

< logo here >

*gdpc I*

*Game Design and Programming Challenge I*

*Oregon's First Annual High School Gaming Contest*

**Using the Game Maker Program**

## **The Competition**

The TechStart Foundation ([www.techstart.org](http://www.techstart.org)) in conjunction with the Oregon University System ([www.ous.edu](http://www.ous.edu)) and an enthusiastic group of volunteers is pleased to announce the first Oregon Game Development Competition. Teams of three to seven high school students have the opportunity to create computer games specifically designed to be fun, challenging and innovative. All games must be based around this year's theme of the science behind energy issues. The entries will be evaluated by a panel of judges and trophies in several categories will be awarded to teams based on what they accomplish during the season and at the tournament on May 17, 2008.

---

## **Why the Oregon Game Development Competition?**

By creating a great game, students can

- Win recognition and achievement awards.
  - Have fun developing a fun game for others to play.
  - Learn about this year's theme – the science behind global and local energy issues.
  - Learn the basics of game development and the underlying computer science.
  - Work with your friends and teammates on a fun creative project.
  - Get a better sense about whether they're interested in learning more about game development and computer science.
- 

## **Important Dates**

- Registration opens: February 11, 2008
- Details of this year's theme challenge announced: March 15, 2008

- Registration closes: March 31, 2008
  - Game submission deadline: May 17, 2008
  - State competition: May 17, 2008 (location announced March 15, 2008)
- 

## **The Platform**

Students do not have to be any experience in computer programming to participate in the competition. The platform used in the competition, [Game Maker](#), allows for different experience levels. Game Maker is a freely available, PC-based game development tool. Game Maker's drag and drop gaming primitives and friendly interface allow novice designers to create interesting games almost immediately. For more advanced users, Game Maker's built-in programming language provides flexibility and customization. Development on Game Maker is supported by online documentation, tutorials, and lots of game examples. Teams can use the Lite Edition (free) or the Pro Edition (\$20), which provides more functionality.

---

## **Registration and other costs**

- \$50 per team registration fee using the Team Application Form below.
  - Lite Edition of Game Maker (no charge – see below)
  - Optional purchase of Game Maker book(s) – see below.
  - Optional upgrade to Pro Edition Game Maker
  - Access to a Windows-based personal computer
  - Transportation to the tournament site – location to be announced.
- 

## **How will the teams' accomplishments be evaluated?**

Teams' accomplishments will be judged based from a variety of perspectives:

- The depth and breadth of research the team does on this year's theme.
- How well the game was designed.
- The quality of the presentation that team makes at the tournament.
- How well the game incorporates the annual theme.
- How much fun the game is to play.

To be eligible for awards teams must complete registration, attend the tournament on May 17, 2008, submit a game that incorporates this year's theme, and make a presentation to a panel of judges at the tournament.

---

## Getting Started

If you are a teacher:

1. Consider introducing your students to computer science using Game Maker either in class or as an after-school activity.
2. Form one or more teams three to seven team students each.
3. Submit your team's registration by filling out the registration form and pay the \$50 registration fee by March 31, 2008.
4. Download the free Lite Edition of Game Maker and the free tutorials from <http://www.yoyogames.com/gamemaker>
5. Have your students use the tutorials or one of the books<sup>1</sup> to learn about Game Maker.
6. When the details of this year's challenge are announced on March 15, 2008, encourage your team(s) to start their project!
7. If you your teams exhaust the features of the Lite Edition consider upgrading to the Pro Edition for \$20.

If you are a student:

1. Form a team of three to seven team members
  2. Find a coach.
  3. Have the coach submit your team's registration by filling out the registration form and pay the \$50 registration fee by March 31, 2008.
  4. Download the free Lite Edition of Game Maker and the free tutorials from <http://www.yoyogames.com/gamemaker>
  5. Start using the tutorials or buy one of the books<sup>1</sup> to learn about Game Maker.
  6. When the details of this year's challenge are announced on March 15, 2008, start your project!
  7. If you exhaust the features of the Lite Edition consider upgrading to the Pro Edition for \$20.
- 

## How to get more information

The following resources are available to help answer your questions:

- Check out our web site at [\[Need to fill in the URL\]](#)
- Drop an email to [gaming@techstart.org](mailto:gaming@techstart.org)

---

<sup>1</sup> *Game Maker's Apprentice* by Jacob Habgood and Mark Overmars or *Basic Game Design & Creation for Fun & Learning* by Nanu Swamy. A copy of the Lite Edition of Game Maker also comes on CD-ROM with these books.

(GAME CONTEST NAME AND LOGO HERE)

*gdpc I*

*Game Design and Programming Challenge I:*

*Oregon's First Annual High School Gaming Contest*

Sponsored by:



**REGISTRATION FORM**

TechStart Education Foundation and ETIC are proud to sponsor Oregon's First Annual High School Gaming Contest – gdpc I (Game Design and Programming Challenge I). Once you have completed the last form and submitted your \$50 registration fee, your team registration will be finalized and you will be sent an invitation to the contest. For submission instructions, please see the last page.

**TEAM INFORMATION:**

Team Name: \_\_\_\_\_

Team Affiliation (e.g. school): \_\_\_\_\_

City where your team holds meetings: \_\_\_\_\_

**TEAM COACH INFORMATION:**

Coach Name: \_\_\_\_\_

Organization \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

County (not country): \_\_\_\_\_

Day e-mail: \_\_\_\_\_

Alternate e-mail: (for last minute urgent messages, if any) \_\_\_\_\_

Day phone number: \_\_\_\_\_

Evening phone number: (for last minute important messages, if any) \_\_\_\_\_

If your team has any assistant coaches, please indicate their names and e-mail addresses below:

Assistant Coach #1 name: \_\_\_\_\_

Assistant Coach #1 e-mail: \_\_\_\_\_

Assistant Coach #2 name: \_\_\_\_\_

(GAME CONTEST NAME AND LOGO HERE)

*gdpc I*

*Game Design and Programming Challenge I:*

*Oregon's First Annual High School Gaming Contest*

Sponsored by:



**REGISTRATION FORM**

Assistant Coach #2 e-mail: \_\_\_\_\_

Assistant Coach #3 name: \_\_\_\_\_

Assistant Coach #3 e-mail: \_\_\_\_\_

**TEAM MEMBER INFORMATION:**

Total Number of Team Members: \_\_\_\_\_

Number of males: \_\_\_\_\_

Number of females: \_\_\_\_\_

Number of 9th graders: \_\_\_\_\_

Number of 10th graders: \_\_\_\_\_

Number of 11th graders: \_\_\_\_\_

Number of 12th graders: \_\_\_\_\_

Number of African Americans: \_\_\_\_\_

Number of Caucasians: \_\_\_\_\_

Number of Asians or Pacific Islanders: \_\_\_\_\_

Number of Latinos: \_\_\_\_\_

Number of Native Americans: \_\_\_\_\_

Number of others (please specify): \_\_\_\_\_

(GAME CONTEST NAME AND LOGO HERE)

*gdpc I*

*Game Design and Programming Challenge I:*

*Oregon's First Annual High School Gaming Contest*

Sponsored by:



**REGISTRATION FORM**

**PAYMENT INFORMATION:**

You may pay with a personal check or credit card.

My personal check for \$\_\_\_\_\_ is enclosed with this registration form. (Please make checks payable to TechStart Education Foundation)

I am using a credit card:

My card is:      Visa      Mastercard      American Express      Discover

Card # \_\_\_\_\_ Exp Date: \_\_\_\_\_

Name on card: \_\_\_\_\_

Address of Cardholder: \_\_\_\_\_

Amount to be charged on card: \$ \_\_\_\_\_

Signature: \_\_\_\_\_

**REGISTRATION SUBMISSION INSTRUCTIONS:**

You may return this completed form via mail: TechStart Education Foundation, Attn: gdpc I, 111 SW 5th Avenue, Portland, OR 97204; via fax: Attn: John Ossowski 503-228-5411; or via e-mail to: [gaming@techstart.org](mailto:gaming@techstart.org).

Questions: Call John Ossowski 503-802-5211 or e-mail [gaming@techstart.org](mailto:gaming@techstart.org)