A COMPUTER GAME FESTIVAL

CALL FOR SUBMISSIONS

UCR’s Media and Cultural Studies Department will be hosting Development Build #1, a festival of original computer games, offered in conjunction with the 2015 MCS Film Festival.

UCR students, alumni, staff, and faculty are encouraged to submit their games for this event.

THE EVENT

Games will be on display for monitored, walk-in gaming May 19-22, 2015 in INTS 3150 from 8:45am to 5 pm.

Submitters may be anyone in the intellectual community of UC Riverside. This includes faculty, alumni, staff, members of student clubs, students, and projects associated with classes.

The Fun Stuff

The spirit of the event is “development build.” Your game doesn’t have to be done – just winnable (in the case of adventure games), or worth a tester’s time in terms of concept, interface, interactive design, gameplay methodology, or…well you tell us. Development Build #1 understands that game design contains a lot of moving parts, and that we’re all coming from the problem from different directions and attitudes. Our designs show varying concerns for prototyping, simulation, entertainment, interaction, and culture.

There will be no limit as to the number of qualified participants under this criteria.

Content Licensing

All participants selected will be cited in the Festival Program.

Games containing unlicensed content will be accepted under fair use provided that unlicensed content is noted in the credits on the Festival Form.

All participants whose project satisfies Festival content licensing criteria – i.e. in which all content is “paid for” – individual or group projects in which participants use free or legally acquired sound and game assets including music and graphics - will additionally receive citation and certificate as a Festival Selection.

SUBMISSION CRITERIA

1) Games must be playable on PC (or PC/Mac)
   /** make a version for a medium-end consumer machine if you can **/

2) Games may be in any genre or style
3) Applications are due by email to timlabor@ucr.edu by 6 pm on April 26. They must include:

   a. A completed submission form (attached, or retyped, based on the attached)

   b. The current build of your game

       Hightail or email preferred.

       A labelled USB stick can be dropped off in the mailbox of “Tim Labor” in the Media and Cultural Studies mail area (it will be returned). The deadline for such a hardcopy is Noon, April 27.

**DECISION**

Successful applicants will be informed by email by 6pm on May 3 and receive a Festival Form at that time (to help summarize and present their game to players, and include formal credits).

**REVISED BUILD**

Successful applicants may submit the Festival Form and optionally a revised build by 6pm on May 10.

**We want your best efforts!**

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Computer Game Submission Form

(please feel free to retype this form for email submission)

Submitter or Team (you will be contacted for credits later):

____________________________________  ______________________
(name)   (contact email)

Name of Game:

______________________________________________________________

Overview (genre, theme, story, etc.)

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Describe the interface (or attach an interface specification):

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Anything special your players need to know?

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Do you wish to receive feedback from Festival testers? [ Y / N ] * * *