PARENTAL PERMISSION FORM AUSTRALIAN STEM VIDEO GAME CHALLENGE



Dear Parent/Caregiver, You are receiving this communication to notify you of your child's intent to participate in the Australian STEM Video Game Challenge.

Held annually, the Australian STEM Video Game Challenge is a free-to-enter, not-forprofit initiative facilitated by the Australian Council for Educational Research (ACER). Designed to help encourage participation with skills and concepts related to the disciplines of science, technology, engineering and mathematics (STEM) the competition asks participants to design and build an original video game, and in doing so, to engage with a self-directed, iterative development process that requires problem solving, collaboration and the acquisition of technical skills that are highly relevant to both future career paths and emerging industries within the global economy.

Open to Australian students in Years 3–12, enrolled in a school located in Australia or home-schooled in Australia in the year Submissions are judged,

and permitting students to work together in teams comprising up to four (4) members, the Australian STEM Video Game Challenge is a valuable cross-curricular exercise that encourages team-work and cooperation, and builds on several facets of the new Digital Technologies strand of the Australian Curriculum.

The Australian STEM Video Game Challenge will run during the dates listed on www.stemgames.org.au, the official website.

Full details about the Australian STEM Video Game Challenge, including rules and submission guidelines are available on the official website.

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NAME OF	FARENI/GUARDIAN
AS THE	LEGAL PARENT/GUARDIAN OF:
NAME OF PAR	RTICIPATING STUDENT
CONSEN	IT TO THEIR PARTICIPATION IN
THE AU	STRALIAN STEM VIDEO GAME
CHOILE	NGE. AS FACILITATED BY:
CHALLE	NOE, HS PHOILITHIED BT.
	ILITATING TEACHER/TEAM MENTOR
AS A RE	PRESENTATIVE OF:
DETAILS OF S	CHOOL/ORGANISATION, INCLUDING ADDRESS
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