

# SUSTAINABILITY GAME JAM



## Judging/Awards

In addition to coming away with your very own game design, teams may submit their game to be considered for the following prizes:

**1<sup>st</sup> Place:** \$250

**2<sup>nd</sup> Place:** \$150

**3<sup>rd</sup> Place:** \$50

**People's Choice:** Food/kayaking from Aqua Verde,  
Theo Chocolates & Coffee!

The first three prizes will be decided by a panel of judges that include a mix of students and a few experts (in sustainability or gaming). The People's Choice award will be decided by vote from all game jammers in attendance at the close of the event on Sunday evening.

Regardless of whether your game is awarded a prize, we hope you will come away with a fun experience and a game you are proud to have designed!

### Submission Materials

Given the diversity of team skills, backgrounds, and tools, we are allowing two forms of submission.

1. A playable game prototype – any format, any tool
2. For games that can't be fully prototyped in a weekend, we will also allow presentation of a game concept\* using tools that the team decides are appropriate. These might include combinations of artwork, a poster, or a video.

*\*Teams should note that some of the judging criteria may be harder to assess for a game concept vs. a playable prototype.*

To help judges, teams will be asked to complete a very short submission template (in Powerpoint) about their game that describes the target audience, game style, what happens in the game, and the sustainability concept you aimed to address. Teams will need to be ready to present their game designs to judges at 4:30 sharp on Sunday.

## JUDGING CRITERIA

Criteria are based on a range of considerations to reflect the diversity of participants' backgrounds and acknowledge strengths of different teams. For example, prototypes from more seasoned game designers may be more complete or apparently feasible, whereas designs from people with experience in education or environmental issues may score higher on addressing a sustainability issue. Our recommendation: don't worry too much about maximizing criteria, but focus on making an interesting game that communicates something related to sustainability in a fun or new way. The full list of judging criteria is:

- Completeness - are you able to understand or clearly envision the outcome?
- Technical feasibility – is this game able to be produced using moderate resources?
- Artistry – Does the game incorporate unique artistic elements?
- Broad appeal – how likely is this game to appeal to a diverse and/or broad audience?
- Relevant to UW campus – How well does it integrate with other resources on the UW campus?
- Likely to engage students – Does this game appeal to a student demographic and/or fit into student's lives?
- Sustainability concepts – How well does this game communicate or help address a sustainability issue?

## GAME OWNERSHIP AND FOLLOW UP

All game designs will belong to the creative team, but there may be opportunities to work together and advance designs based on mutual interest. This event was designed in part to explore a range of game designs that could have a measurable effect on the decisions people make around sustainability. Given the immense interest in sustainability on many fronts and within many disciplines, there may be opportunities to advance some game designs via grants, [challenges](#), ongoing development at [future jams](#), or other [competitions](#). Basically, your work is your work, but we may know some ways to keep it going – so let's talk!