

BAFTA Young Game Designers 2024/25

Full terms and conditions of BAFTA Young Game Designers 2024/25

1. Eligibility:

i. Game Concept and Game Making Award categories:

The competition is open to all UK residents (including residents of the Channel Islands and the Isle of Man) who are aged 10 - 18 years old during the school year that began on 2 September 2024 (19 August 2024 in Scotland).

If you are in any doubt as to whether you qualify, please email ygd@bafta.org with your date of birth.

Entrant Criteria:

- Entrants must be resident in the UK.
- Entrants under the age of 16 must have at least one parent or legal guardian resident in the UK.
- Entrants must not be closely related to a BAFTA staff member.

Entering as a team:

- Entrants can apply as an individual, in a pair, or in a team of three, but only **one entry** per individual per category can be submitted – i.e. if you are entering as part of one pair or a team, you cannot enter as part of another one.
- If entering as part of a team, all members must be in the same age bracket (10-14years or 15-18years).
- Teams and individuals can enter both Game Making and Game Concept Categories, but they must enter with different game ideas (you cannot enter both categories with the same game).

Please note: BAFTA reserves the right to request proof of age for entrants as well as parent's or guardian's consent and necessary state of health.

ii. Appeals

The BAFTA Learning, Inclusion and Talent Committee is the arbiter of all eligibility and entry requirements. BAFTA reserves the right to remove or query any individuals or submissions who do not meet the eligibility or entry requirements.

In the case of an appeal on the grounds of eligibility or entry requirements, entrants may be granted an Appeal Hearing. The Chair of the Learning, Inclusion and Talent Committee will manage the appeal process, and will convene a panel to review any requested evidence in support of the appeal. In the case of an Appeal Hearing being granted, full details of the process will be shared.

2. Entry requirements:

All competition entries and nominations for the YGD Game Concept and Game Making should be made via the competition entry form available via this website: <http://bafta.org>

If you have a legitimate reason why your entry cannot be submitted online via the entry website, please contact us at ygd@bafta.org. The submission deadline remains the same regardless of the mode of entry.

School Submissions (teachers only)

If a teacher wants oversight over the entries of their students, they can do so by following these instructions:

- Register an account at <http://ygdentry.bafta.org/entrant/>
- Log into your account
- Go to 'Manage Users'
- Select 'Add new user'
- Register an account for each student (please note the student can change their password at a later date)
- Ensure the email address registered for each student is different and is the one they wish to receive all application updates through

A teacher can add as many users as they need to, setting up a login for each student via this method. The student will then be able to use the login details the teacher has registered them with to login to their own account where they will only see their individual entry. The teacher will be able to view all entries worked on by users registered through the account.

Inappropriate content or behaviour:

Finalist entries will be showcased in a family-friendly environment. Entries should not promote violence, show blood and gore, or make use of profanities (swear words).

Any inappropriate content uploaded to the application form will result in an immediate disqualification from the competition and possible ban from future entry.

BAFTA reserve the right to contact the parent/guardian or alternative contact provided in the application form should they have any concerns about the material submitted.

Entries should be suitable for children aged under 16 (**PEGI 12** rating or less).

BAFTA screen all applications and reserve the right to disqualify any entry that would not pass a PEGI 12 rating.

More information and guidance on PEGI 12 ratings can be found in the 'Help' section on our website.

i. Game Concept

Entries for the Game Concept award will be judged on gameplay design, creativity and suitability for chosen games platform.

The entry must be suitable for children aged under 16 (**PEGI 12** rating or less).

You can only enter one game per category. If you submit more than one entry per category, we will judge the first entry received.

Supporting Materials:

The Game Concept category allows applicants to enter up to **3** images of supporting materials.

- Uploaded images must be the following file formats: jpeg, gif, png or pdf.
- Entries will be judged only from the information, artwork and imagery provided in the online competition entry form. Additional text based

documents that are uploaded (such as PowerPoint presentations) or links to websites containing further work will not be considered.

- The execution and any supporting artwork or imagery must be the entrant's own original work, and must not defame or breach any copyright.
- All imagery and artwork must be appropriate for a PEGI 12 game rating or less.
- **Applications that include imagery from existing games will be disqualified from the competition.**

There is also the option to upload a **Supporting Video** to help pitch your idea to the jury. Some ideas you might consider for Game Concept Supporting Videos:

- Describe your target audience and why will they want to play this game
- Describe what the gameplay will look and feel like
- Describe how a player engages with the game
- Describe your games accessibility features eg captions, control features
- Talk through your art style and influences from other games eg include a mood board
- Describe any non-visual features eg sound, controller vibrations, mobile tilting
- Use a PowerPoint presentation as a visual aid NB you cannot directly upload a Powerpoint presentation in place of a supporting video
- **Supporting videos should not exceed 3 minutes.**

More information and guidance on supporting materials can be found in the 'Help' section on our website.

ii. **Game Making**

Entries for the Game Making award must have at least one playable level and will be judged on build quality, gameplay experience, creativity and suitability for chosen platform.

The entry must be suitable for children aged under 16 (**PEGI 12** rating or less).

You can only enter one game per category. If you submit more than one entry per category, we will judge the first entry received.

Game files must be no larger than **250mb** – BAFTA will not accept files any larger.

Entries can be created using any software package of the entrants choosing, provided such software is used legally and within the terms of its software licensing agreement.

Each game entry must run independently of the software package in which it was created and on typical commercially available computers. An exception is made for games created within Dreams.

Asset Use:

Assets are permitted, providing they are:

- Free for public use

- Have been legally downloaded/purchased
- Have permission to use by the creator
- **All assets must be declared within your application form**

Failure to declare assets or use of assets without a creator's permission may result in disqualification from the competition.

Creative Commons (Music & Sound):

Entrants may use library music and sounds cleared for public use providing they are:

- Free for public use
- Have been legally downloaded/purchased
- Have permission to use by the creator
- Cleared for non-commercial use or profit
- **All music and sound with a creative commons license must be declared within your application form**
- If using Dreams only use of Sound FX/Music Tracks created by Media Molecule is permitted or original music creations made using instruments by Media Molecule.

Entries will be evaluated on the applicant's own work and not the quality of any assets used.

More information and links to useful resources on the use of assets and creative commons can be found in our FAQ section on our website.

Video Walkthroughs

A video walkthrough of up to three minutes can accompany each Game Making entry. Such walkthroughs should directly represent the content of the entered software.

Some ideas you might consider for Game Making:

- A game design diary (talking through your progress as you made the different parts of your game)
- Actual gameplay (show us what your game looks like to play)
- Difficulties in game design and how you overcame them
- How do you plan to develop your idea (is there anything you might change or improve on?)
- Level design map
- Difficulty progression chart
- Beat chart
- **Supporting videos should not exceed three minutes.**

Although this is not compulsory, it is **highly recommended** that a video showing gameplay footage is included as part of your application.

Game Making – Accepted File Types:

Entries for the Game Making award category are to be submitted in a computer executable file format (preferably .exe) and must be playable.

All submitted games must run **advert free, and free from any third party-owned brands and logos** to allow them to be shown in a family friendly public space.

Whilst every effort should be made to submit an executable file format, other acceptable file formats may include:

Desktop

- Algodoo (.phz)
- Flash (.swf)
- GameMaker (.gmx)
- HTML5 (Javascript, CSS, html and twine made .html files)
 - If submitting a web game, all the necessary game files should be collected together in a single .zip file
- Java (.java)
- Kodu (.kodu)
 - Kodu games must be playable with a keyboard/mouse
- MissionMaker (.mission)
- Scratch (.sb) (.sb2) (.sb3)

Please note: if your game is made up of more than one file, then you will need to compress it and create a .zip file to upload.

iOS/Android

- Testflight <http://testflightapp.com/> - add YGD as a user with our email address ygd@bafta.org
- Google Play store – please include the link in your application.
- Android application package (.apk)

Please note: if you are submitting via Testflight or Google Play, project builds must not be updated once the competition deadline has passed. Any build updated after the closing date (20 March 2025) and whilst judging is still in progress will be disqualified from the competition.

Dreams accepted with the following specifications:

- Release the dream and any sub-dreams contained as either 'Playable' or 'Public'. Anything with private sub-dreams will be disqualified.
- In your submission provide: Name of Dream, PSN Online ID, and indreams.me link to the creation.
- Please note as Dreams is rated PEGI 12, all entrants submitting via Dreams must be aged 12 and over. Creation dates will be verified.
- Please note: if you are submitting via Dreams, new versions of your dream must not be released once the competition deadline has passed. Any dream updated after the closing date and whilst judging is still in progress will be disqualified from the competition.

BAFTA is unable to accept games created in the following file formats:

- .unity3d (if you develop your game using Unity you must submit a .zip file containing the project data and a .exe)
- .webloc
- .blend

- .py (Python games can only be accepted if compiled and submitted as an .exe file)
- .uproject (Unreal Engine)
- .godot

3. Parental Permission/Consent Form

Entrants under 18 years of age must submit a consent form signed by their parent or guardian.

Entrants aged 18 do not need to provide a consent form, but we do ask them to provide an alternative contact (for example parent, guardian or teacher) who can be used to confirm the applicant's identity or to speak with during an emergency situation should BAFTA have any concerns over any of the material submitted via the application form.

The consent form is available on the entry website and competition entries will not be accepted unless correctly accompanied by the required signed consent form.

Where schools are managing pupil entries, a School Consent Form may be submitted on behalf of all pupils entering the competition as an alternative to a parent/guardian consent form. This is on the understanding that:

- Permission has been sought by the teacher from all parents/guardians of pupils entering and they are aware of their child's involvement with the competition.
- That the teacher will act as the main contact for the entries upon submission and be available to speak to BAFTA on behalf of those entries.
- That the teacher will be able to provide official contacts of parents/guardians of all children should an entry make it through to the final round stage

Entrants who reach the final stage of the competition will have their name, town and age and published on the BAFTA YGD website, Award Ceremony brochure and made available to the press in an official press release. This is to celebrate achievements and whilst BAFTA will take every precaution to protect a child's identity. BAFTA cannot be held responsible for any third party contact.

If you would prefer details not to be published, please contact ygd@bafta.org during the submission process. We will also endeavour to contact all finalists before publishing any details in our finalist press announcement.

4. Application Deadline

Entries must be received by BAFTA no later than **17:00 on Wednesday 20 March 2025**.

Entries that are late, incomplete, or not supported by a signed consent form, will be disqualified.

BAFTA cannot take any responsibility for any technical failure or malfunction, which may result in any entry being lost or not properly registered or recorded.

BAFTA reserves the right to extend the original published deadline if it so chooses.

5. Publishing Consent

By submitting an entry for the competition, the entrant's parent/guardian is deemed to have given consent for the entry to be published free of charge by BAFTA in all media, including television and internet, for all purposes as it wishes.

BAFTA may wish to display entries in a website gallery as they come in throughout the competition entry window.

The winner will be deemed to have agreed that BAFTA may showcase their game online and at Award ceremonies, and share it with third parties for online distribution (subject always to any applicable software licensing terms which may apply to the software packaged used to create the content). All Finalist games are showcased at our YGD award ceremony and made available to download via our YGD website. For 2024-25 any finalists' games created in Dreams will have a showcase video on the YGD website but only be playable in Dreams.

All entrants – including the winner – will retain the right to take their game to any studio in order to develop it commercially.

BAFTA will only ever use personal details for the purposes of administering this competition, and will not publish them or provide them to anyone without permission.

BAFTA cannot be held responsible for any third party contact. If you would prefer details not to be published please contact ygd@bafta.org

Entrant's personal details will be removed from the BAFTA database after one year.

6. Judging

i. Game Concept and Game Making Award categories

Following eligibility checks, all entries will enter a judging process consisting of two rounds:

Round 1: First Round Judges decide which entries should be put through to the second stage. Round 1 will result in a long-list of approximately 15 entries for each category and age group.

Round 2: Panels of jurors drawn from the BAFTA membership and games professionals will meet to view the long-list of approximately 15 entries from Round 1 in each category and age group. The panel will decide the top 10 entries (finalists) and the overall winners in each category and age group. The finalists will be announced in May 2025. An exact date will be confirmed nearer the time of publication.

All finalists' entries will be showcased on the YGD website.

The winner will be announced in a virtual Young Game Designers Award Ceremony on BAFTA platforms in June 2025. An exact date will be confirmed nearer the time of publication. The winners will not be notified before this date.

Due to the large volume of entries BAFTA is unable to provide individual feedback on games.

BAFTA and the jury decision as to the winners is final. No correspondence relating to the competition result will be entered into.

7. Awards & Prizes

i. Game Concept and Game Making Award categories:

The overall winner of each category age group will receive a prize package comprising:

- A physical BAFTA Young Game Designers Award and certificate;
- Further prizes TBC by our partners
- Mentoring and support from official Partners
- Invitation to a Young Game Designers Showcase in June 2025 at BAFTA's HQ in London.

BAFTA reserves the right to offer alternative prizes to those stated. The prizes cannot be transferred and there is no cash alternative.

In the event of any of the winners being unable to be contacted, after reasonable attempts have been made, or if any is found to be in breach of the rules or fails to take up their prize for any reason, including illness, unavailability, problems in having consent for absence from school, licensing difficulties OR problems with obtaining a sign off from their doctor regarding state of health to participate, BAFTA reserves the right to offer the prize to a runner-up in the relevant category but it is not obliged to do so.

8. Award Ceremony

The Young Game Designers Award Ceremony will be a virtual ceremony hosted on BAFTA platforms in June 2025. An exact date will be confirmed nearer the time of publication.

BAFTA reserves the right to change the date of the awards ceremony and will endeavour to inform all nominees in good time.

The winners will be announced at this ceremony. Awards will either be presented in person or sent following the announcement and within six weeks of the virtual ceremony.

The nominee, or parent/guardian of each nominee under 18 yrs. old, or the nominee if over 18 will be required to sign contributor consent forms on behalf of themselves and their child/ward to allow BAFTA to use photographs and filmed contributions in all media for all purposes.

BAFTA intends to host an open weekend at its London HQ in Piccadilly in June 2025. One day will be dedicated to showcasing the entries of BAFTA YGD finalists and all finalists/winners will be invited to attend.

9. Winners & Finalists

Online communication is made with short listed entrants (aka finalists) and their parent/guardian in order to check eligibility. This may be recorded for reference purposes.

Participants may be requested to provide proof of age before being allowed to proceed with the competition.

If an entrant is unable to be contacted after reasonable attempts have been made to do so, BAFTA reserves the right to offer their place to the next best entrant. Unsuccessful entrants will not be contacted.

Winners and finalists will be expected to take part in post-competition publicity for BAFTA.

10. Cancellation of Competition

BAFTA reserves the right to cancel the competition or any of these rules at any stage, if deemed necessary in its opinion, or if circumstances arise outside of its control.

11. Data Protection

BAFTA will only ever use personal details for the purposes of administering this competition, and will not publish them or provide them to anyone without permission.

BAFTA cannot be held responsible for any third party contact. If you would prefer details not to be published please contact ygd@bafta.org

Entrant's personal details will be removed from the BAFTA database after one year.

12. Acknowledgement of Terms and Conditions

For under 18 year olds: The parent/guardian of an applicant is deemed to have accepted these terms and conditions when consenting to the application of the relevant entrant.

For over 18 year olds: The applicant is deemed to have accepted these terms and conditions when submitting their application.

These terms and conditions are governed by the laws of England and Wales.