Singapore Games Creation Competition @ NYP (SGCC 07)

Singapore Games Creation Competition will be held for a second consecutive year. SGCC 07 will be bigger than last year's. Instead of targeting only secondary school students in a single challenge, we planned to have TWO categories (Secondary School and Open) with TWO challenges each.

The objective of Singapore Games Creation Competition (SGCC) is to

- Provide an environment for school students to learn games creation through Workshops on games development and digital creation tools. These workshops will be conducted by experienced staff from Nanyang Polytechnic. Using the skills, students will be challenged to create their very own games.
- Give game developers an opportunity to share and showcase their games.

The Secondary School Category

The Secondary School Category will be conducted over TWO stages:

- Stage 1 (*Web Games*) will be held during the June school holidays. Students will undergo a two-day game creation workshop. Each team will then submit their work in August.
- Stage 2 (*3D Games*) will be held in during the September school holidays. The top 20 teams from Stage 1 will be invited to take part in this stage. Students will undergo a five-day games creation workshop.

The Secondary School Category is open to all secondary school students. The Secondary School category is part of the National Infocomm Competition (NIC) under the Secondary School circuit.

The Open Category

The Open category consists of TWO separate challenges.

- *GCC Code-a-thon*. Code-a-thon will be held for a second time. It will be run in conjunction with SGCC this year on 6-7 September 2007.
- *Independent Games Developer Challenge* (IGDC). This challenge is open to independent game developers who have a game to share.

The Open category is open to IHLs and professionals.

SGCC 07 (Secondary School Category)

Synopsis

To challenge students (representing their schools) in the use of game development technologies to create games.

Target Audience

The *Secondary School* category is targeted at secondary school students. A school may send up to five teams, with each team comprising of four or five students. Each team is permitted to hand in multiple submissions.

Scoring System

There will be two stages in the *Secondary School* category - Web Games and 3D Games. The top 20 teams from Web Games will be invited to take part in the 3D Games. Teams from each stage are expected to give a live demonstration and presentation of their games to a panel of industry professionals. Prizes will be presented in September 2007.

Each team will be judge on the following criteria

- originality
    - e.g. how original and innovative the game ideas are
- • aesthetics and designs
    - e.g. do the design and colours match well with the contents
- graphical user interface
    - e.g. how friendly the game is to the players
- game play
    - e.g. how addictive and fun the game is
- presentation (selected teams)

Rules and Regulations

The Web Games Challenge is open to students in the Singapore secondary schools in Singapore.

- Each school can send in more than 1 team for the competition.
- Each team is to elect a team leader. The team leader shall be responsible for all coordination with NYP.
- Participants are to form teams of 4 members.
- Team members must be from the same schools.
- Participating schools are to nominate a school representative and to provide proof of student status.
- All team members must attend the briefing, lectures and workshops.
- Training Workshops will be provided to prepare the students for competition.
- All activities will be held within the premises of NYP unless otherwise stated.
- Registration starts on **14 May 2007** and closes on **4 June 2007**.
- The submission deadline for the Web Games is **30 July 2007**.

- Short-listed teams from Web Games are required to give a live demonstration and presentation of their games.
- For details on rules and regulations, please refer to http://www.nyp.edu.sg/sgcc

Prizes

Attractive prizes and trophies will be given to the top 3 winners and Audience Choice of both stages.

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About the National Infocomm Competition

The National Infocomm Competition is a multi-themed inter-school challenge created to uncover top infocomm talent in Singapore. Divided into three circuits - secondary schools, junior colleges and ITE/polytechnics – the competition will encompass challenges focused on areas such as business IT, digital media, mobile technology, security & networking and more. For more information, visit http://talent.singaporeinfocomm.sg. The National Infocomm Competition is organised by the Infocomm Development Authority of Singapore, universities, polytechnics, ITE, Singapore Computer Society and Singapore Science Centre.