

BAFTA Young Game Designers 2019

Full terms and conditions of BAFTA Young Game Designers 2019

1. Eligibility:

i. Game Concept and Game Making Award categories:

The competition is open to all UK residents (including residents of the Channel Islands and the Isle of Man) who are aged 10 - 18 years old during the school year that begins on 1 September 2018 (17 August 2018 in Scotland).

Work out whether you are eligible to take part by using the rules below:

- For UK residents (excluding Scotland) - if your 10th, 11th, 12th, 13th or 14th birthday falls between 1 September 2018 and 31 August 2019 you are eligible for the 10-14 yrs. age group.
- If your 15th, 16th, 17th or 18th birthday falls between the 1 September 2018 and 31 August 2019 you are eligible for the 15-18 yrs. age group.
- For residents of Scotland - if your 10th, 11th, 12th, 13th or 14th birthday falls between 17 August 2018 and 16 August 2019 you are eligible for the 10-14 yrs. age group.
- If your 15th, 16th, 17th or 18th birthday falls between 17 August 2018 and 16 August 2019 you are eligible for the 15-18 yrs. age group.

Entrant Criteria:

- Entrants under the age of 16 must have at least one parent or legal guardian resident in the UK.
- Entrants must not be closely related to a BAFTA staff member or any other person or figure involved in the competition.

Entering as a team:

- Entrants can apply as an individual, in a pair, or in a team of three, but only **one entry** per individual per category can be submitted – i.e. if you are entering as part of one pair or a team, you cannot enter as part of another one.
- If entering as part of a team, all members must be in the same age bracket (10-14yrs or 15-18yrs).
- Teams and individuals can enter both Game Making and Game Concept Categories, but they must enter with different game ideas (you cannot enter both categories with the same game).

Please note: BAFTA reserves the right to request proof of age for entrants as well as parent's or guardian's consent and necessary state of health.

2. Entry requirements:

All competition entries and nominations for the YGD Game Concept, Game Making and Mentor award should be made via the competition entry form available via this website: <http://ygd.bafta.org>

If you have a legitimate reason why your entry cannot be submitted online via the entry website, please contact us at ygd@bafta.org. The submission deadline remains the same regardless of the mode of entry.

School Submissions (teachers only)

If a teacher wants oversight over the entries of their students, they can do so by following these instructions:

- Register an account at <http://ygdentry.bafta.org/entrant/>
- Log into your account
- Go to 'Manage Users'
- Select 'Add new user'
- Register an account for each student (please note the student can change their password at a later date)
- Ensure the email address registered for each student is different and is the one they wish to receive all application updates through

A teacher can add as many users as they need to, setting up a login for each student via this method. The student will then be able to use the login details the teacher has registered them with to login to their own account where they will only see their individual entry. The teacher will be able to view all entries worked on by users registered through the account.

Inappropriate content or behaviour:

Finalist entries will be showcased in a family-friendly environment. Entries should not promote violence, show blood and gore, or make use of profanities (swear words).

Any inappropriate content uploaded to the application form will result in an immediate disqualification from the competition and possible ban from future entry.

BAFTA reserve the right to contact the parent/guardian or alternative contact provided in the application form should they have any concerns about the material submitted.

We advise that the entry is suitable for children aged under 16 (**PEGI 12** rating or less).

BAFTA screen all applications and reserve the right to disqualify any entry that would not pass a PEGI 12 rating.

More information and guidance on PEGI 12 ratings can be found in the 'Help' section on our website.

i. Game Concept

Entries for the Game Concept award will be judged on gameplay design, creativity and suitability for chosen games platform.

The entry must be a game concept or game that is suitable for children aged under 16 (**PEGI 12** rating or less).

If an entrant submits more than one entry, we will judge the first entry received.

Supporting Materials:

The Game Concept category allows applicants to enter up to **3** images of supporting materials.

- Entries will be judged only from the information, artwork and imagery provided in the online competition entry form. Additional text based documents that are uploaded (such as PowerPoint presentations) or links to websites containing further work will not be considered.
- The execution and any supporting artwork or imagery must be the entrant's own original work, and must not defame or breach any copyright.
- All imagery and artwork must be appropriate for a PEGI12 game rating or less.
- **Applications that include imagery from existing games will be disqualified from the competition.**

There is also the option to upload a **Supporting Video** to help pitch your idea to the jury.

Some ideas you might consider for Game Concept Supporting Videos:

- Who is your target audience and why will they want to play this game?
- Describing what the gameplay will look like
- Talking about your art style and influences from other games in coming up with this ideas
- **Supporting videos should not exceed 3 minutes.**

More information and guidance on supporting materials can be found in the 'Help' section on our website.

ii. **Game Making**

Entries for the Game Making award must have at least one playable level and will be judged on game build, gameplay experience, creativity and suitability for chosen platform.

Game files must be no larger than **250mb** – BAFTA will not accept files any larger.

Entries can be created using any software package of the entrants choosing, provided such software is used legally and within the terms of its software licensing agreement.

Each package must run independently of the package in which it was created and on typical commercially available computers.

Asset Use:

Assets are permitted, providing they are:

- Free for public use
- Have been legally downloaded/purchased
- Have permission to use by the creator
- **All assets must be declared within your application form**

Failure to declare assets or use of assets without a creator's permission may result in disqualification from the competition.

Creative Commons (Music & Sound):

Entrants may use library music and sounds cleared for public use providing they are:

- Free for public use
- Have been legally downloaded/purchased
- Have permission to use by the creator
- **All creative commons must be declared within your application form**

Entries will be evaluated on the applicant's own work and not the quality of any assets used.

More information and links to useful resources on the use of assets and creative commons can be found in our FAQ section on our website.

Video Walkthroughs

A video walkthrough of up to 3 minutes can accompany each Game Making entry. Such walkthroughs should directly represent the content of the entered software.

Some ideas you might consider for Game Making:

- A game design diary (talking through your progress as you made the different parts of your game)
- Actual gameplay (show us what your game looks like to play!)
- Difficulties in game design and how you overcame them
- How do you plan to develop your idea (is there anything you might change or improve on?)
- **Supporting videos should not exceed 3 minutes.**

Although this is not compulsory, it is **highly recommended** that a video showing gameplay footage is included as part of your application.

Game Making – File Types:

Entries for the Game Making award category are to be submitted in a computer executable file format and must be playable.

All submitted games must run **advert free** to allow them to be shown in a family friendly public space.

Acceptable file formats include:

Desktop

- Algodoo (.phz)
- Flash (.swf)
- GameMaker (Please compile and submitted as a .exe file)
- HTML5 (Javascript, CSS, html and twine made .html files)
 - If submitting a web game, all the necessary game files should be collected together in a single .zip file
- 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)

Please note: if your game is made up of more than one file, then you will need to compress it and create a .zip file to upload.

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

Please note: if you are submitting via Testflight or Google Play, project builds must not be updated once the competition deadline has passed. Any build updated after the 13th March 2019 whilst juries are still in progress will be disqualified from the competition.

BAFTA will not accept games created in the following file formats:

- .unity3d (if you develop your game using Unity you must submit a .zip file containing the project data and a .exe)
- .webloc
- .blend
- .py (Python games are accepted but only when compiled and submitted as a .exe file)

All games files submitted must be free from advertisements in order to be showcased at the Award Ceremony to a family audience.

3. YGD Mentor Award

All entries and nominations for the YGD Game Mentor award must be made via the entry form available via this website: www.bafta.org/ygd

Any UK resident can be nominated for the Mentor Award (including residents of the Channel Islands and the Isle of Man), except those closely related to a BAFTA staff member or anyone involved in the competition.

Nominated entrants must be one of the following:

- Teacher
- Code club leader
- Other educator/leader involved in encouraging and teaching children and young adults the art of video game development

Successful nominees will be contacted for a copy of their curriculum vitae (CV) and a personal statement following the close of the competition.

An up-to-date **CV**, **personal statement** and a minimum of **two references** must be provided to BAFTA via the ygd@bafta.org email by **17:00 Tuesday 16th April 2019**.

Any statements received after this date will not be eligible for consideration.

Shortlisted nominees will need to provide a photograph of themselves.

4. Parental permission/Consent Form

Entrants under 15 years of age must submit a consent form signed by their parent or guardian.

Entrants age 16-17 can choose to provide a consent form by a parent, guardian or teacher.

Entrants aged 18 do not need to provide a consent form, but we do ask them to provide an alternative contact whom can be used to confirm the applicant's identity or to speak with during an emergency situation should BAFTA have any concerns over any of the material submitted via the application form.

The consent form is available on the entry website and competition entries will not be accepted unless correctly accompanied by the required signed consent form.

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.

5. Application Deadline

Entries must be received by BAFTA no later than **17:00** on **Wednesday 13 March 2019**.

Entries that are late, incomplete, or not supported by a signed consent form, will be disqualified.

BAFTA cannot take any responsibility for any technical failure or malfunction, which may result in any entry being lost or not properly registered or recorded.

6. Publishing Consent

By submitting an entry for the competition, the entrant's parent/guardian is deemed to have given consent for the entry to be published free of charge by BAFTA in all media, including television and internet, for all purposes as it wishes.

BAFTA may wish to display entries in a website gallery as they come in throughout the competition entry window.

The winner will be deemed to have agreed that BAFTA may showcase their game online and at Award ceremonies, and share it with third parties for online distribution. All Finalist games are showcased at our YGD award ceremony and made available to download via our YGD website.

All entrants – including the winner – will retain the right to take their game to any studio in order to develop it commercially.

BAFTA will only ever use personal details for the purposes of administering this competition, and will not publish them or provide them to anyone without permission.

BAFTA cannot be held responsible for any third party contact. If you would prefer details not to be published please contact ygd@bafta.org

Entrant's personal details will be removed from the BAFTA database after one year.

7. Judging

i. Game Concept and Game Making Award categories

All entries will enter a judging process consisting of three rounds:

Round 1: First Round Readers decide which entries should be put through to the second stage. Round 1 will result in a long-list of entries.

Round 2: Panels of games professionals will view the long-listed titles and collectively choose up to 10 of the best entries to be taken to the final round. This shortlist will be announced during the week commencing **13 May 2019**.

Round 3: A panel of jurors drawn from the BAFTA membership and games professionals will meet to view the final selection from Round 2. This panel will decide the overall winner.

All shortlisted entries will be showcased on the YGD website and invited to the Awards ceremony on **Saturday 29 June 2019**.

The winner will be announced at the Young Game Designers Award Ceremony at BAFTA on **Saturday 29 June 2019**. The winner will not be notified before this date.

Due to the large volume of entries BAFTA are unable to provide individual feedback on games.

BAFTA and the jury decision as to the winners is final. No correspondence relating to the competition will be entered into.

ii. YGD Mentor Awards

All entries will enter a judging process consisting of two rounds:

Round 1: First Round Readers decide which entries should be put through to the second stage. Round 1 will result in a short-list of up to 10 nominees. This shortlist will be announced during the week commencing **13 May 2019**.

Round 2: A panels of jurors drawn from BAFTA membership and relevant industry professionals will view the short-listed titles and collectively choose the winner of the award.

All shortlisted entries will be showcased on the YGD website.

The winner will be announced at the Young Game Designers Award Ceremony at BAFTA on **Saturday 29 June 2019**. The winner will not be notified before this date.

BAFTA and the jury's' decision as to the winners is final. No correspondence relating to the competition will be entered into.

8. Awards & Prizes

i. Game Concept and Game Making Award categories:

The overall winner of each category age group will receive a prize package comprising:

- A physical BAFTA Young Game Designers Award;
- Further prizes TBC by our partners
- Mentoring and support from BAFTA Games Nominees, Winners & official Partners.

ii. YGD Mentor Award

The winner of the YGD Mentor Award will receive a physical BAFTA Young Game Designers Award.

BAFTA reserves the right to offer alternative prizes to those stated. The prizes cannot be transferred and there is no cash alternative.

In the event of any of the winners being unable to be contacted, after reasonable attempts have been made, or if any is found to be in breach of the rules or fails to take up their prize for any reason, including illness, unavailability, problems in having consent for absence from school, licensing difficulties OR problems with obtaining a sign off from their doctor regarding state of health to participate, BAFTA reserves the right to offer the prize to a runner-up in the relevant category but it is not obliged to do so.

9. Award Ceremony

All nominees should be available to attend the Young Game Designers Award Ceremony at BAFTA London on **Saturday 29 June 2019**.

BAFTA reserves the right to change the date of the awards ceremony and will endeavour to inform all nominees in good time.

The winner will be announced at this ceremony and will collect their award (the physical award component of the prize).

The nominees will be deemed to have agreed to be filmed and photographed on the day of the ceremony.

The nominees and parent/guardians may also be filmed at the ceremony and at other times by BAFTA for use in all media.

The nominee, or parent/guardian of each nominee under 16 yrs. old, or the nominee if over 16 will be required to sign contributor consent forms on behalf of themselves and their child/ward to allow BAFTA to use the contributions in all media for all purposes.

10. Winners & Shortlisted entrants

Telephone calls will be made to the short listed entrants and their parent/guardian in order to check eligibility. Telephone calls may be recorded for reference purposes.

Participants may be requested to provide proof of age before being allowed to proceed with the competition.

If an entrant is unable to be contacted after reasonable attempts have been made to do so, BAFTA reserves the right to offer their place to the next best entrant. Unsuccessful entrants will not be contacted.

Winners and shortlist entrants will be expected to take part in post-competition publicity for BAFTA.

11. Cancellation of Competition

BAFTA reserves the right to cancel the competition or any of these rules at any stage, if deemed necessary in its opinion, or if circumstances arise outside of its control.

12. Data Protection

BAFTA will only ever use personal details for the purposes of administering this competition, and will not publish them or provide them to anyone without permission.

BAFTA cannot be held responsible for any third party contact. If you would prefer details not to be published please contact ygd@bafta.org

Entrant's personal details will be removed from the BAFTA database after one year.

13. Acknowledgement of Terms and Conditions

The parent/guardian of an applicant is deemed to have accepted these terms and conditions when consenting to the application of the relevant entrant.

These terms and conditions are governed by the laws of England and Wales.