

Industry Review - Submission Checklist

To submit your game for review by industry experts and receive feedback, submit your games here: mass-stemhub.org/stem-week-2020/industry-connections. Make sure you have the following information and documents on hand to make the submission process as easy as possible. **submission deadline: on or before October 23rd, 2020.**

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| Maker Details | <ul style="list-style-type: none"> <input type="checkbox"/> Teacher name submitting on behalf of students & email to receive industry feedback. <ul style="list-style-type: none"> • These contact details will not be shared with industry professionals <input type="checkbox"/> (safety permitting) Student names for all game makers. <input type="checkbox"/> (safety permitting) Student grade(s) and school site(s). |
| Media Release (optional) | <ul style="list-style-type: none"> <input type="checkbox"/> Approved adult (or guardian) signs and submits the media release form. <ul style="list-style-type: none"> • This is only required if you would like to see your photos/videos in our end-of-project celebration video or on our social media platforms.. |
| Game Details | <ul style="list-style-type: none"> <input type="checkbox"/> Game name <input type="checkbox"/> Game rules (if physical game) as a png or pdf. <input type="checkbox"/> Game supplies (if physical game) png or pdf. <input type="checkbox"/> (Bonus, if physical) DIY versions for review to reproduce the actual game. |
| GamePlay Data | <ul style="list-style-type: none"> <input type="checkbox"/> At least two photos of adults and kids playing the game live. <input type="checkbox"/> 2-minute (or less) video of live gameplay action. <p><i>If the above not possible due to COVID safety concerns, instead</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Submit a short video explaining how the game is played. <input type="checkbox"/> Show actual clips of gameplay and interesting scenarios within the game (even if having to simulate gameplay). <p><i>(Note: This latter option may require additional video creation and editing time outside of the 10 hours in the project).</i></p> |
| Iteration | <ul style="list-style-type: none"> <input type="checkbox"/> 1 - 2 paragraphs of how and why you iterated your game. <ul style="list-style-type: none"> • What you started with, what you initially tried, how you used feedback to make significant changes, etc.. <input type="checkbox"/> Anything else you'd like to share or you'd like for us to know? |