Games for Change Climate Challenge
Presented by the PoLAR Partnership and Autodesk

The PoLAR Partnership, Autodesk, and Games for Change (G4C) will award a prize of $10,000 USD to one winner to create a digital game that engages players to understand their role in addressing climate change. Visit here for more information. Submit online here.

The design challenge invites game designers, educators, students, and scientists of all experience levels to propose a game that encourages diverse audiences to understand and respond to climate change in their everyday lives.

Four finalists will receive free travel and accommodations to present to the jury, live, on stage at the Games for Change Festival in NYC June 23-24th, along with festival passes from Games for Change. One winner will receive a $10,000 USD prize to support development of the game.

Game concepts should target audiences with varying levels of game play experience and educate players to take action in the real world. No professional game development experience necessary to submit an entry.

KEY DATES

- March 14, 2016 – Climate challenge launches and submissions open
- May 6, 2016 – Deadline for submissions
- May 20, 2016 – Finalists notified
- June 23-24, 2016 – Winner selected by live jury at Games for Change Festival in NYC
CHALLENGE GUIDELINES

The Problem
Climate change is no longer a challenge of the distant future: increased coastal flooding, changing precipitation patterns, and record high temperatures are just some of the climate impacts that communities around the world are facing today. These impacts pose threats to social and economic systems, infrastructure, and ecosystems. People are growing concerned with what the effects of climate change mean for the people they love and the places they care about. Scientists and global leaders agree that we need to prepare for the changes that are already underway and also work together to limit global warming in order to prevent further changes.

The good news is solutions exist and more are being developed everyday. From shifting towards renewable energy sources to choosing low carbon lifestyles to building more resilient cities, there are many options. Solving the climate challenge requires collective action, and the benefits of acting now far outweigh the risks of inaction. Yet, many people remain uncertain about what they and others can do to help. Through the Games for Change Climate Challenge, we aim to inspire more people to tackle this problem at the local, regional, and global level.

The Solution
Games can help inspire curiosity, creativity, collaboration, optimism, and problem-solving, all of which are crucial elements in the collective impact to solve the climate challenge. Research shows that the best way to engage people in learning about and responding to climate change is to make it personally relevant. Tapping into values and worldviews while also focusing on actionable solutions can empower individuals, communities, and organizations to meaningfully address the challenges posed by a changing climate.

Challenge Themes
Games should focus on scientifically-grounded climate solutions: preventing carbon emissions, preparing for impacts, and/or promoting public awareness and understanding. The winning game will be engaging, entertaining, and empowering, allowing players to learn more about climate change and to better understand what they and others can do to make a difference.

Submissions
This is a creative challenge: Participants are encouraged, but not explicitly required, to use at least one Autodesk tool (specifically Autodesk 3ds Max, Maya, Maya LT, or Stingray) in creation of game submission materials. This can include items used to create mockups, wireframes, visual assets, graphical elements, or mechanical mockups to help depict your game concept or gameplay design. Professional game development experience is not necessary.
Submissions require a working prototype. Travel accommodations and festival passes will be provided for up to four finalists to give presentations and demos as part of the final jury, live on stage at the Games for Change Festival in NYC this June. **Submissions are due by May 6, 2016 at 11:59pm EDT.** Submit online [here](#).

**Application Form**
The application form is available online [here](#). Individuals and teams will download the application guidelines and submit a completed form online via JotForm.com. Only completed application forms will be considered. Supporting documents including the digital prototype, renderings, and other visual assets, as well as details outlining the optional but encouraged use of Autodesk software, must be included with the submission for consideration. Late submissions will not be considered. Submit online [here](#).

**Eligibility**
Competition is open to participants across the globe. All design studios, independent designers, commercial game studios, scientists, educators, students and the general public are eligible to participate. All submissions must be in English and submitted via an online form for the challenge. Professional game development experience is not necessary to submit. Applicants are encouraged to employ at least one Autodesk tool (specifically Autodesk 3ds Max, Maya, Maya LT, or Stingray). Employees of Autodesk, Columbia University and Games for Change are not eligible to submit. Submissions previously selected as finalists or winner of other G4C design challenges are not eligible to submit. We are prohibited by federal regulations from engaging in transactions with Specially Designated Nationals (SDNs) wherever they are located. These individuals are therefore ineligible to submit. Submissions discovered at any point in the challenge to be submitted by prohibited or ineligible parties will be disqualified. For more information on SDNs see [here](#).

To be eligible for $10,000 prize, finalists will be required to present their concepts to a grand jury during a live presentation at the 2016 Games for Change Festival in New York City, June 23-24. Travel and accommodations will be provided for up to a maximum of 2 members of each finalist team.

**Prize**
A $10,000 USD prize will be provided to one winner, disbursed to the primary contact of submission upon satisfactory completion of all requirements and required documentation. The winner may possibly also be matched with technical and content experts for mentoring in relation to further development of the winning prototype. Registration, travel and accommodations will be provided for up to a maximum of 2 members of each finalist team to attend the Games for Change Festival in NYC June 23-24th. Prize money will be considered taxable income (unless exempt by an existing treaty) based on IRS and Department of Homeland Security guidelines. If selected winner is a foreign national, the following documentation to verify eligibility (this is also specified in the document):

- Copy of I-94 Departure Card (official documentation of immigration status)
- Copy of Identification page of the passport
• Form W-8BEN or Form 8233 (W-9 required for US citizen or resident)

For more details on prize eligibility, please go here.

**Travel and Accommodations**
Finalists will be required to book travel through a Columbia University or Autodesk approved travel agent to make flight or train arrangements. All travel and accommodations must be pre-approved and booked by Columbia University or Autodesk. Flight or train travel will be subject to coach class fare restrictions and Fly America Act guidelines. An assigned travel agent will ensure these are followed. Finalist hotel accommodations will be arranged by Columbia University, based on need for up to 3 nights. Spending stipend will not be provided and any incidental expenses related to travel for contest (for example, but not limited to: meals, taxi, local transportation) will not be reimbursed.
The PoLAR Partnership
The PoLAR Climate Change Education Partnership seeks to inform public understanding of and response to climate change through the use of innovative educational approaches that utilize fascination with the shifting polar environments and are geared towards lifelong learners. Supported by a five year grant from the National Science Foundation, the PoLAR Partnership has developed a portfolio of tools and resources, including games and simulations, that engage a wide variety of audiences and are exciting to use in homes, museums, classrooms, and communities. Based out of the Columbia Climate Center at the Earth Institute, Columbia University, the PoLAR Partnership is an interdisciplinary collaboration that includes experts in climate science, formal and informal education, learning theory, game design, and communication.

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www.thepolarhub.org

AUTODESK
For more than 30 years, Autodesk software has helped designers, engineers, visual artists, students and makers imagine, design and create a better world. Advances in accessible 3D design and fabrication technology are disrupting the design, engineering and entertainment professions as we know them. As a result, Autodesk is expanding beyond our design roots and applying our industry insights to usher in a new era of making things.

Over 100 million people use Autodesk software to unlock their creativity and solve important design, business and environmental challenges. Our software runs on both personal computers and mobile devices and taps the infinite computing power of the cloud to help teams around the world collaborate, design, simulate and fabricate their ideas in 3D. If you’ve ever watched a great film, driven a high-performance car, admired a towering skyscraper or used a smartphone, you’ve experienced what Autodesk customers are doing with our software.

We are headquartered in the San Francisco Bay Area and have more than 7000 employees worldwide. www.autodesk.com

GAMES FOR CHANGE
Games for Change (G4C) facilitates the creation and distribution of social impact games that serve as powerful tools in humanitarian and educational efforts. G4C brings together organizations and individuals to grow the field, incubate new projects and provide an open platform for the exchange of
ideas and resources. G4C specializes in bringing together funders, content specialists, gaming experts and creative teams for successful and sustainable projects.

THE GAMES FOR CHANGE CLIMATE CHALLENGE IS PRESENTED BY:

And with generous support from:

Columbia Climate Center
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