

**2017 SERIOUS GAMES SHOWCASE & CHALLENGE
(AUSTRALASIA)**

TERMS AND CONDITIONS



Simulation Australasia (SimAust), in association with the International Serious Games Showcase & Challenge, presents the 6th Annual Serious Games Showcase & Challenge (Australasia) (SGSCA) at the 2017 Australasian Simulation Congress (ASC). The SGSCA will be held at the International Convention Centre Sydney (Sydney, Australia) from Monday 28 August to Thursday 31 August 2017. Each person or entity that enters the 2017 SGSCA agrees to abide by these Terms and Conditions, and by the decisions of the host (SimAust), and its evaluators.

All decisions of the host (including, but not limited to, acceptance of evaluator's decisions) and any modifications to these rules are final, binding and non-negotiable.

The SGSCA seeks to expand the general exposure and understanding of game-based training solutions and to promote Australasian capability, both nationally and internationally. The SGSCA targets PC and mobile platform game based solutions designed for users of any age or background. The SGSCA is restricted to original PC games (or console games running in a PC emulator mode) or mobile applications using Android, iOS, or Windows Mobile. Acceptable operating systems include:

- Windows (7 SP1 or higher)
- Apple (OS X or higher)
- Linux (Distro details tbc)
- Android 4.4 or higher
- Apple iOS 7 or higher
- Windows Phone 7 or higher

Modifications (a.k.a. mods) of existing games are not allowed.

For the purpose of this contest, a serious game is defined as:

The digital application of gaming technology, processes and design to the solution of problems faced by business, government, academia and society in general. To qualify for this contest, the gaming application must:

- 1. Clearly identify a designated problem or deficiency*
- 2. Involve an assigned challenge*
- 3. Employ some form of positive and / or negative reward system*

In order to be considered for this competition, final submission packages must be completed according to the submissions checklist and must be received by SimAust no later than **Friday 23 June 2017**. For physical shipments, entrants should consider shipping delays, and plan accordingly.

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HOW TO ENTER:

To enter the 2017 SGSCA, an entrant who is otherwise eligible under these Terms and Conditions must complete the following requirements by the specified deadline:

- A non-refundable application fee must be submitted in conjunction with the entry form in order to be officially entered. The application fee may be paid by credit card/EFT using the payment details provided by SimAust. Complete via the [Registration Page](#).
- Submission of the following to shared cloud storage (details to be provided by SimAust):
 - o A fully completed Submission template (located on the SGSCA Page of the ASC website - www.simulationcongress.com)
 - o A 1-2-minute video highlighting the submitted game (minimum 50% gameplay footage)
 - o Submitted game – one of:
 - All required game files
 - URL and login details (for web-based submissions) included in submission template
 - Download details (for app based submissions) included in submission template
- Provide adequate translation material for games not presented in English. The translation must enable the evaluators to install and fully play the game, allowing understanding of the controls, objectives, and outcomes of the game. The host reserves the right to determine whether the provided translation is adequate for their purposes.
- Required promotional material associated with the company and/or the game being entered:
 - o A high quality, high resolution logo for the:
 - Company/Department, if an Industry/Government entry
 - Company/School/University, if a Student/Indie entry
 - A high quality, high resolution logo for the game
 - o Note - we define high resolution logos/images as having a minimum 300 DPI for printability and a minimum size of 1000 x 1000 pixels. Preferred format for images is .png format.
 - o Any other marketing collateral as requested by SimAust.
- **If an entry is selected as a finalist, the entrant must additionally supply (within 14 days of notification) any required pieces of custom hardware for evaluation.**

Please note - All finalists will be asked to participate in a 2017 SGSCA Finalist Panel at the ASC (session currently scheduled for Wednesday August 30 2017). As part of this we will ask you to prepare a pitch deck.

Following acceptance of your submission, the version of the submitted game received by the host, as at the submission deadline provided, will become the official version. All major evaluations will be based on this official version. The only exception is where a People's Choice Award is offered – in which case development can continue right up until the SGSCA.

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All entry materials become property of the host and are not subject to return without prior agreement. This includes all physical copies of software and any special equipment associated with the entered game. If requested in advance, and solely at the entrant's expense, the host will return special equipment only. The host is not held liable for the loss of special equipment during the evaluation process or for the condition of any returned materials.

The entrant retains all associated intellectual property rights. The SGSCA reviewers and evaluators agree not to disclose information associated with entries and agree to delete games from their computers, and destroy all copies of intellectual property following evaluation. A copy of the game may be retained by the host for historical purposes.

Games that have previously been entered into the SGSCA or the International Serious Games Showcase (hosted at IITSEC) are ineligible for re-entry, unless the game has undergone significant enhancement and additional development. Previous entrants are required to include a summary of how the latest version of a re-entered game is significantly enhanced from the previously entered version.

ENTRANT REQUIREMENTS:

Any finalist that does not satisfy all of the applicable requirements of the rules may (at the discretion of the host) be **DISQUALIFIED** and the host may select an alternate finalist game from the remaining entrants.

It is the entrant's obligation to meet the entry criteria for the Student/Indie category or Government/Industry category as applicable. Entrants must meet the entry qualifications as at **Friday 23 June 2017** (the closing date for submissions).

Export controls:

Please be aware that the SGSCA is open and viewable to the general public. It is the entrant's obligation to ensure that any/all necessary export controls have been considered and that the submitted games are in full compliance with any governing laws.

Finalists agree to attend the 2017 ASC and to demonstrate their game during the exhibition period of the Congress (Monday 28 August to Thursday 31 August 2017). If unable to attend due to circumstances beyond their control, the entrant will provide the name and contact details of a proxy attendee (within fourteen (14) days after notification). Proxy attendees must perform the same duties as the finalists would have performed at the Congress, and will be subject to the approval of the SGSCA committee.

Each finalist, or proxy attendee, will be responsible for their own costs of travel, meals, accommodation and any extra equipment in connection with the SGSCA and the ASC. Each SGSCA finalist will be provided with a location to set up and access to two (2) power points. All finalists must comply with the exhibition's guidelines for WHS as outlined within [this document](#). This is especially relevant to any electrical equipment brought into the exhibition hall, which may include Tag and Test, surge protection etc.. Further details will be provided to all finalists closer to the Congress.

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ENTRANT SELECTION PROCESS/NOTIFICATION:

Entered games will undergo an initial review by representatives of the host to ensure that they are virus free and meet the requirements of the SGSCA. Each entered game will then be assigned to the evaluation team. Each game will be evaluated using a standard evaluation sheet emphasising the following areas:

- **Solution to a Stated Problem:** Entrants will be required to submit a description of the topic behind their submission and how they believe their game addresses this topic in a positive way. This submission should be no longer than 500 words and may include up to three (3) images or graphs. The entered game will be evaluated on how well it achieves these defined outcomes.
- **Technical Quality:** The technical quality of the entered game will be evaluated on its ease of installation and the aesthetics, functionality and stability of the game including, but not limited to, the graphics, sound and presentation.
- **Gameplay:** Scores will be based on how easy the game is to use, how fun/engaging it is to play, and how well it is integrated into one cohesive package.
- **Innovation:** Higher scores can be achieved in each of the evaluation areas based on innovative approaches within those areas.
- **Interaction and Feedback to the Player:** Scores will be based on the level of interactivity and engagement with the user as well as effective feedback mechanisms utilising positive/negative reward systems.

The games with the highest scores will then be selected as finalists. The host reserves the right to select as many finalists as deemed appropriate for the SGSCA.

FINALISTS:

If you are selected as a finalist, in preparation for the Congress, it is recommended that you should create and bring the following: (note: a lack of these items do not affect your chances at winning the competition, but are here to help prepare you for the Congress itself):

- A pitch deck (~4-5 minute) presentation with visual aids (PowerPoint, Prezi, video, etc.) to be presented at the 2017 SGSCA Finalist Panel as part of the Congress. This presentation should address some/all of the following topics as well as anything else you think is important:
 - The problem you are addressing
 - How your game offers a solution
 - Unique characteristics of the game
 - A small or background demonstration/video of the game
 - Details of any research or collaboration that went into the game from the chosen field
 - The current status of the game and any accomplishments
- You should also bring;
- Business cards for handing out on the show floor and throughout the conference
 - Flyers that explain your game and highlight the issues raised within it
 - Pop-up banner or other promotional/marketing materials (subject to limitations of provided space)

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PRIZES:

Each finalist will receive:

- Opportunity to showcase the entered game within the exhibition at the 2017 ASC in Sydney, NSW. (Flights and accommodation will NOT be provided)
- Lunches and morning/afternoon teas will be provided on the days of exhibition (Tuesday 29 August – Thursday 31 August)
- Organisational profile and coverage in select Congress literature
- Mentions on the SGSCA websites and social media
- The right to use the official 2017 SGSCA digital badge in promotional materials relating to the finalist game

WINNER SELECTION PROCESS:

Finalist games will be further evaluated by a panel of global evaluators as appointed by the host. Members of the Evaluating Committee may include employees of the host, representatives from the games and simulation industry, academia and other individuals familiar with learning theory and game design. All finalists will be judged by at least one (1) member of the games identified field, from either industry or academia.

The Evaluating Committee will review the finalist games and select one (1) winner from each development category (i.e. Student/Indie & Government/Industry). Each entrant can submit in one category only. If offered, the winner of the "People's Choice Award" will be determined by Congress attendees voting in the SGSCA area of the exhibition hall. The finalist games with the highest score in a Category is the Winning Game for that Category. In the event of a tie in any category, the winning game will be selected by the chairperson of the Evaluating Committee.

Winning games will be announced and recognised at the SimAust Annual Awards Dinner on Wednesday 30th August 2017 (see www.simulationcongress.com for further details on the Congress Program).

WINNER PRIZES:

The winning game in each Category will receive a certificate commemorating their achievement of one of the following:

- People's Choice Award
- Best Student / Indie Serious Game – **Grand Prize Winner**
- Best Government / Industry Serious Game – **Grand Prize Winner**

Grand Prize Winners are also eligible for direct entry into the International Serious Games Showcase & Challenge and financial assistance from SimAust to allow for 1 member of the winning team to attend the I/ITSEC conference in Orlando, Florida from the 27 November - 1 December 2017. This financial assistance is capped at \$2,500 (inc. GST).

PRIZE TERMS:

All prizes provided are non-transferable and non-negotiable. It is possible that some or all winners may be offered gifts from Congress sponsors or other third parties. The host makes no representation or warranty that any such gifts will be offered or received, does not endorse any such gifts, and is no way responsible for any such gifts.

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WINNER'S LIST:

For the names of the 2017 winners please check the [SGSCA Page](http://www.simulationcongress.com) on the ASC website (www.simulationcongress.com) after September 1 2017.

GENERAL:

Entry Requirements: The SGSCA is open to the public. Entrants must be able to demonstrate residence in the Australasia and that their entry was developed in the region. An adaptation of a serious game developed outside of the region will not be eligible for consideration unless there is documentary evidence to support that substantial development has taken place in Australasia for the submitted solution to be considered eligible in its own right as a separate entity.

Entrants must be individuals, or comprised solely of individuals who will be 18 years of age on or before the first day of the 2017 ASC (Tuesday 29 August 2017).

Student/Indie: To qualify to enter as a Student/Indie, you must be a student, individual or representative of a company earning under \$100,000.

Government/Industry: This category includes all types and sizes of businesses, as well as unincorporated individuals, earning over \$100,000.

Evaluator Affiliations: If an evaluator has or has had an affiliation with an entrant, the evaluator will excuse himself or herself from evaluating that entrant's game. An affiliation is defined as any relationship that may affect the ability to fairly evaluate the entrant game including but not limited to the following situations: previously funding development of the game; family relationship; advisory role; or any other direct or indirect relationship. Recusal will be the responsibility of the evaluator.

Notification: If the host is unable to contact a finalist within 10 calendar days of notification, an alternate finalist will be selected.

Rights in the Entry: Before submitting an entered game, the entrant must have acquired (by licenses or otherwise) all necessary rights for the host to evaluate the game and for performing and demonstrating the game to the public. Games that make use of third party game engines, middleware, or other software or technology are only eligible if the entrant has legally acquired all necessary rights for the host to evaluate the game and to perform and demonstrate the game to the public. These rights include rights of copying, displaying, performing, deriving works and usage rights. For example, for any visualisation that includes likenesses of third parties or contains elements not owned by the entrant (such as, but not limited to trademarks, buildings, pictures etc.), the entrant must have obtained legal releases for such use including host's use of such entry.

Entrants are responsible for protecting trade secret, restricted and classified information and must not submit any information that is confidential, proprietary or deemed classified or restricted by their company or government, and must abide by all export controls that pertain to their country. Intellectual property rights remain with the entrant.

State of Development: All entered games must be in a playable "beta" state or better (i.e. entered games must be feature-complete) by the entry deadline. Continued development of the entered game for demonstration at the Congress and competition for the People's Choice Award is allowed. At least two (2) levels of the entered game must be complete and fully playable by entry deadline, and for demonstration at the Congress.

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Release: By entering the SGSCA, each entrant releases and holds harmless the host, its parents, subsidiaries, members and affiliates, and each of their respective officers, directors, employees and agents (including but not limited to Evaluating committee members, financial sponsors, etc. and including but not limited to anyone connected with the 2017 ASC, or the SGSCA) from any and all responsibility or liability, including but not limited to direct, indirect, incidental, consequential or punitive damages, arising out of or directly or indirectly relating to:

- (i) any personal injury, death, property (including but not limited to computer) damage, or other loss or claim of any kind arising from or in connection with the SGSCA or any violation of these Terms and Conditions including any damages resulting from personal and business torts, violation of the law or negligence; the SGSCA, the 2017 ASC or any entered game; the acceptance, possession, or use of any prize; or any travel required by the SGSCA;
- (ii) any entry or other materials that have been tampered with, that are misdirected, incomplete, incorrect, non-conforming, corrupt, lost, late, or ineligible, or, with respect to mail-in entries or materials, that are sent postage due; or
- (iii) computer, telephone, cable, satellite, network, hardware, software, or other technical malfunctions or failures; garbled or jumbled transmissions; Internet or website inaccessibility or delays; printing or typographical errors in any SGSCA or ASC materials; or any other technical or human errors occurring in connection with the SGSCA or the 2017 ASC. The SGSCA entrant assumes all risk.

Consent to Publicity: By entering the SGSCA, each entrant consents to the use of the entrant's name, photograph and likeness, logo (if any), state of residence/domicile, and entered game, game video and game screenshots for advertising, promotion, marketing, and administration of the SGSCA and ASC without additional compensation, to the extent permitted by law. Each entrant further agrees that host may use any and all information collected through the SGSCA, including the entrant's name and contact information, for marketing or other purposes whether or not related to the SGSCA to the extent permitted by law and host's privacy policy, which may be found on the host's website (www.simulationaustralasia.com).

REPRESENTATIONS:

By entering the SGSCA, each individual submitting entry materials (including an entered game) represents and warrants to the host that:

- The entrant has read, understands, has agreed to all Terms and Conditions, and has had the opportunity to consult with his or her attorney concerning the meaning of the Terms and Conditions
- Such individual either is the entrant (if the entrant is an individual) or is a duly authorised representative of the entrant (if the entrant is an entity)
- The entrant and the entered game fully comply with all eligibility requirements and all other provisions of these Terms and Conditions
- In preparing the entered game and entering and participating in the SGSCA and the ASC, the entrant has complied, and will comply, in all respects with all applicable laws, regulations, and rules and has not violated, nor will violate, any agreement or understanding by which it is bound, including any confidentiality, employment, consulting, intellectual property assignment, or license agreement
- The entered game consists entirely of entrant's own original work
- Neither the entered game nor the duplication, use, display, performance or distribution of the entered game will infringe or misappropriate any intellectual property or other proprietary rights of any person or

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TERMINATION:

The host will make good faith efforts to conduct the SGSCA. However, the host reserves the right to cancel, terminate, modify, or suspend the SGSCA at any time, in its sole and absolute discretion. In such an event, the entrant's application fee may be returned (at the discretion of the host) and the host will post notice at the Congress and on the [SGSCA Page](http://www.simulationcongress.com) on the ASC website (www.simulationcongress.com).

MISCELLANEOUS:

The entry cannot defame or invade publicity rights or privacy rights of any person.

Any entries deemed offensive, inflammatory or derogatory may be subject to disqualification. The host will have sole discretion to determine eligibility for entry into the SGSCA.

The host may prohibit entrants from participating in the SGSCA and disqualify entrants if they attempt to enter the SGSCA through means not described in the rules, attempt to disrupt the SGSCA or circumvent the rules, act in an-unsportsmanlike manner or attempt to annoy or harass any other entrant or person.

Games may NOT contain Classified or FOR OFFICIAL USE ONLY (FOUO) information.

If any part of these Terms and Conditions are held by a court of competent jurisdiction to be invalid, illegal, or otherwise unenforceable, such part will be deemed modified or eliminated to the extent necessary, in the court's opinion, to make it enforceable while preserving the original intent of the host, and the remaining parts of these Terms and Conditions will remain in full force and effect. The SGSCA will be governed by, and these Terms and Conditions will be interpreted by, and enforced in accordance with, the laws of South Australia and applicable Australian Federal Law, without regard to any conflicts of laws principles.

The SGSCA void, where prohibited by law, any dispute arising out of or relating to these Terms and Conditions, the SGSCA, the Australasian Simulation Conference, or any prize must be brought exclusively in the state or federal courts located in Adelaide, South Australia and host and each entrant irrevocably waive any objection to the venue and jurisdiction thereof.

MAILING ADDRESS:

Simulation Australasia
PO Box 119
Adelaide South Australia 5000