

Cambridge ESOL Online Game Competition

GAME SPECIFICATION

You must develop an original, educational game in Flash aimed at:

Children aged approximately 10 to 12 years old who are learning English as a second language.

We are looking for simple, fun games that will motivate learners and help them to practise and improve their English language skills. The winning games will feature on Cambridge ESOL's [English for Schools](#) website.

Points to consider when developing the game:

1. Is it appropriate for young, school-aged learners?
2. Is it culturally sensitive? (The games will be played by students around the world.)
3. Is it simple enough for learners with a basic understanding of English to play?
4. Does it have some educational content? (Will it help learners to practise their English?)

For ideas, visit the 'Play and Learn' section of the British Council's website, which contains a series of games for children learning English. But remember, your game must be original and all your own work.

An indication of the topics, grammar and vocabulary that children aged 10 to 12 are likely to be learning can be found on pages 32 to 58 of the Cambridge ESOL [Young Learners English](#) (Flyers) handbook for teachers.

TECHNICAL SPECIFICATIONS AND SUBMISSION OF ENTRIES

All entries must be submitted in Flash with a window size of 570 x 415 pixels.

The game must be limited to keyboard/mouse controls only.

The Flash file must be submitted on a CD with an electronic entry form and posted to:

**Online Game Competition
School Sector
Cambridge ESOL
1 Hills Road
Cambridge CB1 2EU**

Incomplete entries and entries not designed in Flash will not be accepted.

PRIZES

There is one first prize of a 32-inch flat panel TV and a Sony PlayStation® 3.

There are two runner-up prizes of Sony PlayStation® Portables.

All winning entries will be uploaded to Cambridge ESOL's [English for Schools](#) website which is regularly accessed by students and teachers around the globe.

ENTRY CONDITIONS

This competition is open to all part-time and full-time, undergraduate and postgraduate students studying at UK universities. Winners will be required to provide proof of their student status.

The deadline for entries is **Friday 7 May 2010**.

For full terms and conditions, please see page 3 of this document.

THE JUDGING PANEL

Entries will be shortlisted by Cambridge ESOL and then passed to a judging panel who will assess the games for educational content, creativity, design and their appeal to the target audience. The panel will consist of four judges:

José Blanco works with the School Sector at **University of Cambridge ESOL Examinations**, supporting teachers in compulsory education around the world. He has been involved with language learning and assessment for more than 18 years and has an MA in ICT in Education from the University of London.

Steve Harris is currently a Senior Lecturer at **Anglia Ruskin University** in Cambridge teaching games design and production. He has worked closely with a number of companies, including Sony, Microsoft and Gaming Technology Solutions to provide game development projects for students, as well as developing work experience opportunities. Steve has previously worked in the defence industry where he developed a keen interest in the design and application of serious games.

Gareth Hughes is Senior Designer at **Sony Computer Entertainment's** Cambridge Studio. He has worked as a Games Designer within SCE Worldwide Studios for over a decade, designing games for all PlayStation platforms (PS1, PS2, PS3 and PSP). Gareth has extensive experience in the design of game mechanics, user interface and game scenarios. Titles he has previously worked on include the Medieval series, GhostHunter, Heavenly Sword and most recently LittleBigPlanet PSP.

Dan Mayers started in the games industry as a journalist, writing for Official PlayStation Magazine, PC Gamer and Edge before moving into **game development**. He was the producer of the BAFTA nominated Just Cause, has worked as a game designer on The Hunter and as a scriptwriter for Disney Interactive. He is currently engaged in developing game based learning applications and alternate/augmented reality games, as well as teaching game design at University Campus Suffolk.

TERMS AND CONDITIONS

1. This competition is only open to individuals over 18 years of age who are studying part-time or full-time as undergraduate or postgraduate students at a UK university.
2. This competition will begin on 8 December 2009 and end at midnight GMT on 7 May 2010.
3. To make a valid entry, entrants must have submitted their game as a Flash file on CD, along with a completed entry form. Incomplete entries will not be accepted.
4. Only one entry will be accepted per person. The entry must be the original work of the entrant and must not make use of or require software provided under licence from a third party.
5. Winners and runners-up will be chosen by a panel of four judges within 14 days of the closing date.
6. If a winner cannot be contacted within 21 days of the closing date their prize shall be forfeit and Cambridge ESOL will choose a replacement winning entry.
7. Only winning entries will be contacted.
8. There is one first prize package comprised of a Sony PlayStation® 3 and a 32-inch flat panel TV. There are two runner-up prizes of Sony PlayStation® Portables. Prizes will be delivered to UK addresses only.
9. By submitting your entry you agree, if selected as the winner or a runner-up, to participate in all publicity reasonably requested by Cambridge ESOL including without limitation press, print and online publicity including publication of both your name and photo. You also agree to participate in a filmed interview, which may be used on public websites and other media.
10. By submitting your entry you agree to unlimited and exclusive use by Cambridge ESOL of your entry on Cambridge ESOL and/or Cambridge Assessment websites and other media without any payment being due to you for this use. You irrevocably and unconditionally waive all rights under Chapter IV of the Copyright, Designs and Patents Act 1988.
11. Once the winners and runners-up have been notified they will be required to confirm within a then-specified time frame that they will accept the prize(s).
12. If the winner or runners-up are unable to accept the prize(s), then Cambridge ESOL reserves the right at its sole discretion to make alternative arrangements with the winner or runners-up for a prize deemed by Cambridge ESOL to have an equivalent value to the prize described herein or alternatively to declare the prize forfeit and select a new winning entry.
13. Prizes are not transferrable and cannot be exchanged by the winner or runners-up for cash or credit or any other product.
14. Cambridge ESOL reserves the right to cancel the competition at any time. No notification will be entered into.
15. Cambridge ESOL reserves the right to substitute the prizes at any time.
16. Cambridge ESOL reserves the right to disqualify any entry that Cambridge ESOL believes in its sole discretion to be in breach of these terms and conditions.
17. Cambridge ESOL decisions are final and no correspondence will be entered into. This competition is subject to English law and jurisdiction.
18. Cambridge ESOL accepts no responsibility for any costs incurred by any entrant participating in this competition or in claiming their prize.
19. Cambridge ESOL shall not be liable for any delay in, or for failure to perform, its obligations if that delay or failure is caused by circumstances beyond its control including, without limitation, weather, transport cancellations or delays, fires, strikes, insurrection, riots, embargoes, or inability to obtain supplies.
20. This competition is run by Cambridge ESOL on behalf of the Chancellor, Masters and Scholars of the University of Cambridge.