

THE KODUKUP SCOTLAND



Design a game using:

KODU
* GAME LAB *

Competition Information
How to Enter



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About the Competition

The Kodu Kup is open to anyone from a Scottish school aged between seven to fourteen years old. Children must be entered by their school teacher as a team of three, forming a mini “game studio”.

Follow @KoduKup on Twitter or ‘Like’ us on Facebook (www.facebook.com/KoduKup) to receive regular updates, including dates of free training sessions!

You can download Kodu Game Lab by going to www.kodugamelab.com and clicking on **GetKodu**.

What Should be Submitted?

Teachers should enter their pupils’ games by sharing them from inside Kodu Game Lab, this automatically uploads them to www.kodugamelab.com. Once uploaded, e-mail david.renton@wcs.ac.uk with team name, game name, school name, teacher’s name, link to the game (on www.kodugamelab.com), game description, screenshot, business plan and photos of merchandise created along with any additional files to backup the entry. Schools can enter as many teams as they wish, but each team can only submit a single game. Before sharing a game, please use the following structure to name it:

GameName_TeamName_KoduKupScotland

The closing date for all entries is Friday 29th May 2015.



About the Games

This year students not only have to create a great game, but develop a business plan for a game franchise and create and produce a least one single piece of merchandise that promotes their game. Schools may wish to link this to current entrepreneurial or business projects already taking place.

Students need to market their game and try to get as many downloads as they can of their game from the Kodu Game Lab site. They should try and get customer feedback and show how they have responded to this in their business plan.

They should include a photo of at least one single piece of promotional merchandise (they can make as many as they like). This could be a badge, t-shirt, something they have knitted, cupcakes or even something 3D printed. Be imaginative and creative! Students may also want to include any promotional media they have created. Flyers, posters, radio and video adverts. It's totally in their hands.

Judging

The top ten teams will be invited to West College Scotland in Paisley on Wednesday the 17th of June 2015 and given the opportunity to present their games to a panel of experts from education and the games industry.

Prizes

There will be a winning team from both the Primary and Secondary categories. All 10 teams invited to the final will receive a copy of the official Kodu for kids book. Each student reaching the final will receive a certificate and a gold, silver or bronze coloured medal, depending on where they finish after the judging. The winning primary team and secondary team will receive a set of 4 wireless XBOX360 controllers with a PC USB wireless receiver for their School, which can also be used with Kodu and the free educational quiz game xGames (games4learning.co.uk). Each student from the 2 winning teams will receive a wired XBOX360 controller.

One overall winner will be selected and they will receive the Scottish Kodu Kup. They will also receive an invitation to compete in the UK final at Microsoft Headquarters in Reading, where they will present their game to a panel of judges from the games industry, with the hope of taking home the UK Kodu Kup!

Quick Reference Guide

What do I need to do and when? Follow the guide below to help plan your time. This has been colour-coded with teacher actions in **orange** and pupil actions in **green**.



Judging Criteria

The following criteria will be used to judge each submission. Each area will be graded on a scale of 1-3(3 = Exceeds expectations, 2 = Meets expectations, 1 = Fails to meet expectations)

Design Aspect		Grade (1-3)
Business plan and promotional material	Suitable team name and game concept with unique selling points	
	Well thought out and structured business plan	
	Quality of promotional merchandise and/or media	
	TOTAL (Business plan and promotional material)	
Game Play Experience	Clear and helpful instructions are used at the beginning and throughout the game.	
	The theme and storyline for the game are clear.	
	Helpful feedback is provided when the player advances or fails to advance through the game.	
	Navigation is simple and the game is intuitive to use.	
TOTAL (Game Play Experience)		
Game Complexity	Game includes at least 3 objects that have received Kode.	
	World settings are configured properly to make sure the game functions correctly.	
	Game has an objective with "win" and "lose" conditions.	
	Game Kode functions correctly in all areas with all sprites.	
TOTAL (Game Complexity)		
Design of the Environment	Visual design of the world is creative and reflects the concept of the game.	
	Sound effects/music have been used to enhance gameplay.	
TOTAL (Design of the Environment)		
TOTAL		