

**I/ITSEC SERIOUS GAMES SHOWCASE & CHALLENGE (SGS&C)  
OFFICIAL RULES**

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## I/ITSEC SERIOUS GAMES SHOWCASE & CHALLENGE OFFICIAL RULES

The Serious Games Showcase & Challenge, SGS&C, (the "**Challenge**") is hosted annually by the National Training and Simulation Association (the "**Host**") in connection with the Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC) at the Orange County Convention Center (OCCC) in Orlando, Florida (the "**Conference**").

The Challenge seeks to expand the general training industry's exposure to and understanding of game-based training solutions. It targets Windows PC, mobile platform, and extended reality (XR) game-based training solutions designed for an audience of 12 years of age (US 6<sup>th</sup> grade) or older. Each person or entity that enters the Challenge (the "**Entrant**") agrees to abide by the terms of these Official Rules and by the decisions of the Host and its evaluators.

### CONTEST PERIOD

To be considered for the Challenge, final submission packages must be completed according to the submission checklist on the Challenge Website, [www.SGSCChallenge.com](http://www.SGSCChallenge.com), and must be received by the Challenge committee no later than the [Game Submission Deadline](#). For physical shipments, all Entrants should consider customs and shipping delays and plan accordingly.

#### Key Dates

- Game Submission: August 1, 2018 – September 14, 2018
- "Intent to Submit" Form Deadline: September 15, 2018
- Game, Application Forms & Supporting Information Deadline: September 18, 2018
- Notification of Finalists: October 16, 2018
- Booth and Game Setup and Configuration at OCCC: November 25, 2018
- Serious Games Showcase & Challenge at the Conference: November 26 – 29, 2018
- Challenge Award Ceremony Announcement of Winners: November 29, 2018

### GAME QUALIFICATIONS

#### Qualifying Baseline

To qualify for the Challenge, Serious Game Entries should:

- Have clearly defined, measurable learning objectives
- Provide players with a clearly identified challenge/problem
- Make use of gaming technology
- Provide positive/negative feedback towards achievement of learning objectives
- Be original games (as opposed to novel uses of existing games)
- NOT be modifications to existing games
- Be intended for an audience of 12 years of age (US 6<sup>th</sup> grade) or older

## Platforms

The Challenge is restricted to original games. Modifications (a.k.a. Mods) of existing games are not allowed.

### *Computer Platforms*

PC games (or console games running in a PC emulator mode) must run in Windows 7 or higher.

### *Mobile Platforms*

SGS&C will accommodate the following mobile device platform specifications:

- 16 GB storage memory
- 2 GB RAM or lower
- Operating systems:
  - Windows (Windows 7 or higher)
  - Apple iOS (version 10.x or higher)
  - Android phone (version 7.x or higher)
  - Android tablet (version 7.x or higher)
  - Mobile Web (any mobile browser capable of supporting HTML5 and JavaScript)
  - Nintendo 3DS

Other platforms may be accommodated but these will be considered as a special device. This means that the Entrant should be prepared to provide at least one pre-loaded device for initial game evaluation, and up to ten total devices to support industry evaluation if the game should make finalist.

### *XR*

Extended Reality (XR) is a term referring to all real and virtual combined environments. It includes forms such as augmented reality (AR), mixed reality (MR), and virtual reality (VR).

Virtual Reality (VR) - an artificial environment which is experienced through sensory stimuli (such as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment. It is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

Augmented Reality (AR) - an enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera). It is the integration of digital information with the user's environment in real time. AR takes your view of the real world and adds digital information and/or data on top of it.

Mixed Reality (MR) - the merging of real and virtual worlds to produce new environments and visualizations in which physical and digital objects co-exist and interact in real time. MR lets the user see the real world (like AR) while also seeing believable, virtual objects (like VR). MR then anchors those virtual objects to a point in real space, making it possible to treat them as "real," at least from the perspective of the person who can see the MR experience.

XR experiences designed for the following platforms only require an installable version of the

application:

- HTC Vive
- Oculus Rift, CV1 Edition
- HoloLens, Development Edition

Platforms such as HTC Vive Pro, Google Daydream, Google Cardboard, Samsung GearVR, Magic Leap, Meta Vision or VR applications that do not run on the HTC Vive, Oculus Rift, Windows Mixed Reality, or HoloLens may be accommodated but these will be considered as a special device. This means that the Entrant should be prepared to provide at least one pre-loaded device for initial game evaluation, and up to ten total devices to support industry evaluation if the game should make finalist.

ARKit or ARCore submissions should follow the Mobile platform guidelines as stated above.

### Development Stage

All Entered Games must be in a "beta" state or better (i.e., Entered Games must be feature-complete) by the entry deadline. Continued development of the Entered Game is allowed for demonstration at the Conference. At least one (1) level of the Entered Game must be complete and fully playable by entry deadline, and for demonstration at the Conference.

### Prior Submissions

Games that have been entered into previous SGS&C contests are ineligible for reentry unless the game has undergone significant enhancement and additional development. Entrants must include an explanation of how the latest version of their entered game is significantly enhanced from the previously entered version.

## QUALIFICATIONS

### Entrant Requirements

The Challenge is open to the public. Entrants must be 12 years of age on or before the first day of the Conference. Entrants under the age of 18 (or the age of majority in the individual's resident state/country and domiciliary state/country and, in addition, the state/country where acceptance of the Official Rules occurs) must include their parent or legal guardian on the entry form as part of their development team, and identify them as such.

Entrants must meet the entry criteria for the submission categories listed below. Entrants must maintain entry qualifications throughout submission, selection, and award.

### Development Categories

There are three development categories for entry into the Challenge with Awards given in each category:

#### *Students*

To qualify for the Student category, individual(s) must be middle school, high school, college, or trade school student(s) at the time of game development. For the purposes of the Challenge, student status will be determined by enrollment during part or all of the prior academic year, provable by a dated student ID or a letter from the school. The Entry must have been primarily designed and developed by students.

### ***Government***

To qualify for the Government category, individual(s) must be from local (county, city, and equivalents), state, or federal government organizations. Qualifying for government category means that the game was either developed by government or for government. This category is disallowed for Entries that were funded by or developed for a business entity.

### ***Business***

To qualify for the Business category, individual(s) must be from a business of any size including non-federally funded institutions, non-government organizations (NGOs), commercially funded, state-run educational institutions (where the game was not the product of students), or not-for-profit organizations.

## **Additional Award Categories**

In addition to the Student, Business, and Government categories, there are four additional categories for which awards are given. Awards given in these categories are in addition to those given in the development categories. Qualification for each additional category is dependent on the game Entry. Details of each are described below.

### ***Students' Choice***

In an effort to expose students to game development and potential careers in Science, Technology, Engineering, and Math, the SGS&C committee introduced a Students' Choice category in 2013.

In addition to the development category for which the game was submitted, some games will be eligible for the Students' Choice Award. Games that are judged by the SGS&C to be appropriate for middle/high school will be evaluated by students from select school systems around the United States using an evaluation rubric similar to the one used by SGS&C judges. Winners of the Students' Choice category will be announced with the other winners during the Conference.

The prime consideration for eligibility for the Students' Choice Award is relevance of the serious game subject matter to the middle/high school curriculum. A secondary consideration is the appropriateness of the instructional material; the SGS&C committee reserves the right to screen the Entries for material deemed inappropriate for middle and high school students. The SGS&C committee has expanded to include local and national educators to help screen Entries for age and substance appropriate content that aligns to national education standards and ideals.

An XR submission's eligibility for Students' Choice may be subject to restrictions due to logistics, availability, and hardware requirements.

### ***People's Choice Award***

In addition to the development category for which the game was submitted, all games will be eligible for the People's Choice Award. Finalist Entries are showcased on the Conference exhibit floor. Games will be evaluated by the Conference audience to compete for People's Choice award.

### ***Innovation Award***

The Innovation Award aims to recognize innovation in serious games. For purposes of the Challenge, innovation is defined as a characteristic or technique that enhances the serious game in a new, novel, or different way. Innovation can be accomplished through hardware integration, instructional design, game design, content topic, or a combination thereof.

The Innovation Award will be judged by and awarded at the sole discretion of the Challenge Innovation Committee. Innovation finalists will showcase their game on the Conference exhibit floor. The winner will be announced at the Challenge Award Ceremony.

### *XR Award*

The XR Award aims to recognize the best built and experienced XR serious games. For purposes of the Challenge, Extended Reality (XR) is a term referring to all real and virtual combined environments. Evaluation will be based on development, experience, novelty, and creativity.

The XR Award will be judged by and awarded at the sole discretion of the XR Committee. XR finalists will showcase their game on the Conference exhibit floor. The winner will be announced at the Challenge Award Ceremony.

## Signatures and Declarations

Each Entrant must sign and return a declaration of eligibility and release of liability. The declaration and release will include, to the extent permitted by law and even if already granted by an Entrant's acceptance of these Official Rules, the grant by each Entrant of permission (without further compensation) for Host to use the Entrant's name, photograph and likeness (if an individual), logo (if any), states of residence and domicile, and Entered Game, Game video and Game screenshots for advertising, promotion, marketing, and administration of the Challenge and the Conference, including mention in Host's literature and website and a profile in the Conference program. Each Entrant must use its best efforts to obtain for Host similar rights from its members or employees who contributed to the entry, to the extent permitted by law, upon Host's request.

## HOW TO ENTER

*Special Note:* We have updated the submission process. We now require you to submit a brief "Intent to Submit" form in advance, no later than the [Intent to Submit Deadline](#). The detailed Application Form found on Challenge Website, [www.SGSChallenge.com](http://www.SGSChallenge.com), can be submitted along with your game and supporting materials through the [Game, Application Forms & Supporting Information Deadline](#).

To enter the Challenge, an Entrant who is otherwise eligible under these Official Rules must submit all of the following materials by the specified deadline:

1. A properly completed official Submission Form, located on the Submissions page of [www.SGSChallenge.com](http://www.SGSChallenge.com) (the "Challenge Website") received via the Online Submission Form system by the [Game Submission Deadline](#). Game submission instructions will be provided upon receipt of this form.
2. Submission of game through means appropriate for the platform:

### **Windows**

- Uploading to SGS&C Submission System (details to be provided after valid Submission Form and any applicable fees are received), or
- Sending one (1) physical copy of the game in playable form on a DVD-ROM and any supporting material to the Host at the mailing address provided at the end of these Official Rules.

## Mobile

Mobile games can only be submitted via the methods specified here:

- *Free download from the respective app store*

Submission of a free download consists of providing a Web URL to the game in the respective app store.

- *Provide promo codes to download a for-purchase game from the respective app store*

The game entry organization must provide promo codes, or equivalent means to download the game without cost, for game entries that are only available for purchase in an app store. Two promo codes must be provided for the initial submission and as many as fifteen (15) are required for finalist evaluation.

- *Ad hoc distribution as specified for each platform*

Because of the peculiarities of the various mobile platforms, ad hoc distribution submission methods are different for each:

- Android Ad Hoc Submissions consist of uploading an .apk format file to the SGS&C Submission System.
- iOS Ad Hoc Submissions must be uploaded to the SGS&C Submission System. Two device UDIDs will be provided for encoding in the provisioning profile. Games designated as finalists will require encoding of additional UDIDs to be provided upon notification. Additionally, the bundle identifier, bundle version, and bundle display name must be defined in the info.plist file.

Please contact the SGS&C team to arrange for Windows Phone and Nintendo 3DS submissions.

## XR

Virtual, Augmented, or Mixed Reality Experiences designed for the HTC Vive, Oculus Rift, or HoloLens only require an installable version of the application.

Mobile XR applications (Google Daydream, Google Cardboard, Samsung GearVR, etc...) or a desktop VR application which does not run on the HTC Vive, Oculus Rift, Windows Mixed Reality or HoloLens, will require one set of compatible hardware to be submitted along with the game. Examples include Magic Leap, HTC Vive Pro, and MetaVision headsets.

Please contact the SGS&C team to arrange for compatible hardware submissions.

For entries not selected as a finalist, any provided hardware will be returned after the completion of committee evaluation in early October. If an entry has been selected as a finalist, provided hardware will be returned at the completion of the evaluation period, no later than the second week of December.

## Web

The developer must submit as many logins as necessary for each player to play a unique instance of the game. Two (2) game instances (or logins if necessary) are required for the initial submission, and as many as fifteen (15) are required for finalist evaluation.

3. Entrants must provide a technical point of contact who will be available between the [Game Submission Deadline](#) and the [Notification of Finalists](#) window to assist with game



installation and operation issues. Installed software updates and web-based software modifications will generally not be allowed during these weeks with exceptions allowed in rare situations at the discretion of the SGS&C staff. All other updates and modifications are subject to disqualification of the offending Entrant.

4. If the game requires any hardware in addition to a keyboard, single monitor, and a mouse, the Entrant must supply at least one of these pieces of hardware, and should be prepared to submit up to 10 additional pieces if the entry is selected as a finalist. The same applies for mobile games that require a device other than those that SGS&C accommodates. Please be aware that the Challenge evaluators are global, and therefore there are restrictions on shipping external devices above certain sizes.
5. Provide adequate translation material for games not presented in English. The translation must enable the evaluators to install and fully play the game, including explanation of the controls, objectives, and outcomes of the game. The Host reserves the right to determine whether the provided translation is adequate for their purposes.
6. A non-refundable application fee of two-hundred and fifty dollars (\$250.00) must be submitted in conjunction with the entry form in order to be officially entered. The application fee may be paid by credit card (no checks) using the payment link found on the Challenge Website, [www.SGSChallenge.com](http://www.SGSChallenge.com). THE APPLICATION FEE IS WAIVED FOR ENTRANTS REGISTERING UNDER THE STUDENT AND GOVERNMENT CATEGORIES AS DEFINED IN THESE OFFICIAL RULES.
7. Required promotional material associated with the company and/or the game entered.
  - 1) Completed Submission form
  - 2) A high quality, high resolution digital logo for the
    - o Company, if a business entry
    - o Federal Government Sponsor, if a Government entry
    - o School/University, if a student entry
  - 3) A high quality, high-resolution digital logo for the game
  - 4) High quality, high-resolution screen shots representative of the game play. Screen shots must contain no graphics beyond what would be seen in the game.

*We define high-resolution logos and images as having a resolution of at least 300 DPI for printability and to have on screen dimensions of 1000 x 1000 pixels. The preferred format for images is JPEG, PNG or GIF.*
  - 5) A video file showing the play of the game (AVI, MPG, WMV, or QT format). No video length is specified but it should be long enough to show key elements of the game without being excessively long.
8. Email [sgschallenge@gmail.com](mailto:sgschallenge@gmail.com) for specific instructions on mailing in submissions.

The version of the entered game received by the [Game Submission Deadline](#) will become the official version of the Entered Game for purposes of the initial evaluation.

PC games and game content that must be loaded or installed prior to game play must be wholly submitted through the SGS&C submission process and playable via the software submitted and available on a stock Windows 7 PC connected to high-speed Internet and software described in this paragraph. Web-based and Internet-enabled PC and mobile games are permitted. Browser plug-ins (other than the most current version of Adobe Flash which will be installed on PC and mobile game test systems) and non-runtime content must be

submitted via the SGS&C submission process, described on the Challenge Website, [www.SGSChallenge.com](http://www.SGSChallenge.com). Browser version dependencies must be specified when submitted. PC game test systems will be preinstalled with the most current version of Microsoft Internet Explorer, Mozilla Firefox, and Google Chrome.

Finalists will be given an opportunity for minor bug fixes and updates that do not substantially change the game objective and play until the [Notification of Finalists](#) date. Modifications are subject to the same Official Rules as initial submissions. A technical POC must be identified and made available during the same week to assist with game modification installation and update issues. After the revised version has been submitted to the Challenge for evaluation, Finalists are welcome to do additional modifications and enhancements to their games for the sole purpose of demonstrating the game at the Conference. Modifications made after the [Notification of Finalists](#) date will not be made available to the evaluators.

## JUDGING

### Finalist Selection Process

Entered Games will undergo an initial review by representatives of the Host to ensure that they are virus free and meet the requirements of the Challenge. The Entered Game will then be assigned to an evaluation team. The evaluation teams will evaluate each game in the following areas:

- **Learning:** Entrants will be required to clearly define on their submission form, the measurable learning objectives for their Entered Game. The Entered Game will be evaluated on how well game players can achieve the learning objectives, how well learning occurs through gameplay and achievement of game goals, and how their performance is assessed.
- **Technical Quality:** The technical quality of the Entered Game will be based on its ease of installation and the aesthetics, functionality, and stability of the game including, but not limited to, the graphics, sound, and presentation.
- **Game Play:** Scores will be based on how easy the Entered Game is to use, how engaging and fun it is to play, and how well it is integrated into one cohesive package.
- **Innovation:** Higher scores can be achieved in each of the evaluation areas based on innovative approaches within those areas.

The games with the highest scores will then be selected as Finalist Games. The Host reserves the right to select as many Finalist Games as deemed appropriate for the event.

### Finalist Package

Each Finalist will receive:

1. Full Conference Passes to the Conference;
  - a. Two (2) per Finalist Organization
  - b. Two (2) per Student Finalist
2. Organizational profile and coverage in select Conference literature;
3. Mention on the Challenge website;
4. An area in the Challenge booth on the Conference exhibit floor to showcase the Entered Game and display organizational advertisement and literature (the space for advertisement and literature measures 26"W x 60" H);

5. The right to use a version of the official Challenge name and finalist logo in promotional materials as a Finalist. A Finalist logo will be provided by the Challenge; and
6. Category winners will also receive the right to use a winner's logo, appropriate to their category, in promotional materials relating to the Finalist Game. Category winner logos will be provided by the Challenge.

## Notification

If the Host is unable to contact a Finalist within 10 calendar days of notification, an alternate Finalist will be selected.

## Conference Attendance

Finalists agree to attend the Conference and demonstrate their game during the event, or if unable to attend due to circumstances beyond their control, then the Entrant will provide a proxy attendee (name and contact details to be submitted to the Host within fourteen (14) days after notification of nomination has been sent to the Finalist). Proxy attendees must be at least 18 years old, must perform the same duties as the actual Finalists would have performed at the conference, and will be subject to the approval of the Challenge committee. **Finalists must have a representative physically present on the Conference exhibit floor in order to win.**

## Considerations

### *Age Restrictions*

Youth (age 12 through 15) are allowed on the Conference exhibit floor *during exhibit hours only* and only with a parent or chaperone; children under 12 will not be granted access at any time. Youth must remain with their chaperone and students will be required to provide student ID. Absolutely no one under the age of 16 will be allowed access to the exhibit hall during set up/removal periods.

Finalists who are under the age of 18 must have adult representation throughout the Challenge process. This adult must serve as the spokesperson and responsible party for the submission and participation process as well as at the conference; must serve as a chaperone at all times on the showroom floor; and must be able to speak legally on the Finalist's behalf.

### *Finalist/Challenge Responsibilities*

Each Finalist, or proxy attendee, will be responsible for their own costs of travel, meals, accommodations, and any extra equipment in connection with the Challenge and the Conference. The Challenge will provide a kiosk, PC, monitor, keyboard, mouse, and speakers for each Finalist.

### *AR/VR/MR Responsibilities*

XR finalists are required to provide the necessary headset hardware to demonstrate their game during the Conference. The SGS&C will make available a PC capable of running high-end Virtual Reality content but finalists may provide their own if they prefer. The Committee will contact Finalists to discuss logistics after Finalist Notification. An LCD monitor will be provided to demonstrate user experience to onlookers while the game is being played.

Finalists will be responsible for following a sanitization protocol between each demonstration. At a minimum, this involves cleaning the lenses with an alcohol-based lens-cleaning wipe between uses and wiping down the soft portions of the headset. It is highly recommended that the foam around the headset be swapped with a vinyl-based replacement to facilitate

ease of disinfection.

## WINNING

### Selection Process

Finalist Games will be further evaluated by a panel of global evaluators as appointed by the Host (the "**Evaluating Committee**"). Members of the Evaluating Committee may include employees of Host, representatives from the military, industry, or academia, and other individuals familiar with learning theory and game design.

#### *Evaluation Process*

If an evaluator has or has had an affiliation with an Entrant, the Evaluator will recuse himself or herself from evaluating that Entrant's game. An affiliation is defined as any relationship that may affect the ability to fairly evaluate the Entrant game including but not limited to the following situations: previously funding development of the game; family relationship; advisory role; or, any working or other direct or indirect relationship. Recusal will be the responsibility of the evaluator.

The Evaluating Committee will review the Finalist Games and select winners. The Evaluating Committee will select one (1) winner each from the Student, Business, and Government development categories and one (1) additional winner each from the XR and Innovation categories. A finalist can be in only one of the development categories (i.e. Student, Business, or Government), but may also be a finalist in any of the other categories (i.e. XR or Innovation).

Entrants are strongly discouraged from embedding tracking software (designed to collect play metrics) in their game entry. Such software can interfere with game play and will likely not give an accurate impression to the SGS&C Evaluating Committee due to strong firewall settings on the test network.

The Finalist Game with the highest score is the "Winning Game" for each Category. In the event of a tie in any Category (including the People's Choice Award Category), the Winning Game will be selected by the chairperson of the Evaluating Committee.

The winner of the Students' Choice Award will be determined by the results of the middle/high school student evaluations.

The winner of the People's Choice Award will be determined by Conference attendees voting on the Challenge floor.

The Innovation Award will be judged by and is awarded at the sole discretion of the Innovation Committee. Innovation finalists will showcase their game on the Conference exhibit floor. The winner will be announced at the Challenge Award Ceremony.

Winning games (in all categories) will be recognized at the Serious Games Showcase & Challenge booth and at the awards ceremony during the last day of the Conference (see [www.iitsec.org](http://www.iitsec.org) for conference schedule).

#### *Disqualification Criteria*

Any Finalist who does not satisfy all of the applicable requirements of the Official Rules will be DISQUALIFIED, and The Host may select an alternate Finalist Game from the remaining Entered Games.

People's Choice voting is limited to one vote per person. Any attempts to deliver more than

one vote per person, including ballot stuffing, is strictly prohibited. The Host reserves the right to disqualify any game from People's Choice consideration if there is a reasonable belief that the People's Choice tenets stated herein were violated.

## Awards

The Winning Game in each Category (each "Winner") will receive a trophy commemorating their achievement as indicated below:

- Best Student Serious Game
- Best Business Serious Game
- Best Government Serious Game
- Students' Choice Award
- People's Choice Award
- Innovation Award

All awards provided are nontransferable and non-negotiable. It is possible that some or all Winners may be offered gifts from Conference sponsors or other third parties. Host makes no representation or warranty that any such gifts will be offered or received, does not endorse any such gifts, and is no way responsible for any such gifts.

For the names of the Finalists and the Winners check the Challenge Website ([www.iitsec.org](http://www.iitsec.org) or [www.SGSChallenge.com](http://www.SGSChallenge.com)).

## GENERAL CONDITIONS

### Entrant Rights and Responsibilities

Before submitting an Entered Game, the Entrant must have acquired (by licenses or otherwise) all necessary rights for the Host to evaluate the game and for performing and demonstrating the game to the public. Games that make use of third party game engines, middleware, or other software or technology are only eligible if the Entrant has legally acquired all necessary rights for the Host to evaluate the game and to perform and demonstrate the game to the public. These rights include rights of copying, displaying, performing, deriving works, and usage rights. For example, for any visualization that includes likenesses of third parties or contains elements not owned by the Entrant (such as, but not limited to trademarks, buildings, pictures etc.), the Entrant must have obtained legal releases for such use including Host's use of such entry.

### Intellectual Property Rights

All entry materials become property of the Host and are not subject to return without prior coordination. This includes all physical copies of software and any special equipment associated with the Entered Game. If requested in advance, and solely at Entrant expense, the Host will return special equipment only. The Host is not held liable for the loss of specialty equipment during the evaluation process or for the condition of any returned materials.

The Entrant retains all associated intellectual Property Rights. Challenge reviewers and evaluators agree not to disclose information associated with entries and agree to delete games from their computers and destroy all copies of intellectual property following evaluation. A copy of the game may be retained with the Host for historical purposes.

Entrants are responsible for protecting trade secret, restricted, and classified information and must not submit any information that is confidential, proprietary, or deemed classified or restricted by their company or government, and must abide by all export controls that pertain to their country. Intellectual property rights remain with the Entrant.

### Export Controls

Please be aware that the Challenge is open and viewable to the general public and that evaluators are located worldwide. It is the Entrant's obligation to ensure that any/all necessary export controls have been considered and that the submitted games are in full compliance with any governing laws.

### Release

By entering the Challenge, each Entrant releases and holds harmless Host, its parents, subsidiaries, members and affiliates, and each of their respective officers, directors, agents, and employees and agents (including but not limited to evaluators, working committee members, financial sponsors, etc. and including but not limited to anyone connected with the Conference or this particular Challenge) from any and all responsibility or liability, including but not limited to direct, indirect, incidental, consequential or punitive damages, arising out of or directly or indirectly relating to: (i) any personal injury, death, property (including but not limited to computer) damage, or other loss or claim of any kind arising from or in connection with the Challenge or any violation of these Official Rules including any damages resulting from personal and business torts, violation of the law or negligence; the Challenge, the Conference or any Entered Game; the acceptance, possession, or use of any award; or any travel required by the Challenge; (ii) any entry or other materials that have been tampered with, that are misdirected, incomplete, incorrect, non-conforming, corrupt, lost, late, or ineligible, or, with respect to mail-in entries or materials, that are sent postage due; and (iii) computer, telephone, cable, satellite, network, hardware, software, or other technical malfunctions or failures; garbled or jumbled transmissions; Internet or website inaccessibility or delays; printing or typographical errors in any Challenge or Conference materials; or any other technical or human errors occurring in connection with the Challenge or Conference. The Challenge Entrant assumes all risk.

### Consent to Publicity

By entering the Challenge, each Entrant consents to the use of the Entrant's name, photograph, and likeness (if an individual), logo (if any), state of residence/domicile, and Entered Game, Game video, and Game screenshots for advertising, promotion, marketing, and administration of the Challenge and Conference without additional compensation to the extent permitted by law. Each Entrant further agrees that Host may use any and all information collected through the Challenge, including the Entrant's name and contact information, for marketing or other purposes whether or not related to the Challenge, to the extent permitted by law and Host's privacy policy, which may be found on the Challenge Website.

### Representations

By entering the Challenge, each individual submitting entry materials (including an Entered Game) represents and warrants to the Host that:

- The Entrant has read, understands, and has agreed to all terms and conditions of the Official Rules, and has had the opportunity to consult with his or her attorney concerning the meaning of the Official Rules.

- Such individual either is the Entrant (if the Entrant is an individual) or is a duly authorized representative of the Entrant (if the Entrant is an entity);
- The Entrant and the Entered Game fully comply with all eligibility requirements and all other provisions of these Official Rules;
- In preparing the Entered Game and entering and participating in the Challenge and the Conference, the Entrant has complied and will comply in all respects with all applicable laws, regulations, and Official Rules, and has not violated nor will violate any agreement or understanding by which it is bound, including any confidentiality, employment, consulting, intellectual property assignment, or license agreement;
- The Entered Game consists entirely of Entrant's own original work.
- Neither, the Entered Game nor the duplication, use, display, performance, or distribution of the Entered Game will infringe or misappropriate any intellectual property or other proprietary rights of any person or entity.

## TERMINATION

The Host will make good faith efforts to conduct the Challenge. However, Host reserves the right to cancel, terminate, modify, or suspend the Challenge in its sole and absolute discretion. In such event, Host will post notice at the Conference and on the Challenge website.

## MISCELLANEOUS

The entry cannot defame or invade publicity rights or privacy rights of any person.

Any entries deemed offensive, inflammatory, or derogatory are subject to disqualification. The Host will have sole discretion to determine eligibility for entry into the Challenge.

The Host may prohibit Entrants from participating in the Challenge and disqualify Entrants if they attempt to enter the Challenge through means not described in the Official Rules, attempt to disrupt the Challenge or circumvent the Official Rules, act in an unsportsmanlike manner, or attempt to annoy or harass any other Entrant or person.

The Host may cancel the Challenge at any time.

### DoD Approval

All military members and federal government employees should consult with their chain of command and ethics counselors to determine whether they are authorized:

- 1) to disclose the information that is the subject of the entry; and
- 2) by the Joint Ethics Regulations and Standards of Ethical Conduct for Employees of the Executive Branch to accept a winner's award. Games may NOT contain Classified or FOR OFFICIAL USE ONLY (FOUO) information.

If any part of these Official Rules is held by a court of competent jurisdiction to be invalid, illegal, or otherwise unenforceable, such part will be deemed modified or eliminated to the extent necessary, in the court's opinion, to make it enforceable while preserving the original intent of the Host, and the remaining parts of these Official Rules will remain in full force and effect. The Challenge will be governed by, and these Official Rules will be interpreted by, and enforced in accordance with, the laws of the State of Florida and applicable United States federal law, without regard to any conflicts of laws principles.

The Challenge is void where prohibited by law. Any dispute arising out of or relating to these Official Rules, the Challenge, the Conference, or any award must be brought exclusively in the state or federal courts located in Orlando, Florida, and Host and each Entrant irrevocably waive any objection to the venue and jurisdiction thereof.

ALL DECISIONS OF THE HOST, INCLUDING BUT NOT LIMITED TO WHETHER TO ACCEPT THE DECISIONS OF THE EVALUATORS, AND ANY MODIFICATIONS TO THESE OFFICIAL RULES ARE FINAL, BINDING AND NON-APPEALABLE.

## **SUBMISSION ADDRESS**

Email [sgschallenge@gmail.com](mailto:sgschallenge@gmail.com) for specific instructions on mailing in submissions.