim by an Applicant or a third party that its intellectual property rights or moral rights have been infringed as a result of any activity or omission of ACER, its related companies, personnel, contractors, agents and the Applicant in connection with the Challenge.

**PRIVACY and CONSENT** to use of your personal information:

- a) By entering the Challenge Applicants and Registrants CONSENT to ACER:
- Collecting and recording their personal information (including sensitive information such as ethnic origin or health information) provided by the Applicant or Registrant;
  - publishing the winning Registrant's name, images, school name and state/territory of residence in such promotional activity and materials as ACER may require;
  - using Applicant's and Registrant's personal information provided for:
    - the administration and evaluation of current and future Challenges; and
    - direct marketing purposes;
  - disclosing personal information (including sensitive information) to its contractors, agents and other persons for the purpose of them assisting ACER with administration of the current and future Challenges.
- Should Applicant or Registrant not wish to consent to the any or all of the above please contact the STEM Video Game Challenge Project Director specified in clause b. below.
- b) Each time ACER sends Applicants or Registrants direct marketing communication ACER will provide them with a simple way to 'opt out' of receiving similar communications in the future. Applicants and Registrants may also inform ACER that they do not wish to receive any further communications or change any personal information ACER may have on record by contacting STEM Video Game Project Director, Christine Rosicka, ACER, 19 Prospect Hill Road, Camberwell, Victoria 3124, Liam Hensel [liam.hensel@acer.edu.au](mailto:liam.hensel@acer.edu.au).

## **PRIVACY STATEMENT**

Any Personal Information Applicants or Registrants provide is private, confidential and will be treated according to any applicable law. Such Personal Information will only be used for the purposes specified in these Rules. Should the Applicant or Registrant not provide the personal information required for the Challenge or give the consents above then any

application for registration or Submission may not be considered for the purposes of participating in the Challenge.

ACER is bound to comply with the Privacy Act 1988 (Cth) and its ACER Privacy Policy locatable at <http://www.acer.edu.au/about/acer-privacy-policy>.

ACER will not disclose Applicant's or Registrant's personal information to any person or organisation located overseas

The policy sets out the Applicant's and Registrant's rights and processes to: complain about a breach of privacy: access and have amended their personal information held by ACER. Applicant's and Registrant's involvement is voluntary and they are free to withdraw consent at any time. Should Applicants or Registrants have any queries please contact STEM Video Game Project Director, Christine Rosicka, ACER, 19 Prospect Hill Road, Camberwell, Victoria 3124, Liam Hensel [liam.hensel@acer.edu.au](mailto:liam.hensel@acer.edu.au).

