GLOBALORIA Student Game Design Competitions

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)
  o Teach a clear educational topic that is your grade level or above
  o 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
  o A pure history game that simply teaches facts about an event in the past *does not* qualify
  o A history game that explores themes of civic participation, government ideals, or social issues of that period *does* qualify
  o 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
  o 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