



GAME ON

See General Rules, Eye Protection & other Policies on www.soinc.org as they apply to every event.

1. **DESCRIPTION:** This event will determine a team's ability to design and build an original computer game incorporating the theme provided to them by the supervisor using the program Scratch.

A TEAM OF UP TO: 2 **APPROXIMATE TIME:** 50 minutes
2. **EVENT PARAMETERS:** No Internet access outside of the Scratch program is allowed. No external resources or computer programs of any kind are allowed. No pre-constructed games, game assets or files are allowed.
 - a. Teams must bring a writing instrument(s) and may bring:
 - i. Headset(s) to assist in testing audio
 - ii. A microphone to assist in recording original audio
 - b. Supervisors must provide:
 - i. A computer capable of running Scratch. Tournaments Directors are encouraged to provide computer specifications to the teams as early as possible
 - ii. A broad theme to build their original computer game around
 - iii. Scrap paper
3. **THE COMPETITION:**
 - a. The supervisor must assign the teams a broad theme that the original computer game will be built around. The theme must be the same for all teams and allow students to build games involving some scientific principles associated with the theme.
 - b. Students will use the Scratch program (available for download from <http://scratch.mit.edu>) to create an original computer game based on the assigned theme.
 - c. When teams are finished, they must save their game following the supervisor's instructions in the specified format in a designated location (i.e., USB drive, desktop, online repository).
4. **SAMPLE GAME THEMES:** Some game themes that have been used in the past that are not intended for current tournament use: Wave, Fire, Gravity, Silly sports, Frogs, Newton's Second Law, **Light**.
5. **SCORING:** Scoring of the event will be done using the **Game On Rubric** found on www.soinc.org.
 - a. Points will be awarded based on the coding and/or game play of the items.
 - b. Zero points will be awarded for items not being present in the game or inappropriate content.
 - c. Any team caught using outside resources or accessing the internet outside of the scratch program will be asked to leave the room and be disqualified from the event.
 - d. Any team not addressing the assigned theme in their game will be ranked behind those who do, because not addressing the theme is a violation of the spirit of the competition.
 - e. High Score wins. Ties will be broken by comparing the point totals in the scoring areas in the following order: Total points for 1 - Game Mechanics, 2 - Game Play, 3 - User Control, 4 - Balanced Play, 5 - Overall Impression/Originality.

Recommended Resources: All reference and training resources including the **Game On DVD (GMD)** and the **Game On Rubric** are available on the Official Science Olympiad Store or Website at <http://www.soinc.org>