



STEM Your Game Challenge

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Challenge Guidelines

Key Dates

Submissions Open	Sep 21
Submissions Close.....	Dec 1
Finalists Notified	Jan 29, 2021
Game Development Period	Feb - Jun 2021
Games Published & Showcased @ G4C Festival	Jun - Jul 2021

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 STEM Your Game 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 and a proposal for how the game could be reimaged to engage and inspire middle school learners around STEM topics. Through a rigorous evaluation process, 1-3 finalist(s) will be selected to participate in a 5-month



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implementation phase, during which developers will redevelop/redesign their current game into a STEM learning game 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 and more!
- **Structured project support** through monthly check-in calls with G4C
- **Opportunities to publicize and market the final learning game** (including showcasing the game at the 2021 Games for Change Festival)

Final game(s) should have broad, market appeal and the potential to drive students' interest in STEM topics and careers. Developers must commit to publishing their new learning game at the conclusion of the 5-month development period (in 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. Developers 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 cross-sector experts (such as curriculum, a facilitator's guide, video walkthroughs and more). Developers will maintain all IP rights to their games.

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.

Submission & Application Form


Developers may submit completed or "beta" versions of entertainment-first, commercially viable games, along with a proposal for how the game would be redeveloped 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.

Developers must own IP rights to the game and are required to provide x10 copies of playable builds as part of the submission process (to be distributed to Challenge judges during the evaluation process). The Challenge is open to digital games only.

The application form will be accessible online from **September 21 - December 1 @ 11:59 PM EST** at the following URL: bit.ly/STEMYourGame. Submissions must be completed in English and late applications will not be considered. Participants must also agree to Challenge's [Official Rules](#).



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Eligibility:

The Challenge is open to all game developers across the globe (spanning indie developers, AAA studios, university education labs, and more) 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. The Challenge is limited to digital games only.

The submission form must be completed by the individual(s)/company that owns full IP rights to the game - or by someone who has the right to represent the IP owner (key stakeholder, right to licence, etc.). If the submitter is not the IP owner, additional documentation or a letter of consent from the IP owner may be requested.

To be considered for the Challenge, game developers must also have the skill sets and availability to participate in the 5-month implementation period (Feb-June 2021).

Judging:

All submissions will undergo a multistep evaluation process w/ panels of expert judges. Judges will evaluate each submission based on excellence achieved in four areas: (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.

Game Development


Challenge finalist(s) will agree to participate in a 5-month game development period (Feb 2021 - Jun 2021), during which they will:

- Redevelop their current game into a STEM learning game.
- Participate in monthly check-in calls with Games for Change
- Commit to at least 10 hours of work/mentorship with experts (facilitated through G4C)
- Create supplemental materials to make the learning game accessible to users and facilitators (educators/parents/etc.)
- Publish the final STEM learning game, making a free/open version of the game available for educational purposes.

Questions? Please email us: contact@gamesforchange.org



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ABOUT ENDLESS

Founded in 2011, Endless is a collection of independent companies and initiatives focused on supporting technology that cultivates digital agency among youth.

We believe in the power of technology to transform lives for the better, and that the people who use that technology should be part of building it. The first step in bringing those two beliefs to life is creating access to digital hardware, connectivity, and the skills to use them.



ABOUT G4C

Founded in 2004, Games for Change (G4C) is a national nonprofit organization that promotes games and immersive media as powerful drivers of social impact. G4C empowers creators and social innovators to drive real-world change, using games and immersive media to help people to learn, improve their communities, and make the world a better place.

G4C convenes cross-sector stakeholders to build the field through exchange of ideas and resources, inspires youth to explore civic issues and STEM skills, incubates new projects, and shares exemplary games and immersive experiences with the public via curated showcases and online resources. G4C is committed to creating a gaming culture based on inclusivity, where people of all backgrounds, orientation, and abilities can access the positive social and personal benefits that digital games offer.