

The World Wide Workshop and West Virginia Department of Education in collaboration with the ESA Foundation and Adobe, and U.S. Senator Jay Rockefeller as Honorary Chair announce

# GLOBALORIA STEM Games Competition

## Celebrating Excellence in Game Design in West Virginia

### Grand Prize

Game Designer Kit (Laptop with Flash Software)  
for each winner!

### Finalists

Drawing Tablets for each team member!

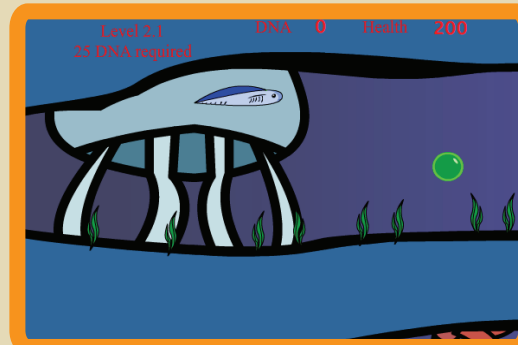
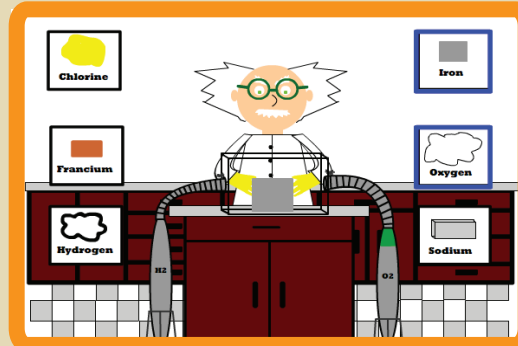
### Register By

★ Fall Course: October 11, 2011

★ Full-Year Course: November 18, 2011

★ Spring Course: February 1, 2012

## Check Out Last Year's Winners!



Top: Elemental Elegance from South Harrison HS;  
Bottom: PaleoQuest from Spring Valley HS

All Globaloria students making a game about Science, Technology, Engineering, or Mathematics are eligible to enter.

### Winners will be chosen based on

- How well the game works (**Technical quality**)
- How well the game-making process is presented (**Production quality**)
- How well the game represents STEM knowledge and facts (**Research quality**)
- How well the game teaches STEM Content (**Content quality**)
- How well the game is designed (**Artwork and Animation quality**)
- How well the team collaborates (**Teamwork quality**)



<http://www.globaloria.org/competitions>

GOOD LUCK!

GLOBALORIA GAMES INVENT • BUILD • SHARE

## 2011-2012 Rules and Regulations

# GLOBALORIA STEM Games Competition

1. All West Virginia Globaloria Students creating games about STEM topics are eligible to enter.

### 2. Winners will be chosen based on

- How well the game-making process is presented (Production quality)
- How well the game represents STEM knowledge and facts (Research quality)
- How well the game works (Technical quality)
- How well the game teaches STEM content (Content quality)
- How well the game is designed (Artwork & Animation quality)
- How well the team collaborates (Teamwork quality)

3. From registration until submission of final game, demonstrate what you learned via frequent posts on your team page, learning log, and blog. Share your content often to raise your score.

- Judges will evaluate the entire game-creation process by looking at team pages and blogs.
- We encourage submissions made by teams.
- Upload files and post them on your team page and write game details as you go.
- Show how your team's idea became a game!
- Use your blog to reflect on your game topic, teamwork, and game making experience. What are you learning?

### 4. Follow the Registration, Submission Process and Milestone Dates:

- Upload and embed each milestone on your TEAM PAGE, by the date below, then go to <http://www.globaloria.org/competitions> to alert the judges that your entry is ready.

#### Fall Course

Registration: Oct. 11, 2011

Paper Prototype: Oct. 11, 2011

Game Demo: Nov. 18, 2011

Presentation: Jan. 20, 2012

**Final Game: Jan. 30, 2012**

#### Full Year Course

Registration: Nov. 18, 2011

Paper Prototype: Nov. 18, 2011

Game Demo: Feb. 16, 2012

Presentation: May 26, 2012

**Final Game: June 6, 2012**

#### Spring Course

Registration: Feb. 1, 2011

Paper Prototype: Feb. 15, 2012

Game Demo: March 16, 2012

Presentation: May 26, 2012

**Final Game: June 6, 2012**

## Prizes:

- **Grand Prize:** Game Designer Kit (Laptop and Adobe Flash Software) for each team member!
- **Four Finalists:** Drawing Tablet for each team member!

More information and to register:

<http://www.globaloria.org/competitions>

GOOD LUCK!

GLOBALORIA GAMES INVENT • BUILD • SHARE