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## Game-a-thon Submission

To submit your game for one of our Game-a-thons, use our [google form](#). Make sure you have the following information and documents on hand to make the submission process as easy as possible. **All games should be submitted by an approved educator or guardian.**

<b>Maker Details</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Teacher/adult name submitting on behalf of students &amp; email for contact.</li> <li><input type="checkbox"/> (safety permitting) Student grade(s), team name, and school site(s).* (* to give the makers credit, we need some way to share authorship.</li> </ul>
<b>Media Release</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Approved guardian signs the <a href="#">media release form</a>. (submit via google form)</li> </ul>
<b>Game Details</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Game name</li> <li><input type="checkbox"/> Game rules as a png or pdf.</li> <li><input type="checkbox"/> Photos of the game and all pieces as a png or pdf</li> </ul>
<b>GamePlay and Iteration</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> At least two photos of adults and kids playing the game together.</li> <li><input type="checkbox"/> 2-minute video of live gameplay action (upload to YouTube™)</li> <li><input type="checkbox"/> 2 - 3 paragraphs of how and why you iterated your game.             <ul style="list-style-type: none"> <li>• What you started with, what you initially tried, how you used feedback to make significant changes, etc..</li> </ul> </li> <li><input type="checkbox"/> A few sentences about how you knew if your game was moving closer to the maker challenge or away from it?             <ul style="list-style-type: none"> <li>• For example, how could you tell if your game was addictively tricky or not?</li> </ul> </li> </ul> <p><i>If the above not possible due to safety concerns, instead</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Submit a short video explaining how the game is played and include conversation about how and why you iterated and how you knew if your game was moving to closer to the maker challenge or not. Share a few interesting scenarios in the game requiring a player to be extra strategic. (upload to YouTube™)</li> </ul>
<b>Additional</b>	<ul style="list-style-type: none"> <li><input type="checkbox"/> If possible, offer ways to access the actual game - ex, a pdf to print'n'play, a digital simulation of the game, or ways to DIY from scratch. <i>These may be shared, so avoid student-photos or other identifiers.</i></li> <li><input type="checkbox"/> Anything else you'd like to share or you'd like for us to know?</li> </ul>