
"SAVE EARTH GAME.ORG"

CONTEST # 2: PROTOTYPE COMPUTER GAME

SPONSORS

IEEE: Committee on Earth Observation (ICEO) and Computer Society
DigiPen Institute of Technology
1st Playable Productions
The GLOBE Program
Group on Earth Observation

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Playable, Prototype Computer Game Design Contest

Overview

This second contest is to design a playable, prototype computer game. This requires game programming and art production skills, and is open to ages 13 and up.

Background

Save Earth Game (also may be referred to as SaveEarthGame) is a two-phase international computer game creation contest. It is sponsored by IEEE [ICEO and Computer Society], DigiPen Institute of Technology, 1st Playable Productions, The GLOBE Program, Group on Earth Observation (GEO), This group will be called the "Sponsor". The purpose of the competition is to conceive of and create a video game related to using Earth Observations to solve a myriad of environmental issues, and demonstrating how real-world events and big issues affect the Earth and impact its people.

What are these big issues? According to the international Group on Earth Observations, comprised of 76 countries (www.earthobservations.org), Earth faces big challenges in nine societal areas, called the "challenge areas":

- Disaster Relief/Response,
- Health,
- Energy,
- Climate Fluctuations,
- Water Conservation,
- Weather Systems,
- Ecosystems,
- Agriculture,
- Biodiversity.

Through the competition, our desire is that citizens of the earth learn the valuable lessons of earth observation and the application of this knowledge to preserve and conserve our planet's resources. The three major objectives are:

- Provide broader visibility and understanding of the availability and benefits of Earth Systems Information globally, particularly in a younger generation audience (in the 9-18 year age range) in both developed and developing countries
- Stimulate participation and interest in Earth information systems

- Stimulate dialogue and problem-solving related to significant societal issues

Details

The Prototype Computer Game Competition involves creating and submitting a playable, prototype computer game that addresses one or more of the nine “Challenge Areas” above, using real or simulated Earth observations.

The submission shall be in a single compressed file (e.g., .zip, .dmg, or .rar) consisting of the playable, prototype game and accompanying documents (e.g., how to play, visual demo). The playable, prototype game should be in a single executable file to ensure judges can easily install and run the game. Additional components needed to run the game must be included in the compressed file. At a minimum, the accompanying documents must include a description and purpose (“Your Mission”) of the game and how to play documentation (“description and purpose document”). The format of accompanying documents will need to be in .pdf or .tif, such that it can be easily viewed across platforms. The total size of the compressed file may not exceed 100 MB.

Prototype Computer Game will then be judged by our panel with finalists and the first prize winner being announced in October of 2010.

Critical to all submissions in this category are the following criteria:

- Prototype Computer Game must be original. The game is not restricted to a specific genre or game type. The game mechanics should be selected to achieve the desired end result of the contest. For example, the game core mechanics may be, but are not limited to, puzzles, role playing, action, and resource management or similar. The game is not required to have 3-D graphics. While the submission should be in English, the prototype game should be playable or translatable into different languages.
- Prototype Computer Game must define the problem(s) the game is intended to address. Multiple challenge areas may be addressed. In addition to stating the problem/challenge area(s), the submitter shall provide the underlying logic to why the problem(s) was selected, and demonstrate the submitters understanding of the challenges of the particular area(s) that are the focus of the game.

- Prototype Computer Game should demonstrate the role of Earth Observation data and systems in how the player will tackle the problem. Entrants should identify what specific systems and data they have identified as being relevant.
- Prototype Computer Game should identify at least one subject matter expert that the Entrant has worked with to gain an understanding of Earth Observation technology as it might relate to the problem(s) selected.
- Prototype Computer Game must attempt to address some aspect of the problem as defined in your description and purpose document. A critical judging factor is the ability to demonstrate a creative game-based approach to engaging players in the Earth's problem(s) using Earth data. Poorly defined games or very general games will score lower.
- Submission must include thorough documentation. Documentation must include why the game was created, the purpose ("Your Mission") and description of the game and how the game works. It must provide some strong capability for judges to understand how the game will work and how the user will interact with the software. Additional information that will aid the judges may include how the game was developed, what roadblocks were encountered and how they were or were not overcome, how much time and resources were invested, how "global" the game is (e.g., world-wide accessibility, technologies chosen, language/symbols chosen), and how "Challenge Areas" were chosen.
- All submissions should include a single image representing your game. This will also be used to represent your submission in press.

OFFICIAL RULES

The following are the official rules (the "**Official Rules**") for the Playable, Prototype Computer Game Contest (the "**Playable Game Contest**") that comprise the "Save Earth Game" game design and development competition (the "**Competition**"). To the extent that the terms of these Official Rules conflict with any other information regarding the Competition, including, but not limited to, the information set forth on the Competition's official website, the terms of these Official Rules shall govern.

HOW TO ENTER:

To enter the Contest, an Entrant who is otherwise eligible under these Official Rules must submit **all** of the following materials at any time prior to 11:59 p.m. Pacific Daylight Time on September 1, 2010 (the "**Entry Deadline**"):

- A properly completed official entry form, located on the Contest application page of Sponsor's website, www.SaveEarthGame.org (the "**Contest Website**").
- A digital copy of the submitted idea or concept being entered (an "**Entered Prototype Game**"), submitted by uploading the materials in a single .zip, .dmg, or .rar archive file to the official Contest Website. There is a limit of 100 MB for the submission.

ENTRANT REQUIREMENTS:

The winner that does not satisfy all of the requirements of this section may be disqualified, and Sponsor may select an alternate Prototype Game from the remaining Entered Prototype Games.

The winner ("**Selected Team**") will be required to sign and return a declaration of eligibility and release of liability within seven (7) days of notification. The declaration and release will include, to the extent permitted by law and even if already granted by a Selected Team's acceptance of these Official Rules, the grant by each Selected Team of permission (without further compensation) for Sponsor to use the Selected Team's name, photograph and likeness (if an individual), logo (if any), location of residence or place of business, and Entered Prototype Game for advertising, promotion, marketing, and administration of the Contest, including mention in Sponsors' magazine and on Sponsors' websites. Each Selected Team that is a business entity also must use its best efforts to obtain for Sponsor similar rights from its employees, to the extent

permitted by law, upon Sponsors' request. Each Selected Team must provide Sponsors with its social security or taxpayer I.D. number for tax reporting purposes.

In the event there are several individuals on a Selected Team, each individual needs to provide this information in order for the Selected Team to remain qualified. The team will need to specify a recipient or recipients for the prize.

FINALIST SELECTION PROCESS/NOTIFICATION:

Entered Prototype Games will be evaluated by a panel of approximately three (3) to six (6) selection judges appointed by Sponsors (the "**Judging Committee**"). The Judging Committee will review the Entered Prototype Games and select finalists during the period from the Entry Deadline to approximately September 30, 2010 (the "**Judging Period**"). Judging will be performed by a panel of specialists in the industry, academic and professional arenas. *The Entered Prototype Game will be judged on effectiveness in meeting "Your Mission", the accessibility and broad playability (for the playable game, to be used internationally and on standard computer configurations), innovation, and feasibility of scenarios created.* Each member of the Judging Committee will assign a score to each Entered Prototype Game.

Each Entered Prototype Game receiving the highest average score from all members of the Judging Committee in its Category will be the winner. In the event of a tie score, the decision of the chairperson of the Judging Committee will break the tie. On or around October 15th, 2010, Sponsor will notify each Entrant by electronic and/or regular mail if that Entrant's Entered Prototype Game was judged to be the winner.

PRIZES:

The prize is offered jointly by IEEE and DigiPen Institute of Technology.

The winning Entrant will receive:

- \$20,000 (US) Cash Prize
- Expense-paid trip to the (international) 2010 Group on Earth Observations (GEO) Summit for one of the winning team members, if available at the time of the Summit

Each member of the winning team, up to a maximum of 8 individuals per team, will receive:

Mention in IEEE Computer magazine and IEEE Spectrum;

Coverage in a Sponsor-issued press release;

A one (1) year limited use license to use a version of the official Contest name and logo in promotional materials.

In the event that the Entrant is a team, the cash prize will be awarded to the individual designated as the team leader on the Entry Form. It is the team leader's responsibility to allocate the prize among the members of team at issue. The Finalist prize will be shipped to the designated recipient after receipt of the declaration and release mentioned in the Finalist Requirements section of these Official Rules.

PRIZE TERMS:

All monetary amounts in these Official Rules are indicated in United States dollars. Sponsors reserve the right to substitute any non-monetary prizes with items of equal or greater value. Each recipient will be solely responsible for bearing any income or other taxes, fees, or other costs relating to any prize.

OWNERSHIP OF ENTRIES; PUBLICITY RIGHTS:

Each Entrant shall retain all intellectual property rights to the Materials (as defined below) that it submits as an entry in the Competition. Notwithstanding the foregoing, in consideration of and as a condition to the eligibility of each entry under the terms of the Competition, each Entrant, by submission of an entry in the Competition, hereby: (a) grants to the Sponsor a perpetual, irrevocable, fully-paid, royalty-free, transferable, non-exclusive, world-wide right and license to use, copy, reproduce, publish, distribute and otherwise exploit the materials, images, ideas, writings, look and feel and other property, whether or not copyrightable, submitted as an entry in the Competition, whether alone or in conjunction with any other person (collectively, the "Materials"); and (b) acknowledges and agrees that (i) any ideas, procedures, processes, systems, methods of operation, concepts, principles or discoveries described or otherwise set forth in the Materials (collectively, "Non-Protectable Material") are not subject to intellectual property protection, including, but not limited to,

protection under the Copyright Law of the United States (title 17 of the United States Code) and (ii) none of the Sponsor, or any of the Affiliated Persons shall have any obligation to ensure that such Non-Protectable Material is treated as confidential or proprietary.

RESTRICTIONS/ELIGIBILITY:

The Contest is open to business entities and to individuals 13 years and older, in each case who have access to the Internet on or before January 1st, 2010. Individuals between the ages of 13 and 18 years must provide evidence of parent or legal guardian consent satisfactory to Sponsor.

By entering the Contest, each individual submitting entry materials (including an Entered Prototype Game) represents and warrants to Sponsor that:

- such individual either is the Entrant (if the Entrant is an individual) or is a fully authorized representative of the Entrant (if the Entrant is a team or business entity);
- the Entrant and the Entered Prototype Game fully comply with all eligibility requirements and all other provisions of these Official Rules;
- in preparing the Entered Prototype Game and entering and participating in the Contest, 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, copyright or license agreement;
- the Entered Prototype Game that makes use of third party game engines, middleware, or other software or technology are only eligible if the Entrant has all necessary rights to use and distribute the prototype. For instance, if an Entrant does not have full legal rights to distribute a prototype using the Quake III engine, that game is not eligible for the Contest; the selected winner will be required to show proof of legal rights necessary to distribution of the prototype.
- the Entered Prototype Game that is a web browser games must run in the latest versions of both Internet Explorer and Firefox, and may use the latest versions of the Flash, Java, Director, Unity, and Virtools plug-ins, if desired;
- the Entered Prototype Game must be in a "beta" state or better (i.e., Entered Prototype Games must be feature-complete). At least one (1) level of each Entered Prototype Game must be complete and fully playable;

- the Entered Prototype Game should run on a windows PC or Mac.
- the Entered Prototype Game consists entirely of Entrant's own original work or of work to which Entrant has all necessary rights; and
- neither the Entered Prototype Game nor the duplication, use, display, performance, or distribution of the Entered Prototype Game will infringe or misappropriate any intellectual property or other proprietary rights of any person or entity.

All applicable federal, state and local laws and regulations apply. The Competition is void where otherwise prohibited by law.

RELEASE:

By entering the Contest, each Entrant releases and holds harmless Sponsor, its parents, subsidiaries, and affiliates, and each of their respective officers, directors, agents, and employees from any and all responsibility or liability arising out of or relating to participation in the Contest.

By entering the Contest, each Entrant consents to the use of the Entrant's name, photograph and likeness (if an individual), logo (if any), state of residence, and Entered Prototype Game materials for advertising, promotion, marketing, and administration of the Contest without additional compensation, to the extent permitted by law.

MISCELLANEOUS:

If any part of these Official Rules is 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 Sponsor, and the remaining parts of these Official Rules will remain in full force and effect. The Contest is void where prohibited by law.

Applicable law of the State of New Jersey shall apply for any disputes arising from this contest.