



This pdf displays your application form as it was last saved.

Young Game Designers 2022 - 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.
- This is a dynamic form and more questions will appear as entry criteria is fulfilled through the answers you provide.
- The application deadline is **Monday 14 March 2022 at 5pm**. All applications forms must be submitted by this date. Please note that any game and/or video uploads must have finished uploading before you can submit your application. This can take several hours, depending on file size and traffic to the site, so please factor this in when preparing your application.
- For more information on the competition, [click here](#).

Contact ygd@bafta.org with any questions

Full name

Contact email

Contact number

Where did you hear about the competition?

What town do you live in?

What is your home postcode?

What nation do you live in?

What region do you live in?

I identify as:

Preferred Gender Pronoun:

What is your date of birth?

How old will you be on 1 July 2022?

Parent / guardian / school contact details

Parent/Guardian/School Contact Name:

Parent/Guardian/School Contact Email Address:

Parent/Guardian/School Contact Phone Number:

- If you are applying with your school, please ask your school contact or teacher to complete and upload the teacher consent form which can be **downloaded here**. Please note the same form can be uploaded for all students.
- If you are applying as an individual, please ask your parent or guardian to complete and upload the parental/guardian consent form which can be **downloaded here**.

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

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/school contact 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:

Where did you (mostly) work on your application?

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)

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

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

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 and note the application deadline.
- 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. You will no longer be able to submit your application once the deadline has passed, so please keep this in mind.

If you cannot provide your game in a format that is compatible with Windows, please email yg@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) please note Kodu games must be playable with a keyboard/mouse
- MissionMaker (.mission)
- Scratch (.sb) (.sb2) (.sb3)
- Windows Executable (.exe)
- Please note: Python games are accepted but only when compiled and submitted as a .exe file)
- Please note: Dreams games are accepted with the following specifications:
 - You must be aged 12 or over to submit a Dreams entry.
 - Release the dream and any sub-dreams contained as either 'Playable' or 'Public'. Anything with private sub-dreams will be disqualified.
 - In your submission provide: Name of Dreams, PSN Online ID, and indreams.me link to the creation.
 - If you are submitting via Dreams, new versions of your dream must not be released once the competition deadline has passed. Any dream updated after 15 March 2021 whilst juries are still in progress will be disqualified from the competition.

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?

Please list any assets you have used to help make your game

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

Game File Upload

No file chosen

Choose file

Source Code Upload:

No file chosen

Choose file

If your game has been created through Dreams please provide the following:

Name of Dream:

PSN Online ID:

indreams.me link:

Supporting Video

As part of your entry to YGD 2022 Game Making, we highly recommend that you upload a supporting video: a short 2-3 minute showcase of your game in action!

- The video should be an MP4 or QuickTime file.

- Please choose your file, and then click Upload.
- Please leave time for your video to upload; please note it can take some time to complete the upload depending on file size so leave your window open and wait for the upload to complete before submitting.
- For some ideas on what to include in your supporting video, **please click here**.

Upload video:

No file chosen

Choose file

Review and submit

By submitting this application you confirm that:

- You have uploaded a signed consent form. 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.
- 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.

Yes

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.

I accept