Clark ConEx 2013

**Geac OLYMPICS**

**(**Game Development, Electronic Desktop Publishing, Animation and AVP,

Computer Programming Quiz Bee and Contact Center Skills Contest and Cosplay**)**

**GAME DEVELOPMENT categoty**

**RULES and GUIDELINES**

Only schools in Region 3 will be allowed to send their entries (Higher Education Institutions and Technical Vocational Schools are all welcome to join this competition).

* 1. Schools are allowed to send a maximum of two (2) game entries.
  2. All groups must be comprised of 3 students. (One faculty coach is required for each team, aside from the 3 student participants).
  3. The game to be developed must exhibit the Filipino culture. As guide, characters may be the infamous Darna, Captain Barbell or may be in the like of childhood games such as sipa, piko, shato, etc.
  4. All entries are assumed ORIGINAL. Participants must create their own 3D assets and other objects.
  5. Participants may use free stock music as long as it is properly acknowledged and credited.
  6. Entries submitted must be original and produced entirely by the respective participant(s) and must not contain anything (visual/audio or otherwise) that has been copied from elsewhere or which infringes the intellectual property rights of others. Entries which are deemed by the judges to be direct adaptations or plagiarisms of existing materials will be disqualified.
  7. The submission should not contain any obscene, blasphemous, libelous, offensive, pornographic or otherwise unlawful or inappropriate material or activity. Clark ConEx 2013 organizers reserves the right to disqualify entries and remove submissions that contain, or are connected with, any such material or activity, without prejudice to any other action that may be taken in connection with such submissions.
  8. Clark ConEx 2013 reserves the right to use the name of the winning and submitted entries for any publicity, and marketing purposes. These may also be uploaded onto its official platforms (e.g. Website, Facebook, YouTube etc.) as well as screened at any of its events.
  9. In recognition of the Intellectual Property (IP) rights of the developers of the games that will be submitted, Clark ConEx 2013 will not be held liable for any misuse of and/or re-producing of ideas that were presented during the display and showcase of the games submitted in the GEAC Olympics. Submissions of these applications are done with free will and with proper guidelines. All participants need to be guided accordingly.
  10. Participants must use their own equipment necessary for the development of the game. Any software used in the development must not be unlicensed or illegally obtained.
  11. Participants may use any platform or software application that they deem fit for the game they are to develop, provided that these are licensed and are legally obtained.
  12. Games can be created for PC, Portable (Tablet/Pad), or Mobile (Smartphone).
  13. All submitted games should include a user’s manual in PDF format and a credit splash page should be included in the game as part of either entry credits or exit credits. Credits should include the school logo and other important acknowledgement.
  14. All submitted games must be packaged as an executable installer saved, as a DVD playable on PC/Mac DVD-ROM drives.
  15. The deadline for the submission of **registration form** is on October 15, 2013, 12:00pm (below is the format of the application form and the requirements for the submission of entries, please submit the form together with the requirements in PDF format). Student participants who are not yet enrolled could send their 2nd semester enrolment form until November 5, 2013. Failure to submit application form and other requirements are grounds for disqualification.
  16. The **final submission** of the game entry will be on November 12, 2013 at 9:00am during the 1st day of Clark Conex 2013.
  17. Each game submitted will be showcased during the Clark ConEx 2013. The developers will be asked to present their game to those who will be asking to play and try the application.
  18. All entries will be judged according to:

**Playability 25%**

**Functionality 25%**

**Game Design 25%**

**Relevance to the theme 15%**

**Presentation 10%**

**Total 100%**

* 1. Only the top three (3) winners will be shown during the announcement of winners.
  2. All competitors and their coaches will be given certificate of participation.
  3. The decision of the board of judges is final and irrevocable.
  4. The prices for this category are as follows:
  + Champion - 7,500.00 cash and gold medals
  + 1st Runner-Up : - 5,000.00 cash and silver medals
  + 2nd Runner-Up : - 2,500.00 cash and bronze medals

Prepared by:

***CLARK CONEX 2013 ORGANIZING COMMITTEE***

Clark ConEx 2013

**Geac OLYMPICS**

**REGISTRATION FORM**

**Competition Category:**

**GAME DEVELOPMENT**

Name of School:

Name of School:

School Address:

School Contact No.:

**Participant No. 1**

**COACH NAME:**

**CONTACT NO:**

**Participant No. 3**

**Participant No. 2**

COURSE & YEAR:

CONTACT NO:

CONTACT NO:

COURSE & YEAR:

COMPLETE NAME:

COMPLETE NAME:

COURSE & YEAR:

COMPLETE NAME:

CONTACT NO:

Please provide a scanned copy of participant’s enrolment form and the school ID. For the coach, only the scanned employee’s ID is required.