Tips for Becoming a Top Game Contender in the Globaloria Game Design Competitions:

1. **Follow Deadlines and Complete Requirements**
   - Thoroughly fill out all section of your Team Page
   - When it is completed, add your game demo to your game gallery page
   - When it is completed, add your final game to your game gallery page
   - Submit Competition Milestones on time (deadlines posted on competition pages)

2. **Make Your Game a Learning Game**
   - Your game has to do one or both of the following (your teacher will guide you)
     - Teach a clear educational topic that is your grade level or above
     - Choose a social issue that is important to you and teach others about it
   - Do extensive research on your topic (Wikipedia and Google are starting points)
   - Integrate learning and game play so the player learns while playing (learning should not be limited to quizzes between levels or help screens)
   - Have lots of questions/problems about the learning content (one example per level is not enough)

3. **Make Sure Your Game Covers Competition Content**
   - **Civics Competition**
     - Civics ≠ History
     - A pure history game that simply teaches facts about an event in the past does not qualify
     - A history game that explores themes of civic participation, government ideals, or social issues of that period does qualify
     - Visit the [Civics & News Literacy Recourse Bank](#) and the [Social Issue Resource Bank](#) to learn more, and to get help choosing your topic
   - **STEM Competition**
     - STEM Games must focus on a Science Technology Engineering or Mathematics concept. Check out the [STEM Resource Page](#) on Central Wiki for suggestions
   - **Globey Competition**
     - Content requirements are different for Florida, California, and EACPA, check with your teacher

4. **Create a Professional Game that Functions Well**
   - Craft a storyline that is organized with a clear objective, and start and finishing point
   - The game works: a player can complete the experience and win or lose
   - Game play is clear and easy to follow, and was fun to play
   - Content and spelling are correct, no errors

5. **Be Creative**
   - Teach content in a creative and fun way (not a quiz)
   - Use original artwork and graphic design illustrations
   - Design a unique and different game from those previously created