

The World Wide Workshop and West Virginia Department of Education in collaboration with Knight Foundation, iCivics, Adobe, and Supreme Court Justice Sandra Day O'Connor (ret.) as Honorary Chair announce

GLOBALORIA Civics & News 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 Winner!



The Adventures of Henry the Hedgehog
from Tygarts Valley High School

All Globaloria students making a game about Civics and News Literacy 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 Civics knowledge and facts (**Research quality**)
- How well the game teaches Civics & News 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 Civics & News Games Competition

- 1. All West Virginia Globaloria Students creating games about Civics 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 civics & news literacy knowledge and facts (Research quality)
 - How well the game works (Technical quality)
 - How well the game teaches civics & news literacy 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!

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