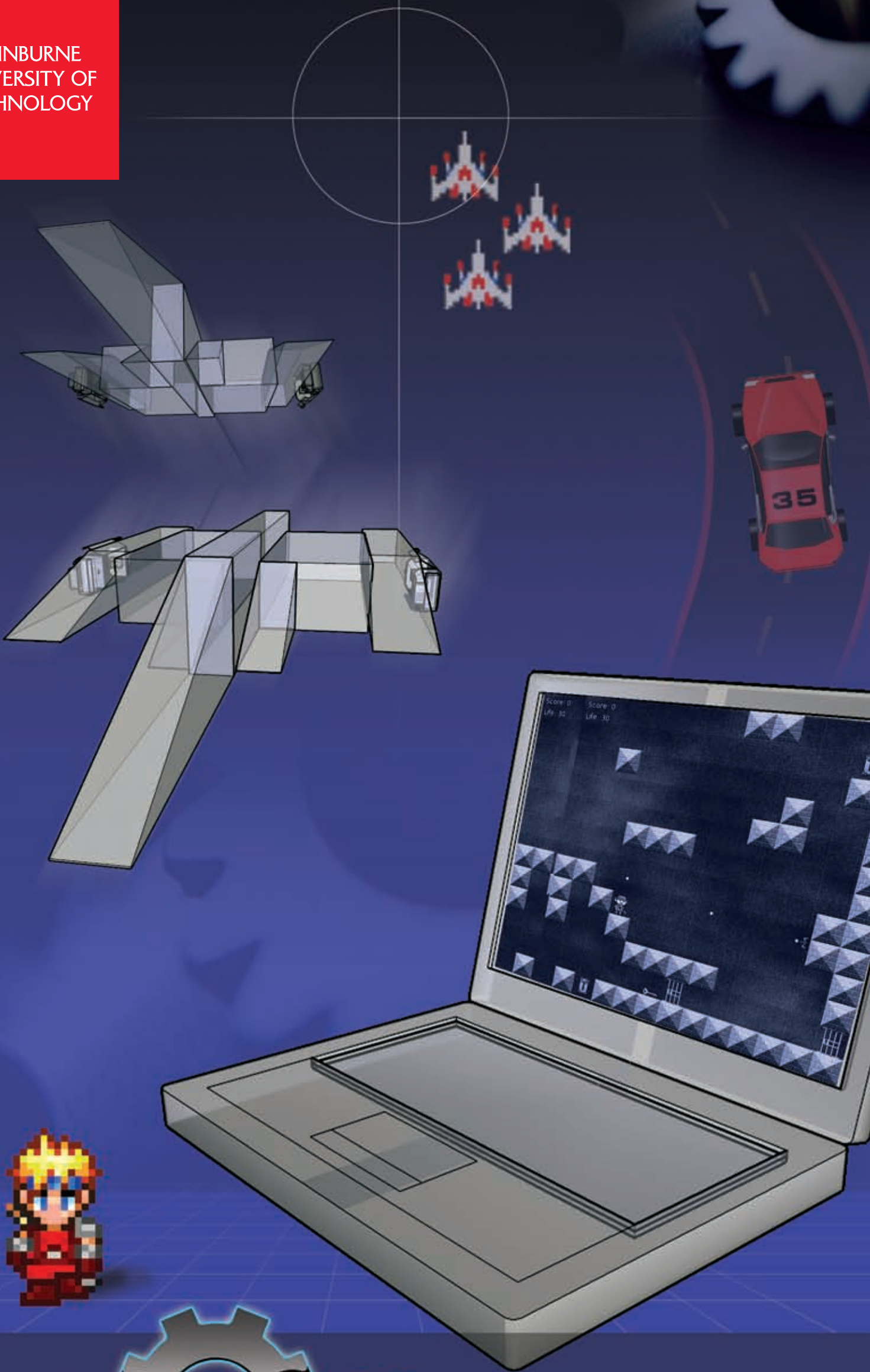


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Create your own game
and win!

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SwinGame 08

GAME DESIGN COMPETITION

email: swingame@swin.edu.au | www.swingame.com

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SwinGame 08 – Create your own game and win!

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Use your creativity and computing skills to create your own game and WIN!

The Faculty of Information and Communication Technologies at Swinburne invites all Year 11 and 12 students in Australia to participate in the **SwinGame 08 Competition**.

Here's your chance to win great prizes, gain real-world experience in software and games development and work on a fun creative project with your friends!

What is the SwinGame Competition?

The SwinGame competition is an exciting opportunity for students in Years 11 and 12 to showcase their technical and design skills by creating a 2D game using the *SwinGame* game development kit. Games can range from arcade, adventure through to sporting themes!

For more information on the requirements and deliverables of SwinGame 08 please visit the website at www.swingame.com

Who can enter?

The competition is open to all Year 11 and 12 students from Secondary Schools in Australia. Entries can be individual or in teams of up to three members (all members must be from the same school).

How do I enter the competition?

To enter the competition you need to do the following:

1. Register your team by visiting www.swingame.com and download the registration form. The form must be completed and signed as directed and posted to the following address:
SwinGame Competition
Faculty of ICT, Mail H39
Swinburne University of Technology
PO Box 218
Hawthorn, VIC, 3122
2. Design and Develop your game. Visit www.swingame.com for more information on deliverables.
3. Submit the deliverable documents and your game by **5.30pm on Monday 11 August, 2008**.

How will it be judged?

A panel of industry and academic staff has been appointed to judge the competition. Your game will be judged on:

- ▶ Functionality – general impression of the game execution and use of images, music and sound to create an immersive experience.
- ▶ Software implementation that makes appropriate use of programming constructs.
- ▶ Project documentation.

When is the winner announced?

The winning teams or individuals will be announced at Swinburne's Open Day on Sunday 17 August 2008.

Contact us

If you have any questions about the SwinGame Competition or developing games with the SwinGame API please email or use the discussion forums that are available on the SwinGame website.

Email: swingame@swin.edu.au

Web: www.swingame.com

For full terms and conditions please visit the SwinGame website.

What prizes are on offer?

1st prize

\$3,000 cash for the team or individual student
SwinGame 08 Trophy for the winning school

2nd prize

\$2,000 cash for the team or individual student

3rd prize

\$1,000 cash for the team or individual student

Certificates of achievement will be awarded for all high quality submissions