

SERIOUS
GAMES



SGS&C 2019 Submission Form

Entry Data

* 1. Game Title:

* 2. School/Business/Gov Department Name:

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Team Members/Contact Information

(Minimum of two contacts for Business and Government. Students include all team members)

*** 3. Primary Contact:**

Name:

Company/Organization:

Address 1:

Address 2:

City/Town:

State/Province:

ZIP/Postal Code:

Country:

Email Address:

Phone Number:

4. Secondary Contact:

Name:

Company/Organization:

Address 1:

Address 2:

City/Town:

State/Province:

ZIP/Postal Code:

Country:

Email Address:

Phone Number:

5. Contact:

Name:	<input type="text"/>
Company/Organization:	<input type="text"/>
Address 1:	<input type="text"/>
Address 2:	<input type="text"/>
City/Town:	<input type="text"/>
State/Province:	<input type="text"/>
ZIP/Postal Code:	<input type="text"/>
Country:	<input type="text"/>
Email Address:	<input type="text"/>
Phone Number:	<input type="text"/>

6. Contact:

Name:	<input type="text"/>
Company/Organization:	<input type="text"/>
Address 1:	<input type="text"/>
Address 2:	<input type="text"/>
City/Town:	<input type="text"/>
State/Province:	<input type="text"/>
ZIP/Postal Code:	<input type="text"/>
Country:	<input type="text"/>
Email Address:	<input type="text"/>
Phone Number:	<input type="text"/>

* 7. Technical Point of Contact:

Name:	<input type="text"/>
Email Address:	<input type="text"/>
Phone Number:	<input type="text"/>

(A technical contact is required to assist with game installation and play 24 September – 5 October, 2018.)

8. Government/corporate partner Point of Contact:

Name:

Email Address:

Phone Number:

9. Government/corporate partner Point of Contact:

Name:

Email Address:

Phone Number:

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Game Information

* 10. Provide the subject learned from your game:

* 11. Provide one sentence that describes your game:

* 12. Provide an expanded description of your game:

* 13. Was this game submitted to a previous Serious Games Showcase & Challenge? If so, describe how this latest version is significantly enhanced from the previously entered version:

* 14. Who is the primary audience of your game?
(Minimum target age is 12 years)

* 15. What is the goal or challenge of your game?

* 16. What skills / ideas are taught in your game?

* 17. How is the player's learning of the presented skills / ideas measured in your game?

* 18. What kind of feedback or player reward system (positive or negative) is employed in your game?

* 19. What features, levels, or aspects of your game do you consider to be most innovative, and why?

* 20. Are there any walkthroughs, console commands or cheats that would support the evaluation of your game?

* 21. Why are you entering?

* 22. Where did you hear about this contest?

23. Is there anything else you would like to tell us about your game? (1200 character maximum)