



2012 National STEM Video Game Challenge

Official Submission Guidelines Collegiate and Educator Categories

College students and educators are eligible to submit STEM-based learning video games for a range of different prize streams, make sure to check the appropriate category registration page to learn more about the different prize streams available to you and your team.

Submissions will be judged on the application below as well as the following criteria:

To be considered for one of the seven **\$10,000 cash prizes** your submission **must include** the following:

- A written game proposal describing your proposal. Each proposal must contain the following components:
 - **Entry Title**
 - **Executive Summary** (not to exceed 500 words)
 - **Concept Overview:** What is your project? At what stage of development is the project? Your overview should also address the following questions:
 - **Educational value proposition and impact:** What educational need(s) does your project aim to address? How have you been/will you measure educational impact?
 - **Research:** What research theories or evidence is driving the development of your project? What, if any, research has been done, and what are the outcomes?
 - **Contribution to the field of STEM learning:** How does your project address the challenge of STEM curriculum through digital gaming?
 - **Playability:** How does the project work?
 - **Potential for Scale:** Does your project have potential for broad-scale impact? What is the feasibility of mass production, marketing and distribution? Please outline your thoughts around an implementation plan.
 - **Underserved communities:** Can your project be made available on a platform that is accessible to underserved communities, such as being played via a dial-up internet connection with a standard web browser or mobile phone that has limited connectivity and functionality?
 - **Next steps:** Sketch out your plan for what you will do next if you win the Grand Prize. What is your next stage of development?
- **Link to playable prototype:** The project must be at a stage where a field/market test can occur. Idea/concept stage projects will not be accepted. Each submission must consist of an embedded link to an online video of the prototype being demonstrated or a link to the prototype itself if it is available to be played online.

- **Biography:** A brief biography of the entrant or, if you are applying as a team, brief biographies of each of the team members. Each biography must not exceed 500 words and must contain information about the applicant's or team member's relevant work experience and educational background. It should be submitted in the form of a portable document format (PDF) file. For teams, all team member biographies must be included in one PDF document.

Each part of our submission should be uploaded to the www.STEMchallenge.org site; each submission should comply with all of the entry guidelines listed in the official rules for each prize stream.

Submissions to the National STEM Video Game Challenge will be judged on the application requirements above and the entered game's ability to meet the following criteria:

- Potential to reach underserved communities
- Originality
- Feasibility for large-scale impact
- Educational quality and STEM impact
- Team strength (i.e., strategy of overall plan)
- Engagement