



# Game Changer Challenge Brief

## Groups and Teams:

Each school can enter a team of 6 children who will attend the final event at London Connected Learning Centre on 16th June 2016. Pupils should be in KS2. Pupils can work together in one team of 6, or split into two teams of 3 and submit 2 games. A school can submit a maximum of two games to the final event.

## The Brief

### Make a computer game

Make a computer game for children using any software you like.

Your game can be based on any subject or any theme, but must be appropriate for primary school children.

### Marks will be awarded for:

- **Game Playability:** How easy is it to play your game? How well does it work? Is it fun?
- **Design and Creativity:** Does your game look amazing? Does your game include your own images and artwork? Have you only used other people's images when you have permission?
- **Programming:** How clever is your code? Have you used repeats, ifs, whens, and variables?
- **Audience:** How well is your game designed for your audience?
- **Story:** Does your game have a good plot? Have you created intriguing characters? Does your story have a twist?

## Make a poster

Make a poster to promote your game. This could be hand drawn or made with computer design software (like Comic Life or PixLR). The poster should clearly show the title of your game, include the title and main characters. Your poster should make people excited to play your game.

### **Marks will be awarded for:**

- ***Design and Creativity:*** Does your poster have a fresh original design? Does your design communicate your ideas in a clear and easy to understand way?
- ***Audience:*** Does your poster target your audience?
- ***Story:*** How well does your poster reflect the story of your game?

## Make a presentation about how you made your game and poster

Make a presentation to deliver to the judges at the final event. Presentations should be a maximum of 3 minutes long. You can use powerpoint (or any other software) to make your presentation. In your presentation you should explain:

- How did you come up with the idea for your game? What is the story in your game?
- Who are the main characters? What do they do in your game?
- How did you work together as a team? What roles did all the team members have?
- What were the trickiest parts of making your game? How did you solve any problems you came across?

### **Marks will be awarded for:**

- ***Presentation skills:*** Do you come across as an articulate and knowledgeable young person? Do you talk with confidence and fluency?
- ***Message:*** Do you get the point across? Do you answer all the questions and do you clearly explain all your key messages?
- ***Design and Creativity:*** Does your presentation have an exciting design? Does it include images and text that support your key message?

# More Information

## Submissions

All games must be submitted by email, to [jhalloran@londonclc.org.uk](mailto:jhalloran@londonclc.org.uk) by 3.30pm on Friday 10th June 2016.

## The Final event

The final awards event will be hosted at London Connected Learning Centre on 16th June 2016. At this event pupils will get a chance to play each other's games. Teams will also have to deliver their presentations to the panel of judges.

Schools can bring a maximum of 6 pupils to the final event and submit a maximum of two games.

## Prizes and categories

At the final event judges will review all the games and award prizes in the following categories.

- Best Game - overall winner
- Best Story
- Best Visual Design (judged on game design and poster)
- Best Programming
- Best Presentation
  
- All pupil votes on the day will counted and a People's Choice winner will be announced