I/ITSEC SERIOUS GAMES SHOWCASE & CHALLENGE (SGS&C) OFFICIAL RULES

Contents

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ABOUT

The Serious Games Showcase & Challenge, SGS&C, (the "**Challenge**") is hosted annually by the National Training and Simulation Association (the "**Host**") in connection with the Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC) at the Orange County Convention Center (OCCC) in Orlando, Florida (the "**Conference**").

The Challenge seeks to expand the general training industry's exposure to and understanding of game-based training solutions. It targets Windows, Mac, web, mobile, and extended reality (XR) game-based training solutions designed for an audience of 12 years of age (USA 6th grade) or older.

The Challenge is executed annually by the Host supported by an all-volunteer group (the "**Organizing Committee**") who serve as representatives of the Host. The Challenge is evaluated by global evaluators (the "**Evaluating Committee**") under the oversight of the Organizing Committee. Members of the Organizing and Evaluating Committees may include employees of Host, representatives from the military, industry, or academia, and other individuals familiar with learning theory and game design.

Each person or entity that enters the Challenge (the "**Entrant**") agrees to abide by the terms of these Official Rules and by the decisions of the Host and its Organizing Committee. All games submitted to the Challenge are "**Entrant Games**". All games selected as Challenge Finalists are "**Finalist Games**".

CONTEST PERIOD

To be considered for the Challenge, final submission packages must be completed according to the submission checklist on the Challenge Website, https://sgschallenge.org/how-to-enter/submission-package-checklist/ ,and must be received by the Challenge committee no later than the Game Submission Deadline (as outlined below). If applicable, Entrants must ensure any physical items (unique hardware, accessories, or materials necessary to experience a submitted game) are provided to the Challenge committee before the close of the game submission deadline to ensure their use for Entrant consideration.

Key Dates

- Game Submission Window: July 7, 2025 – August 22, 2025
- Game Application Forms & Supporting Information Deadline: August 22, 2025
- Notification of Finalists: September 26, 2025
- Booth and Game Setup and Configuration at OCCC: November 30, 2025
- Serious Games Showcase & Challenge at the Conference: December 1 - 4, 2025
- Challenge Awards Ceremony Announcement of Winners: December 4, 2025

GAME QUALIFICATIONS

Qualifying Baseline

To qualify for the Challenge, Entrant Games should:

- have clearly defined, measurable learning objectives,
- provide players with a clearly identified challenge/problem,
- make use of digital gaming technology,
- provide positive/negative feedback towards achievement of learning objectives,
- be original games (as opposed to novel uses of existing games),
- NOT be modifications to existing games, and
- be intended for an audience of 12 years of age (USA 6th grade) or older.

Platforms & Environments

The Challenge is restricted to original games. Modifications (a.k.a. mods) of existing games are not allowed.

In general terms, games designed for any of the following platform types may be submitted:

Personal computer (Windows or Mac)

Mobile platforms

Extended reality (XR)

Web

Entrant may provide physical elements including unique hardware, accessories, or materials necessary to experience a submitted game for use by the Organizing Committee in finalist consideration and evaluation. More information on the requirements for the platform types may be found in Appendix A. – Technical Requirements for Entrant Games at the end of the document.

Development Stage

All Entrant Games must be in a "beta" state or better (i.e., must be feature-complete) by the entry deadline. Continued development of the Finalist Game is allowed for demonstration at the Conference. At least one (1) level of the Entrant Game must be complete and fully playable by entry deadline and for demonstration at the Conference.

Prior Submissions

Games that have been entered into previous SGS&C contests are ineligible for reentry unless the game has undergone significant enhancement and additional development. Entrant must

include an explanation of how the latest version of their entered game is significantly enhanced from the previously entered version.

ENTRANT QUALIFICATIONS

Entrant Requirements

The Challenge is open to the public. However, all Entrants must be eligible to attend the Conference. Due to convention center regulations, to attend the Conference Entrant must be 12 years of age on or before the first day of the Conference. Entrant under the age of 18 (or the age of majority in the individual's resident state/country and domiciliary state/country and, in addition, the state/country where acceptance of the Official Rules occurs) must include their parent or legal guardian on the entry form as part of their development team and identify them as such. International Entrant must additionally adhere to the guidelines provided by the Host for attendance and participation at the Conference. See guidelines here: https://www.iitsec.org/attend/international-attendees. Entrant must maintain entry qualifications throughout submission, selection, and award.

Submission Categories

There are three submission categories for entry into the Challenge: business, government, or student. At the time of submission, each Entrant must select the one category that best describes the individual or team entering the game submission. The submission category is used in the following ways:

1. **The submission category is used to determine the entry fee for each submission**. See How to Enter for information about Entry Fees for each category.

2. The submission category and submitting organization(s) will be noted in promotional materials for all finalist games, and **each submission category has unique restrictions** for the type of affiliated organization that may be listed in promotional materials. **See criteria below for each entry category's restrictions for listing affiliated organization(s) in SGS&C promotional materials.**

3. Games identified as being created by student developers will be eligible for the Best Student-Developed Game Award. See criteria and restrictions below.

The Organizing Committee reserves the right to suggest alternate developer categories as deemed appropriate.

Student Developer Submitter Criteria

To qualify as a student-developed submission, the Entrant Game must have been primarily designed and developed by individuals or teams who were middle school, high school, college, graduate school, or trade school student(s) throughout the creation of the game. The game content or audience is unlimited beyond adhering to the general criteria for game submissions. For the purposes of the Challenge, student status will be determined by verification by a representative of the academic institution. The student(s) will be asked to provide the name and contact details of a teacher and/or advisor who can attest to the students' status during

game design and development. Finalist Games may be represented at the Challenge by current or former students. If the student leaves the academic institution before Entrant Game submission and/or the Conference, the game is eligible as a student-developed submission if the development occurred while the primary developer(s) was a student(s).

Student Developer Promotional Material Restrictions

If a student-developed Entrant Game is selected as a Finalist Game, the student's academic institution and/or lab name and logo will be used as the affiliated organization in SGS&C promotional materials. If multiple academic institutions were involved, all submitted academic institution names and logos may be used in SGS&C promotional materials. If the student-developed Finalist Game was sponsored by an organization outside of the students' academic institution, all applicable affiliated organizations including government organizations, businesses, or academic partners may be included in the game's text description, but the names and logos of those organizations may not be included as part of the affiliated organization(s) list or logos included in promotional materials.

Government Submitter Criteria

To qualify for the Government submission category, the Entrant primary point of contact must be from local (county, city, and equivalents), state, or federal government organizations. Entrant Games submitted in this category must have been developed for a government organization, they may be developed by government employees and/or contractors under a government contract. This category is disallowed for Entrant Games that were funded by a business entity.

Government Submitter Promotional Material Restrictions

If a government Entrant Game is selected as a Finalist Game, the government institution and/or lab name and logo will be used as the affiliated organization. If multiple government institutions were involved, all submitted government institution names and logos may be used in SGS&C promotional materials within limits of available space. If the government Finalist Game has any developers from commercial businesses (as defined below), or academic institutions those organizations may be included in the game's text description, but the names and logos of those organizations may NOT be included as part of the affiliated organization(s) list or logos included in promotional materials. Choice of which partner organizations are included in Challenge promotional materials is at the discretion of the Entrant within available space and partner approval. By submitting partner or funder information, the Entrant assumes all responsibility for their use in promotional materials. In promotional materials where the space for organizational attribution is a predetermined size, the Challenge may not be able to accommodate all partners names and/or logos or may need to scale the size of the text and font appropriately. The Organizing Committee reserves the right to represent the specified affiliated organizations as deemed appropriate.

Business Submitter Criteria

To qualify for the Business submission category, the Entrant primary point of contact may be from a business of any size. All business types, including private businesses, publicly held businesses, non-federally funded institutions, non-government organizations (NGOs),

commercially funded, state-run educational institutions (where the game was not the product of students), or not-for-profit organizations, and independent developers (indie developers) are considered business submitters. This category is allowed for Entries that were funded by any source, including individual, private, government, public, or commercial funds and for partnerships among multiple businesses, government organizations, and/or academic institutions.

Business Submitter Promotional Material Restrictions

If a business (as defined above) Entrant Game is selected as a Finalist Game, the business name and logo will be used as the affiliated organization in Challenge promotional materials. If partners or outside funders were involved, all submitted organization names and logos may be used in Challenge promotional materials within limits of available space. If the business Finalist Game has any developers or funding from commercial businesses, government entities, academic institutions, or student developers, those organizations may be included in the game's text description, AND the names and logos of those organizations MAY be included as part of the affiliated organization(s) list and logos included in Challenge promotional materials. Choice of how partner organizations are included in Challenge promotional materials is at the discretion of the submitting business within limits of available space and partner approval. By submitting partner or funder information, the Entrant assumes all responsibility for their use in promotional materials. In promotional materials where the space for organizational attribution is a predetermined size, the Challenge may not be able to accommodate all business / organizational / institutional partners names and/or logos or may need to scale the size of the text and font appropriately. The Organizing Committee reserves the right to represent the specified affiliated organizations as deemed appropriate.

AWARDS

Target Audience Awards

All Finalist Games will be eligible to compete for one of the Target Audience Awards, regardless of developer. At the time of submission, each Entrant must select the appropriate category (Government Audience or General Audience) that best describes the target audience for the Entrant Game. If selected as a Finalist Game, the categorization of the Entrant Game shall apply throughout judging and at the Conference. The Organizing Committee reserves the right to suggest an alternate target audience category as deemed appropriate. These awards will be judged by the Evaluating Committee and awarded at the sole discretion of the Organizing Committee. See JUDGING.

Government Audience Game Award

To qualify for the Government Audience Game Award, the Finalist Game should be built specifically for national or local government or defense purposes, including the game learning objectives, themes, story, and overall play. Examples include but are not limited to military tactics, equipment, or procedures, law enforcement, cybersecurity, tactical combat care and triage, veterans' health and affairs, public works, and space. Funders and developers of the Finalist Game can be private, government, or student entities.

General Audience Game Award

To qualify for the General Audience Game category, the Finalist Game should be built for a general audience, including the game learning objectives, themes, story, and overall play. Examples include but are not limited to corporate training, general education, general health/healthcare and wellness, public interest, etc. Funders and developers of the Finalist Game can be private, government, or student entities.

Additional Award Categories

In addition to each Finalist Game qualifying for one of the Target Audience Awards, there are five further categories for which awards are given. Qualification for each additional category is dependent on the Finalist Game. Details of each are described below.

Best Student-Developed Game Award

Finalist Games under the student developer category will be eligible for the Best Student-Developed Game Award. The Finalist Game must meet all criteria specified in the student developer submission category above. This award will be judged by the Evaluating Committee and awarded at the sole discretion of the Organizing Committee.

Innovation Award

The Innovation Award aims to recognize innovation in serious games. For purposes of the Challenge, innovation is defined as a characteristic or technique that enhances the serious game in a new, novel, or different way. Innovation can be accomplished through hardware integration, instructional design, game design, content topic, or a combination thereof. The Innovation Award will be judged by an Innovation Committee assigned by the Organizing Committee and awarded at the sole discretion of the Organizing Committee.

XR Award

The XR Award aims to recognize the best built and experienced XR (Extended Reality (XR) is a term referring to all real and virtual combined environments. It includes forms such as augmented reality (AR), mixed reality (MR), and virtual reality (VR)) serious game. Evaluation will be based on development, experience, novelty, and creativity. The XR Award will be judged by the Evaluating Committee and awarded at the sole discretion of the Organizing Committee.

Students' Choice Award

Finalist Games that are determined by the Organizing Committee to be appropriate for middle/high school audiences will additionally be evaluated by a student committee (the "**Students' Choice Committee**") which may include students from select school systems around the United States. Entrant are asked to self-identify in the submission form if they believe their Entrant Game should be considered for the Students' Choice Award.

The prime consideration for eligibility for the Students' Choice Award is relevance of the Finalist Game's subject matter to the middle/high school curriculum. A secondary consideration is the appropriateness of the instructional material. The Organizing Committee includes educators to

help screen Finalist Games for age and substance appropriate content that aligns to national education standards and ideals and reserves the right to screen the Finalist Games for material deemed inappropriate for middle and high school students. The final determination for inclusion in the Students' Choice Award is at the sole discretion of the Organizing Committee.

All Students' Choice Award-eligible Finalist Games must be accessible to the evaluating students. Finalist Games requiring unique peripherals, non-standard system setups, and/or XR hardware may be subject to eligibility restrictions due to logistics, availability, and hardware requirements determined by the participating student organizations.

The Students' Choice Award will be judged by the Students' Choice Committee and awarded at the sole discretion of the Organizing Committee.

People's Choice Award

All Finalist Games will be eligible for the People's Choice Award, regardless of developer or audience. All Finalist Games are showcased on the Conference exhibit floor. Finalist Games can be evaluated and voted on by all Conference attendees for the People's Choice award up until the close of the Exhibit Hall Floor, the day prior to Awards Ceremony (see I/ITSEC schedule for dates and times). The People's Choice Award will be awarded at the sole discretion of the Organizing Committee.

Signatures and Declarations

Each Entrant must sign and return a declaration of eligibility and release of liability. The declaration and release will include, to the extent permitted by law and even if already granted by an Entrant's acceptance of these Official Rules, the grant by each Entrant of permission (without further compensation) for Host to use the Entrant's name, photograph and likeness (if an individual), logo (if any), states of residence and domicile, and Entered Game, Game video and Game screenshots for advertising, promotion, marketing, outreach, and administration of the Challenge and the Conference, including mention in Host's literature and website and a profile in the Conference program. Each Entrant must use its best efforts to obtain for Host similar rights from its members or employees who contributed to the entry, to the extent permitted by law, upon Host's request.

HOW TO ENTER

The Application Form found on the "**Challenge Website**", https://sgschallenge.org/, can be submitted along with your game and supporting materials through the submission deadline posted on the site listed above.

To enter the Challenge, an Entrant who is otherwise eligible under these Official Rules must submit all the following materials by the Game Submission Deadline.

- A completed official Submission Form. The online form is located on the Submissions page of the Challenge Website https://sgschallenge.org/ received via the Online Submission by. Entrant Game materials submission and Conference Entry Form instructions

will be provided upon receipt of this form.

- The playable Entrant Game. The Entrant Game must be submitted through means appropriate for the platform type following the instructions provided in response to the submission form completion. Platform instructions are included as Appendix A. – Technical Requirements for Entrant Games. The Host reserves the right to exclude unplayable games from evaluation as deemed appropriate.

- Unique hardware, if applicable. If the Entrant Game requires any hardware in addition to a keyboard, single monitor, and a mouse, currently supported iOS or Android mobile devices, or common XR devices, it is highly encouraged that the Entrant supply at least one of these pieces of hardware for Entrant Game evaluation. The Organizing Committee reserves the right to alter the evaluation process as necessary to accommodate these games.

- Adequate translation material for games not presented in English. The translation must enable the evaluators to install and fully play the game, including explanation of the controls, objectives, and outcomes of the game. The Organizing Committee reserves the right to determine whether the provided translation is adequate for their purposes.

- Conference Entry Form and Fee, if applicable. A non-refundable application fee of two-hundred and fifty dollars ($250.00) must be submitted in conjunction with the entry form to be officially entered. The application fee may be paid by credit card (no checks) using the Conference Entry Form link shared *with the Entrant following completion of the submission form*. THE APPLICATION FEE IS WAIVED FOR ENTRANTS REGISTERING UNDER THE STUDENT AND GOVERNMENT CATEGORIES AS DEFINED IN THESE OFFICIAL RULES.

- Required promotional material(s) associated with the company and/or the game entered.

  1) A high quality, high resolution digital logo for the submitting / developing organizations according to the restriction in the ENTRANT QUALIFICATIONS section above.

  2) High quality, high-resolution screenshots representative of the gameplay. Screenshots must contain no graphics beyond what would be seen in the game.

     High-resolution = at least 300 DPI for printability and should meet on-screen dimensions of 1000 x 1000 pixels. The preferred format for images is JPEG, PNG, or GIF.

  3) Two (2) video files showing the play of the game (AVI, MPG, WMV, or QT format):

     o One brief video - should not exceed 60 seconds; to be used for both Finalist Game and Challenge promotional activities. Videos should show key elements of the game without being excessively long.

     o One extended video – unlimited length; for supporting evaluators in reviewing Entrant / Finalist Game submissions to ensure no critical elements are missed during play. This video is especially important for games

including and unique hardware or peripherals and XR games.

- Email submissions@sgschallenge.org for specific instructions on submissions, particularly if your game requires unique hardware, peripherals, or installation procedures.

The version of the Entrant Game received by the Game Submission Deadline will become the official version of the Entrant Game for purposes of the evaluation.

PC games and game content that must be loaded or installed prior to game play must be wholly submitted through the Challenge submission process and playable via the software submitted and available on the hardware specified in Appendix A. – Technical Requirements for Entrant Games.

A technical POC must be identified and made available from Entrant submission through the Conference to assist with game installation and update issues. Finalist Game Entrant are welcome to make additional modifications and enhancements to their games for the sole purpose of demonstrating the game at the Conference. Modifications made after the Entrant Game submission deadline will not be made available to Evaluating Committees, with the exception of the People's Choice Award evaluators who are Conference attendees and will play the version of the game exhibited at the Conference.

> **All submitted materials may be used for evaluation purposes as well as for marketing purposes, including but not limited to use on the Challenge Website, the Conference floor, and social and other media outlets.**

JUDGING

Finalist Selection Process

Entrant Games will undergo an initial review by the Organizing Committee to ensure that they are virus free and meet the requirements of the Challenge. The Entrant Game will then be assigned to an evaluation team. The evaluation teams will evaluate each game in the following areas:

- **Learning**: Entrant will be required to clearly define (on their submission form) the measurable learning objectives for their Entrant Game. The Entrant Game will be evaluated on how well game players can achieve the learning objectives, how well learning occurs through gameplay and achievement of game goals, and how players' performance is assessed.
- **Technical Quality**: The technical quality of the Entrant Game will be based on its ease of installation and the aesthetics, functionality, and stability of the game including, but not limited to, the graphics, sound, and presentation.

- **Game Play**: Scores will be based on how easy the Entrant Game is to use, how engaging and fun it is to play, and how well it is integrated into one cohesive package.
- **Innovation**: Higher scores can be achieved in each of the evaluation areas based on innovative approaches within those areas.

The Entrant Games with the highest scores will then be selected as Finalist Games. The Host reserves the right to select as many Finalist Games as deemed appropriate for the event.

Finalist Package

Each Finalist will receive the following:

1. Full Conference Registrations

    a. No more than two (2) per Finalist Game

2. Conference Exhibitor Passes

    a. No more than two (2) per Finalist Game

3. Coverage in select Conference literature

4. Mention on the Challenge Website

5. An area in the Challenge booth on the Conference exhibit floor to showcase the Finalist Game and display organizational advertisement and literature

    a. Any displayed material must fit within the area allotted for the specific Finalist Game; exact dimensions will be shared with Entrant who are notified their games are Finalist Games

    b. No free-standing advertisements on the Conference floor or otherwise outside the allotted area may be displayed

6. The right to use a version of the official Challenge name and Finalist logo (provided by the Challenge) in promotional materials

7. Category winners will also receive the right to use a winner's logo, appropriate to their category, in promotional materials relating to the Finalist Game. Category winner logos will be provided by the Challenge

Notification

If the Host is unable to contact a Finalist within ten (10) calendar days of notification, an alternate Finalist will be selected.

Conference Attendance

Entrant(s) agree to attend the Conference and demonstrate their Finalist Game during the event, or if unable to attend due to circumstances beyond their control, then the Entrant will provide a proxy attendee (name and contact details to be submitted to the Host within fourteen (14) days after notification of Finalist Game nomination has been sent to the Entrant). Proxy attendees must be at least 18 years old, must perform the same duties as the actual

Finalist Game Entrant would have performed at the Conference, and will be subject to the approval of the Organizing Committee.

International Finalists

International Finalists must adhere to the guidelines provided by the Host for attendance and participation at the Conference. https://www.iitsec.org/attend/international-attendees

Must be Present to Win

Finalists Games must have a representative physically present on the Conference exhibit floor to win an award. *This requirement may be suspended by the Challenge Director if attendance is impacted by exceptional circumstances; requests for such consideration must be emailed to organizer@sgschallenge.org as soon as possible but in all cases in advance of the Conference start day and time.* If an exception is granted it will be communicated via email from the Challenge Director.

Considerations

Age Restrictions

Youth (age 12 through 15) are allowed on the Conference exhibit floor during exhibit hours only and only with a parent or chaperone; children under 12 will not be granted access at any time. Youth must remain with their chaperone and students will be required to provide student ID. Absolutely no one under the age of 16 will be allowed access to the exhibit hall during set up/removal periods.

Finalist Game Entrants who are under the age of 18 must have adult representation throughout the Challenge process. This adult must serve as the spokesperson and responsible party for the submission and participation process as well as at the Conference; must serve as a chaperone on the showroom floor; and must be able to speak legally on the Entrant's behalf.

Finalist/Challenge Responsibilities

Each Finalist Game Entrant, or proxy attendee, will be responsible for their own costs of travel, meals, accommodations, and any extra equipment in connection with the Challenge and the Conference. The Challenge will provide a kiosk, PC, monitor, keyboard, and mouse for each Finalist. Note that external speakers and/or headphones are not provided but may be furnished by the finalists.

AR/VR/MR Responsibilities

Acknowledging and encouraging the innovative and novel applications currently utilized in XR development, the Challenge allows XR submission utilizing any appropriate technologies. Please note that XR Finalist Game Entrants will be responsible for providing all hardware necessary to allow Conference attendees to play your game in the Conference booth. The Challenge will make available a PC, but finalists should provide their own if they prefer. The Committee will contact Finalist Game Entrants to discuss logistics after Finalist Game Notification. A monitor similar to those provided to all Finalist Games will be provided to demonstrate user experience to onlookers while the game is being played.

Health & Sanitization Protocols

All Entrants will be responsible for following a defined sanitization protocol between each demonstration. At a minimum, this will involve the cleaning of demonstration contact surfaces and peripheral devices to facilitate game play.

For example, XR lenses are to be cleaned in accordance with manufacturers' guidance between uses, as well as wiping down the soft portions of the headset. It is also highly recommended that the cushioning foam around the headset be swapped for a vinyl-based replacement to facilitate ease of disinfection.

Finalist Game Entrants should outline the approach to health and sanitization for their demonstration and confirm the acceptance of any additional measures, where necessary, before the Conference.

Additional Measures

There may be circumstances which warrant more stringent health and sanitization protocols to ensure the safe and appropriate use of devices during game demonstrations.

When necessary, further information will be issued to Finalist Game Entrants based on relevant local or government guidelines in advance of the Conference, to enable them to prepare for such measures to safely participate in the event. Failure to comply with any mandatory health and sanitation requirements may result in finalists being withdrawn from the Conference.

WINNING

Selection Process

Finalist Games will be further evaluated by a panel of global evaluators (the "**Evaluating Committee**"). Members of the Evaluating Committee may include employees of Host, representatives from the military, industry, or academia, and other individuals familiar with learning theory and game design.

Evaluation Process

If an Evaluator has or has had an affiliation with an Entrant, the Evaluator will recuse himself or herself from evaluating that Entrant's game. An affiliation is defined as any relationship that may affect the ability to fairly evaluate the Entrant game including but not limited to the following situations: previously funding development of the game; family relationship; advisory role; or any working or other direct or indirect relationship. Recusal will be the responsibility of the evaluator.

The Evaluating Committee will review the Finalist Games and select winners. The Evaluating Committee will select one (1) winner each from the Government Audience Game, General Audience Game, XR, and Student-Developer categories. A finalist can be in only one of the primary categories (i.e., Government, or General Audience), but may also be a finalist in any of the other categories (i.e., XR, Student-Developer, People's Choice, Students' Choice, or Innovation).

Entrants are strongly discouraged from embedding tracking software (designed to collect play

metrics) in their game entry. Such software can interfere with gameplay and will likely not give an accurate impression due to strong firewall settings on the test network.

The Finalist Game with the highest score is the "Winning Game" for each Category. In the event of a tie in any Category (including the People's Choice Award Category), the Winning Game will be selected by the chairperson of the Organizing Committee.

The winner of the Students' Choice Award will be determined by the results of the Students' Choice Committee evaluations.

The winner of the People's Choice Award will be determined by Conference attendees voting on the Challenge floor.

The Innovation Award will be judged by the Innovation Committee.

Winning games (in all categories) will be recognized at the Serious Games Showcase & Challenge booth and at the awards ceremony during the last day of the Conference (see www.iitsec.org for Conference schedule) and mentioned at the black-tie optional Conference Awards Banquet.

Disqualification Criteria

Any Entrant who does not satisfy all the applicable requirements of the Official Rules will be DISQUALIFIED, and The Host may select an alternate Finalist Game from the remaining Entrant Games.

People's Choice voting is limited to one vote per person. Any attempts to deliver more than one vote per person, including ballot stuffing, is strictly prohibited. The Host reserves the right to disqualify any game from People's Choice consideration if there is a reasonable belief that the People's Choice tenets stated herein were violated.

Awards

The Winning Game in each Category (each "Winner") will receive a trophy commemorating their achievement as indicated below:

- Best Government Audience Game
- Best General Audience Game
- Best Student-Developed Game
- Best XR Game
- People's Choice Award
- Students' Choice Award
- Innovation Award

All awards provided are nontransferable and non-negotiable. It is possible that some or all Winners may be offered gifts from Conference sponsors or other third parties. Host makes no representation or warranty that any such gifts will be offered or received, does not endorse any such gifts, and is in no way responsible for any such gifts.

For the names of the Finalists and the Winners check the Challenge Website www.sgschallenge.org.

GENERAL CONDITIONS

Entrant Rights and Responsibilities

Before submitting an Entrant Game, the Entrant must have acquired (by licenses or otherwise) all necessary rights for the Host to evaluate the game and for performing and demonstrating the game to the public. Entrant Games that make use of third-party game engines, middleware, or other software or technology are only eligible if the Entrant has legally acquired all necessary rights for the Host to evaluate the game and to perform and demonstrate the game to the public. These rights include rights of copying, displaying, performing, deriving works, and usage rights. For example, for any visualization that includes likenesses of third parties or contains elements not owned by the Entrant (such as, but not limited to trademarks, buildings, pictures, etc.), the Entrant must have obtained legal releases for such use including Host's use of such entry.

Intellectual Property Rights

All entry materials become property of the Host and are not subject to return without prior coordination. This includes all physical copies of software and any special equipment associated with the Entrant Game. If requested in advance, and solely at the Entrant's expense, the Host will return special equipment only. The Host is not held liable for the loss of specialty equipment during the evaluation process or for the condition of any returned materials.

The Entrant retains all associated Intellectual Property Rights. Challenge reviewers and evaluators agree not to disclose information associated with Entrant Games and agree to delete games from their computers and destroy all copies of intellectual property following evaluation. A copy of the game may be retained with the Host for historical purposes.

Entrants are responsible for protecting trade secret, restricted, and classified information and must not submit any information that is confidential, proprietary, or deemed classified or restricted by their company or government and must abide by all export controls that pertain to their country. Intellectual property rights remain with the Entrant.

Export Controls

Please be aware that the Challenge is open and viewable to the general public and that evaluators are located worldwide. It is the Entrant's obligation to ensure that any/all necessary export controls have been considered and that the submitted games are in full compliance with any governing laws. This includes obtaining appropriate public releases and export control reviews from any government funding agencies, companies, and/or Universities.

> **It is the express responsibility of the Entrant to obtain and hold all appropriate public clearances for all materials submitted to the Challenge, including images, text, multimedia, and the game package(s). The Host and the Challenge reserve the right to remove any materials if requested by officials and as required by law in accordance with Export Control and ITAR regulations.**

Release

By entering the Challenge, each Entrant releases and holds harmless Host, its parents, subsidiaries, members and affiliates, and each of their respective officers, directors, agents, and employees and agents (including but not limited to Organizing Committee members, Evaluating Committee members, financial sponsors, other evaluators, etc. and including but not limited to anyone connected with the Conference or this particular Challenge) from any and all responsibility or liability, including but not limited to direct, indirect, incidental, consequential or punitive damages, arising out of or directly or indirectly relating to:

(i)   any personal injury, death, property (including but not limited to computer) damage, or other loss or claim of any kind arising from or in connection with the Challenge or any violation of these Official Rules including any damages resulting from personal and business torts, violation of the law or negligence; the Challenge,the Conference, or any Entrant Game; the acceptance, possession, or use of any award; or any travel required by the Challenge;

(ii)   any entry or other materials that have been tampered with, that are misdirected, incomplete, incorrect, non-conforming, corrupt, lost, late, or ineligible, or, with respect to mail-in entries or materials, that are sent postage due; and

(iii)   computer, telephone, cable, satellite, network, hardware, software, or other technical malfunctions or failures; garbled or jumbled transmissions; Internet or website inaccessibility or delays; printing or typographical errors in any Challenge or Conference materials; or any other technical or human errors occurring in connection with the Challenge or Conference. The Challenge Entrant assumes all risk.

Consent to Publicity

By entering the Challenge, each Entrant consents to the use of the Entrant's name, photograph, and likeness (if an individual), logo (if any), state of residence/domicile, and Entrant Game, Game video, and Game screenshots for advertising, promotion, marketing, and administration of the Challenge and Conference without additional compensation to the extent permitted by law.

Each Entrant further agrees that Host may use any and all information collected through the Challenge, including the Entrant's name and contact information, for marketing or other purposes whether or not related to the Challenge, to theextent permitted by law and Host's privacy policy, which may be found on the Challenge Website.

Representations

By entering the Challenge, each individual submitting entry materials (including an Entrant Game) represents and warrants to the Host that:

- The Entrant has read, understands, and has agreed to all terms and conditions of the Official Rules, and has had the opportunity to consult with his or her attorney concerning the meaning of the Official Rules;

- Such individual either is the Entrant (if the Entrant is an individual) or is a duly authorized representative of the Entrant (if the Entrant is an entity);

- The Entrant and the Entrant Game fully comply with all eligibility requirements and all other provisions of these Official Rules;

- In preparing the Entrant Game and entering and participating in the Challenge and the Conference, the Entrant has complied and will comply in all respects with all applicable laws, regulations, and Official Rules, and has not violated nor will violate any agreement or understanding by which it is bound, including any confidentiality, employment, consulting, intellectual property assignment, or license agreement;

- The Entrant Game consists entirely of Entrant's own original work;

- Neither the Entrant Game nor the duplication, use, display, performance, or distribution of the Entrant Game will infringe or misappropriate any intellectual property or other proprietary rights of any person or entity.

TERMINATION

The Host will make good faith efforts to conduct the Challenge. However, Host reserves the right to cancel, terminate, modify, or suspend the Challenge in its sole and absolute discretion. In such event, Host will post notice at the Conference and on the Challenge Website.

MISCELLANEOUS

The Entrant / Entrant Game cannot defame or invade publicity rights or privacy rights of any person.

Any Entrant Games deemed offensive, inflammatory, or derogatory are subject to disqualification. The Host will have sole discretion to determine eligibility for entry into the Challenge.

The Host may prohibit Entrants from participating in the Challenge and disqualify Entrants if they attempt to enter the Challenge through means not described in the Official Rules, attempt to disrupt the Challenge, circumvent the Official Rules, act in an unsportsmanlike manner, or attempt to annoy or harass any other Entrant or person.

The Host may cancel the Challenge at any time.

DoD Approval

All military members and federal government employees should consult with their chain of

command and ethics counselors to determine whether they are authorized:

1) to disclose the information that is the subject of the entry; and

2) by the Joint Ethics Regulations and Standards of Ethical Conduct for Employees of the Executive Branch to accept a winner's award. Games may NOT contain Classified, Controlled Unclassified Information (CUI), FOR OFFICIAL USE ONLY (FOUO), or otherwise Controlled information.

If any part of these Official Rules is held by a court of competent jurisdiction to be invalid, illegal, or otherwise unenforceable, such part will be deemed modified or eliminated to the extent necessary, in the court's opinion, to make it enforceable while preserving the original intent of the Host, and the remaining parts of these Official Rules will remain in full force and effect. The Challenge will be governed by, and these Official Rules will be interpreted by, and enforced in accordance with, the laws of the State of Virginia and applicable United States federal law, without regard to any conflicts of laws principles.

The Challenge is void where prohibited by law. Any dispute arising out of or relating to these Official Rules, the Challenge, the Conference, or any award must be brought exclusively in the state or federal courts located in Alexandria, VA, and Host and each Entrant irrevocably waive any objection to the venue and jurisdiction thereof.

ALL DECISIONS OF THE HOST, INCLUDING BUT NOT LIMITED TO WHETHER TO ACCEPT THE DECISIONS OF THE EVALUATORS, AND ANY MODIFICATIONS TO THESE OFFICIAL RULES ARE FINAL, BINDING AND NON-APPEALABLE.

SUBMISSION ADDRESS

Email submissions@sgschallenge.org for specific instructions on providing non-digital submission materials.

Appendix A. – Technical Requirements for Entrant Games

Types of Submission Platforms

Computer Platforms

PC games (or console games running in a PC emulator mode) must run in Windows 10 or higher.

Mobile Platforms

SGS&C will accommodate all **currently supported** versions of Apple iOS, Android phone, Android tablet, and Mobile Web.

Other platforms can be accommodated but will be considered as a special device. For all Entrant submissions, all submission package materials including photos, videos, completed submission form, and gameplay instructions will be used in the Entrant's consideration for the Challenge. In all mobile device cases the Entrant will be required to provide their own device for participation and evaluation at the Conference.

Extended Reality

Extended Reality (XR) is a term referring to all real and virtual combined environments. It includes forms such as augmented reality (AR), mixed reality (MR), and virtual reality (VR).

- **Virtual Reality (VR)** - an artificial environment which is experienced through sensory stimuli (such as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment. It is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

- **Augmented Reality (AR)** - an enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera). It is the integration of digital information with the user's environment in real time. AR takes your view of the real world and adds digital information and/or data on top of it.

- **Mixed Reality (MR)** - the merging of real and virtual worlds to produce new environments and visualizations in which physical and digital objects co-exist and interact in real time. MR lets the user see the real world (like AR) while also seeing believable, virtual objects (like VR). MR then anchors those virtual objects to a point in real space, making it possible to treat them as "real," at least from the perspective of the person who can see the MR experience.

All XR platforms may be submitted for participation in the Challenge. XR experiences should include an installable version of the application.

For all Entrant submissions, all submission package materials including photos, videos, completed submission form, and gameplay instructions will be used in the Entrant's consideration for the Challenge. In all XR cases, all Finalist Games will be required to provide their own device for participation and evaluation at the Conference.

ARKit or ARCore submissions should follow the Mobile platform guidelines as stated above.

Web-based

Web-based games should be designed to run on at least one of the common browsers, such as Chrome, Firefox, or Edge.

Submission Guidelines for Different Game Types

> **Note that reliable internet access is not available on the show floor during the Conference. We strongly encourage / recommend all games design and develop and plan accordingly and bring a locally available copy of the game for installation on Challenge computers. Downloads will not be guaranteed during the Conference. If internet is required for a key component of gameplay, such as to enable multi-player features, it is strongly encouraged to consider alternate solutions such as peer-to-peer or single-player versions for the Entrant Game.**

Windows or Mac

PC games, including emulators running in Windows or Mac platforms, will be uploaded to the Challenge Submission System. Details will be provided to the Entrant after valid Submission Form and any applicable fees are received.

PC games and game content that must be loaded or installed prior to gameplay must be wholly submitted through the SGS&C submission process and playable via the software submitted and available on the hardware running the operating system described above. Web-based and Internet-enabled PC and mobile games are permitted, but local install is strongly recommended due to internet access limitations at the Conference.

Mobile

Mobile games can only be submitted via the methods specified here:

- *Free download from the Google Play or Apple App store.*

  Submission of a free download consists of providing a Web URL to the game in the respective store.

- *Provide promo codes to download a for-purchase game from the respective store.*

  The Entrant must provide promo codes or equivalent means to download the game without cost for game entries that are only available for purchase in an app store. Two promo codes must be provided for the initial submission and as many as twenty-five (25) are required for finalist evaluation.

- *Ad hoc distribution as specified for each platform.*

  Because of the peculiarities of the various mobile platforms, ad hoc distribution submission methods are different for each:

- Android Ad Hoc Submissions consist of uploading an .apk format file to the SGS&C Submission System.

- iOS Ad Hoc Submissions must be uploaded to the SGS&C Submission System.Two device UDIDs will be provided for encoding in the provisioning profile. Games designated as finalists will require encoding of additional UDIDs to be provided upon notification. Additionally, the bundle identifier, bundle version, and bundle display name must be defined in the info.plist file.

XR

XR games should include an installable version of the application.

For all Entrant submissions, all submission package materials including photos, videos, completed submission form, and gameplay instructions will be used in the Entrant's consideration for the Challenge. In all XR cases the Entrant will be required to provide their own hardware for participation and evaluation at the Conference.

The Evaluating Committee typically has access to standard hardware although the Host cannot guarantee access to the latest hardware. Submitters of XR applications are encouraged to provide gameplay videos that highlight all features of the game.

Web

The developer must submit as many logins as necessary for each player to play a unique instance of the game. Ten (10) game instances (or logins if necessary) are required for the initial submission, and as many as twenty-five (25) are required for finalist evaluation. Games eligible for Students' Choice will be required to provide additional logins to support student evaluator access.

Entrants must provide a technical point of contact who will be available between the game submission Game Submission Deadline and the Conference window to assist with game installation and operation issues. Installed software updates and web-based software modifications will generally not be allowed during these weeks with exceptions allowed in rare situations at the discretion of the Organizing Committee. All other updates and modifications are subject to disqualification of the offending Entrant.

Browser plug-ins and non-runtime content must be submitted via the Challenge submission process, described on the Challenge Website https://sgschallenge.org/. Browser version dependencies must be specified when submitted. PC game test systems will be preinstalled with the most current version of Microsoft Edge, Mozilla Firefox, and Google Chrome.