



STEM Your Game Challenge

POWERED BY  ENDLESS

GAMES FOR CHANGE – STEM YOUR GAME CHALLENGE

OFFICIAL RULES

The STEM Your Game Challenge (the “Challenge”) is run by Games for Change, Inc. (“G4C”) and sponsored by Dalio Philanthropies (“Sponsor”).

THE PROBLEM:

It is essential for today’s students to learn about science, technology, engineering and math (STEM) in order to make sense of the world around them and become informed citizens in today’s complex, technology-driven society. Well-designed learning games are promising tools for engaging and motivating students - and offer a unique opportunity to immerse students in STEM topics and develop skills such as critical thinking and problem solving. Despite the growing demand for high-quality learning games in the K-12 marketplace, there remains a dearth of digital games that successfully engage youth as fun, entertainment products while also delivering enriching STEM learning experiences.

THE SOLUTION:

The Challenge aims to inspire game developers to bring their talent and creativity to the edtech community and help raise the bar on the quality of STEM games by adapting commercial games for learning purposes. Through an open call for submissions, game developers are invited to submit completed or beta-level, ‘entertainment-first’ games with the potential to engage and inspire middle school STEM learners.

ELIGIBILITY:

Subject to these Official Rules, the Challenge is open to all game developers (spanning indie developers, AAA studios, university education labs, and more) that are located throughout the world (“Developers”) with completed or “beta” level games that have (a) commercial appeal to youth (ages 12-14) and (b) potential to address STEM topics relevant to middle school students. Employees of G4C and Sponsor, and their respective parents, affiliates, subsidiaries, and advertising and promotion agencies and any other entity involved in the development or administration of this Challenge, and their immediate family members or household members are not eligible to participate in or win the Challenge. THE CHALLENGE IS VOID WHERE PROHIBITED OR RESTRICTED BY LAW OR WHERE BONDING, REGISTRATION, OR OTHER REQUIREMENTS WOULD BE REQUIRED BUT HAVE NOT BEEN MET, OR WHERE THE METHODS OF ENTRY SET FORTH BELOW WOULD BE DEEMED CONSIDERATION. ALL APPLICABLE FEDERAL, STATE AND LOCAL LAWS APPLY.

ENTRY PERIOD:

The Challenge begins on September 21, 2020 and all submissions must be submitted no later than January 6, 2021 at 11:59 pm Eastern time (“Entry Period”). Late applications will not be considered.

HOW TO ENTER:

The entry form will be accessible online during the Entry Period at the following URL: bit.ly/STEMYourGame. Submissions must be completed in English.

During the Entry Period, Developers may submit completed or “beta” versions of entertainment-first, commercially viable games, along with a proposal for how the game could be retooled for STEM learning purposes. As defined here, a "Beta" version of the game means the game (e.g., game balancing and tuning) and all assets (e.g., graphics, content, sound and text) are mostly complete but the game itself may still contain bugs, lack polish, and otherwise require additional work before being released to end users. The Challenge is open to digital games only (VR experiences will not be considered for the competition).

Developers must own the intellectual property rights to the game and are required to provide ten (10) copies of playable builds, which will be distributed to Challenge judges for evaluation. As part of the submission process, Developers will be required to acknowledge and agree to these Challenge Rules.

By submitting an entry, you agree that the entry materials and any other information provided by you or collected by Sponsor in connection with the Challenge may be used by Sponsor in accordance with Sponsor’s Privacy Policy (<https://endless.gg/policy/privacy>).

PRIZE SELECTION:

Final game(s) should have both broad, market appeal and the potential to drive students’ interest in STEM topics and careers.

To be considered for the Challenge, Developers must also have the skill sets and availability to redevelop the game during the 5-month implementation period (Feb-June 2021), described below.

Games for consideration will be evaluated by expert judges based on excellence achieved in the following four categories: (1) Existing/current game (2) STEM learning game proposal (3) Developer experience and capacity and (4) Overall submission “wow” factor. Judges will ultimately identify 1-3 submissions to move forward into the development phase.

The Challenge will be conducted under the supervision of the judges and G4C. The decisions of the judges and the Sponsor are final and binding in all matters relating to this Challenge. Finalists will be notified by email on or about January 29, 2021; provided, however, that G4C reserves the right to determine an alternate method of notification.

Finalists must accept the Prize within 14 days after the date of notification of such Prize. A Challenge finalist’s failure to respond to the Prize notification within the specified 14 days will be considered such Challenge finalist’s forfeiture of the prize and an alternate finalist may be selected from the pool of eligible entries. If an entrant is found to be ineligible, an alternate finalist may also be selected from the pool of eligible entries.

PRIZES AND FINALIST OBLIGATIONS:

The judges will select 1-3 finalist(s) to participate in a 5-month implementation phase during which the finalists’ developers will retool or redevelop their current game for learning purposes in consultation with curriculum and subject matter experts (SMEs). Challenge finalist(s) will be provided with the following resources:

- Up to \$150,000 in funding to redevelop/redesign their game for STEM learning purposes
- Access to a cross-sector team of experts in STEM learning, curriculum design, edtech marketing/publishing.
- Structured project support through monthly check-in calls w/ G4C
- Opportunities to publicize and market the final learning game (including showcasing the game at the 2021 Games for Change Festival)

Finalists will be required to publish their new learning game at the conclusion of the development period (June 2021), including making a free/open version of the game available for education purposes. Game(s) may also enter the informal learning marketplace through a consumer-focused publishing model. Finalists will be expected to create and release supporting materials for students, educators and/or parents to enrich and guide the learning experience - per the guidance from the cross-sector team of experts. Materials might include a guide for educators, curriculum, video walkthroughs and more. Developers will maintain all IP rights to their games and the supporting materials developed through the Challenge.

Prize money will be distributed to finalist(s) according to the following payment structure:

- 50% of total prize money at kick-off
- 35% at the start of month 3
- 15% upon project completion

Sponsor reserves the right, at its sole discretion, to adjust or withhold payment based on production needs or in instances of breach.

In the event that developers are unable to release their STEM learning game by July 2021, they may continue to work on the game past this date. Final payment of the prize money may be withheld until the game is published.

In July 2021, finalist(s) will present their games at the [Games for Change Festival](#) - the largest industry-focused games event in New York City (exact dates TBA). Final game(s) will be showcased in the STEM Your Game Arcade and Challenge participants will share insights into their work through a roundtable discussion with the goal of (a) inspiring more developers to consider retooling commercial games for educational purposes and (b) demonstrating the market potential of games that combine entertainment and learning goals.

GENERAL CONDITIONS AND RELEASES:

By entering the Challenge or accepting a Prize, you agree to conform to all federal, state and local laws and regulations. When applicable, the finalists may be required to execute and return (and winning may be conditioned upon the finalist executing and returning) to Sponsor, within ten (10) business days, an Affidavit of Eligibility and a Liability and Publicity Release drafted by Sponsor to be eligible for the Prize or an alternate finalist may be selected. Finalists may be required in Sponsor's sole discretion to complete relevant tax forms as a condition to the delivery of the applicable prize.

Unless prohibited by applicable law, your acceptance of a Prize constitutes your permission to use your name, photograph, likeness, voice, address (city and state) and testimonials in all media, in perpetuity, in any manner Sponsor deems appropriate for publicity purposes without any compensation to such entrant or any review or approval rights, notifications, or permissions; and constitutes your consent to disclose your personally identifiable information to third parties (including, without limitation, placing the finalists' names on a finalists' list).

An entrant or finalist may be disqualified from the Challenge if he or she fails to comply with each provision of these Official Rules, as determined in the sole discretion of G4C and the Sponsor. Participation in the Challenge is at entrant's own risk. Sponsor shall not be liable for: (1) failed, returned or misdirected notifications based on inaccurate information provided by the finalist in connection with an entry; (2) entries and responses to finalist notifications which are lost, late, incomplete, illegible, unintelligible, postage-due, misdirected, damaged or otherwise not received by the intended recipient in whole or in part or for computer or technical error of any kind; (3) any electronic miscommunications or failures, technical hardware or software failures of any kind, lost or unavailable network connections, or failed incomplete, garbled or delayed computer transmissions which may limit an entrant's ability to participate in the Challenge; (4) any technical malfunctions of the telephone network, computer on-line system, computer equipment, software, program malfunctions or other failures, delayed computer transactions or network connections that are human, mechanical or technical in nature, or any combination thereof, including any injury or damage to entrant's or any other person's computer or mobile device related to or resulting from downloading any application or otherwise in connection with this Challenge; or (5) any warranty with respect to any Prize or any component thereof. THE PRIZES ARE AWARDED "AS IS" AND G4C AND SPONSOR DO NOT MAKE ANY, AND HEREBY DISCLAIMS ANY AND ALL, REPRESENTATIONS OR WARRANTIES OF ANY KIND REGARDING THE PRIZES.

NOTWITHSTANDING ANYTHING ELSE HEREIN OR OTHERWISE, G4C, SPONSOR AND/OR RELATED VENDORS SHALL NOT BE LIABLE OR OBLIGATED WITH RESPECT TO ANY SUBJECT MATTER OF THIS AGREEMENT OR UNDER CONTRACT, NEGLIGENCE, STRICT LIABILITY OR OTHER LEGAL OR EQUITABLE THEORY FOR (A) ANY SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR EXEMPLARY DAMAGES (INCLUDING, WITHOUT LIMITATION, LOSS OF REVENUE, GOODWILL, OR ANTICIPATED PROFITS), (B) DATA LOSS OR COST OF PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, AND/OR (C) ANY MATTER BEYOND SUCH PARTIES' REASONABLE CONTROL.

By entering the Challenge, you agree to and hereby do release and hold harmless G4C and Sponsor and their respective parents, subsidiaries and affiliated entities, directors, officers, employees, attorneys, agents, and representatives from any damage, injury, death, loss, claim, action, demand, or other liability (collectively, "Claims") that may arise from your acceptance, possession and/or use of any Prize or your participation in this Challenge, or from any misuse or malfunction of any Prize awarded, regardless of whether such Claims, or knowledge of the facts constituting such Claims, exist at the time of entry or arise at any time thereafter. Any person attempting to defraud or in any way tamper with this Challenge may be prosecuted to the full extent of the law. Sponsor reserves the right to modify these Official Rules in any way or at any time. Sponsor reserves the right, in its sole discretion, to cancel or suspend this Challenge should viruses, bugs or other causes beyond their control corrupt the administration, security or proper operation of the Challenge. In the event of cancellation or suspension, Sponsor shall promptly post a notice on Sponsor's website to such effect. This Challenge shall be governed by New York law, without regard to conflicts of laws provisions. By participating in this Challenge, you agree that any dispute or litigation arising from or relating to this Challenge shall be determined by binding arbitration only in New York County, NY, by and under the Streamlined Arbitration Rules and Procedures of JAMS, and judgment on the award rendered by the arbitrator(s) may be entered in any court having jurisdiction thereof. Notwithstanding the foregoing, Sponsor may seek equitable relief in any court of competent jurisdiction. If any provision of these rules is held to be illegal or unenforceable, such provision shall be limited or eliminated to the minimum extent necessary so that these rules otherwise remain in full force and effect and enforceable.