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Young Game Designers 2019 - Game Making

The Game Making Award aims to find the best original game build. Have you been developing your own game? Ready to show it to the world?

The YGD Game Making Award is for you!

- Entries must have at least one playable level
- Entries will be judged on game build, gameplay experience, creativity and suitability for your chosen platform
- You can save the form at any time and come back to it
- The application deadline is **Wednesday 13 March 2019 at 5pm**
- For more information on the competition, [click here](#)

Contact ygd@bafta.org with any questions

Full name

Contact email

Contact number

What town do you live in?

What is your postcode?

I identify as:

What is your date of birth?

How old will you be on 31
Aug 2019?

Parent / guardian details

As you are under 16 you need your parent or guardian's permission to enter Young Game's Designers 2019.

- Please ask your parent / guardian to fill in the boxes below and to complete the parental consent form which can be [downloaded here](#).
- Please ensure these details are correct as they will be our main contact point should you make the final rounds of the competition.
- We need to see their signature on the form so please ask them to scan or take a photo when they've completed it and upload it below.
- Alternative contacts provided within your application or consent form may be contacted by BAFTA at any point during the competition. Alternative contacts are used to confirm entrant identity, confirm parental consent or can be contacted in an emergency situation should BAFTA have any concerns over any of the material submitted via the application form.

Remember you can save the form at any time and come back to it.

Name:

Email address:

Phone number:

Consent form:

Who is applying

Did you make the game on your own or as part of a team? You can either enter as an individual or with your teammates.

Please note:

- If you are entering as a team you can have a maximum of 3 people (you + two others)
- All team members must be in the same age bracket: 10-14 years or 15-18 years
- You only need to submit one application as teammates' details can be entered below
- Each team member must submit their own parent/guardian consent form

Remember you can save the form at any time and come back to it.

I am entering the competition:

Name of your school / code club:

Who is entering

About Your Game

Name of Game

Sum up your game to us in one sentence:

What happens in your game? (up to 500 words)

APPLICATION EXAMPLE

What new skills did you develop when making this game? (Up to 400 words)

APPLICATION EXAMPLE

Describe a time when you encountered difficulty in building your game. How did you overcome it? (Up to 400 words)

APPLICATION EXAMPLE

If you could develop your game further, what would you do? (Up to 400 words)

Screenshot Upload

Please now upload a screenshot of your game.

- All images need to be in .jpeg, .gif or .png format
- All images uploaded must be original and belong to you; please do not upload copyrighted images from existing games

Screenshot Upload

Game File Upload

Please upload your game file(s) now.

- Game files must be no larger than 250MB; BAFTA will not accept files larger than this

- Due to the large file size, it can take some time for your game to upload. Please consider this when completing your application.
- If your game is made up of more than one file, please create a .zip file to upload
- It is recommended that you include a copy of your source code so the judges can see how your game is put together
- Please leave time for your game to upload; please note it can take a few hours to upload depending on file size so leave your window open and wait for the upload to complete before submitting

If you cannot provide your game in a format that is compatible with Windows, please email ygd@bafta.org

BAFTA will accept the following game file types:

Desktop:

- Algodoo (.phz)
- Flash (.swf)
- GameMaker (.gmx)
- HTML5 (Javascript, CSS, html and twin made .html files)
- Java (.java)
- Kodu (.kodu)
 - Kodu games must be playable with a keyboard/mouse
- MissionMaker (.mission)
- Scratch (.sb) (.sb2)
- Windows Executable (.exe)
 - Please note: Python games are accepted but only when compiled and submitted as a .exe file)

iOS/Android:

- Testflight <http://testflightapp.com/> - add YGD as a user with our email address ygd@bafta.org
- Google Play store - please include the link in your application
- .apk file

What software did you use to make your game?

Do you have any additional notes on how to run your game?

Game File Upload

Source Code Upload:

Supporting Video

As part of your entry to YGD 2019 Game Making, we highly recommend that you upload a supporting video: a short 2-3 minute showcase of your game in action!

Video uploads happen after you have completed this form and there are two options for how to upload your video:

- Click the 'Upload Video' button on the 'thank you for your application' page
- Or, once you have finished submitting this form, head to your homepage, click on the drop-down menu next to your submitted application, and select 'Upload a video'.

The video should be an MP4 or QuickTime file.

For some ideas on what to include in your supporting video, [please click here](#).

Review and submit

By submitting this application you confirm that:

- You have uploaded a signed consent form
- That all materials submitted are your own
- All information provided is correct
- Your game would be rated PEGI 12 or lower
- You and your parent/guardian are happy to be contacted by BAFTA staff
- You agree to BAFTA's [Applicant Privacy Policy](#)

BAFTA screen all applications and reserve the right to disqualify any entry that would not pass a PEGI 12 rating. Any inappropriate content uploaded to the application form will result in an immediate disqualification.

Entrants who reach the final stage of the competition will have their name, town, age and school published on the BAFTA YGD website, Award Ceremony brochure and made available to the press in an official press release. This is to celebrate achievements and whilst BAFTA will take every precaution to protect a child's identity. BAFTA cannot be held responsible for any third party contact.

If you would prefer details not to be published please contact ygd@bafta.org during the submission process. We will also endeavour to contact all finalists before publishing any details in our finalist press announcement.

By submitting this application you give BAFTA permission to publish these details.