

# Games

## (All Divisions)

### Topics

You may choose any topic that is based on a real issue. This year's theme is *Australian Game Changers and Change Makers*, so you could base your game around that.

**Your entry does not have to be a board game. There are many other ways in which games can be played. Why not design a card game which teaches a scientific idea, or think of ways in which players use stories or drawings or perhaps act out scientific events. Just make sure your game meets the entry guidelines listed below. The judging criteria will be sufficiently broad to cater for different kinds of games. The judges will be looking for games which are original and creative and not too closely modelled on existing games. Computer games must still be entered in the Computer Programs section.**

**Games that are played on a tablet and are devised using existing software should be entered into the Games section.**

✓ Tick that you have satisfied each of the guidelines below.

### Entry guidelines

#### Produce a game which:

- presents a scientific idea.
- shows evidence that research was used to develop the game.
- aims at finding solutions to real issues (eg. rather than a game based on 'water', base it on water pollution).
- is interesting and clear.
- is educational and involves the players in completing tasks, answering questions and making decisions.
- if it is a board game, avoids having players land on "luck" squares and being sent off without teaching them anything or finding out if they know anything.
- has a high level of Scientific processing in tasks set for the players.
- has tasks that promote problem solving and concept development rather than questions that require recall of facts. If you ask questions, don't make them trivial or obscure.

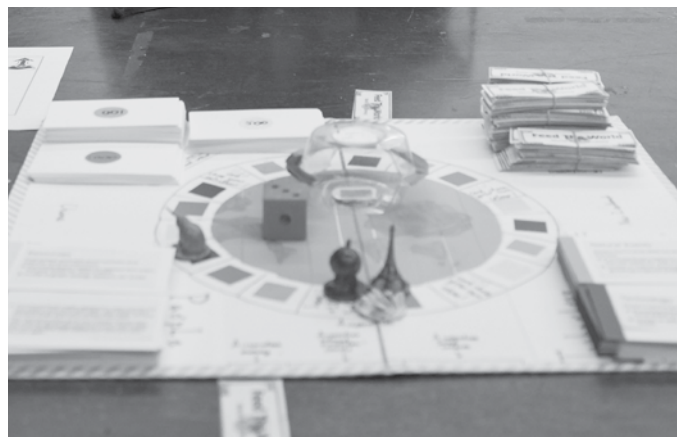
- The game must be original and fun to play.
- The game must be self contained in a box and labelled on the outside. The maximum box size is 25cm x 45cm with a depth of 14cm. If used, the maximum board size is 42cm x 60cm (4 X A4 size).
- Ensure the game is well presented and packaged. Make sure that all of the bits will stay together in the one package. Parts must not easily separate during transport.
- Include with your game a clear set of step-by-step instructions or rules.
- Specify the age group the game is aimed at and make it appropriate for the target audience.
- Include a written statement on what aspect of science the game is intended to teach. This should be about one A4 page in length.
- You will be expected to give an oral presentation on your game for approximately 5 minutes on the science the game is intended to teach and answer Judges' questions.

## JUDGING DAY FOR GAMES

**Saturday 4 August 2018**

Wesley College,  
577 St Kilda Road, Prahran

**Country entrants are strongly encouraged** to attend Judging Day with their game to discuss their entry with Judges. Unaccompanied country entries must include a written description about the scientific content/principle of the game and include evidence that research was used to develop the game (no more than two A4 pages). Entries must be sent to STAV by 20 July 2018.



**All guidelines should be followed to avoid being disadvantaged during judging.**

**\*\* No responsibility will be taken by STS for lost or damaged games or parts of games.**