

COMPUTER GAME & STIMULATION PROGRAMMING

Interactive computer games and simulations have achieved broad acceptance and implementation in a wide variety of business and educational disciplines. Buried within many of these programs is a message that advances the player's experience from simple entertainment to edutainment. This event tests the programmer's skill in designing a functional interactive simulation/game that will both entertain and educate/inform the player.

Eligibility

Chapters may submit teams of 1-3 participants who are members from active local chapters, on record in the national center as having paid membership dues by SBLC of the current school year. No more than one team member may have entered this event at a prior NLC.

Overview

Participants must create a program that must address the topic given.

*There is no performance component at SBLC.

2012 National Topic

The topic to be developed in this presentation and used for competition at the 2012 NLC will be:

Develop an entertaining simulation/game that will incorporate training or skill development for financial literacy. Genre and format of game is open to imagination and innovation of the design team. Quiz show, RPG, shopping, and more are all acceptable. Gear the game to elementary school students.

This topic will be used for competitions at the state level.

Program

- The participant may choose any programming language or game/ animation engine to create a stand alone executable program that will display creativity, programming skill, and convey the message of the topic.
- The program must contain minimally the following:
 - Minimum of five missions/tasks/levels to be completed before winning or completing the game.
 - Must be graphical in nature, not text based.
 - An initial title page with the game title, user interface control instructions, and active buttons for Play and Quit.
 - A quit command programmed to the escape key. This is needed if the player wants to end the game before completing.
- Two (2) DVDs or USB flash drives containing the executable object, data, or support files needed to run the executable file, and files showing the programming code (can be text or flowchart files that can be opened using Microsoft Office 2007), along with a Statement of Assurance must be received by March 19, 2012. Label the media using a marker with the school, participant name, state, and event.

Mail materials to:

California PBL
ATTN: Danielle Tuason
PO Box 2629
Long Beach, CA 90801

- All data and programs should be contained in a master folder named STATE_ SCHOOL where your state and school are listed in that folder name format. Outside of the master folder, create a shortcut to the executable file. If the program requires a runtime player, create a shortcut outside the master folder to launch the runtime player installer.
- Program must run on a Windows XP or higher computer.
- Data must be free of viruses/malware. Any entry with contaminated data will not be judged.
- Program produced for this event must be prepared by the participants without help.

Project Competencies

- program addresses the topic and is appropriate for the audience
- required information is effectively communicated
- user interface is intuitive and responsive to program operations
- navigation is logical and designed to lead the player to the intended objective
- program demonstrates a finished and well tuned product free of artifacts and glitches
- gameplay incorporates both entertainment and edutainment play within topic specifications

- game world graphics, text treatment, and special effects show creativity and cohesiveness of design
- artistry, character, overall layout, color choice, and design is creative and appealing to the target audience
- program contains some element of skill, chance, competition, or random actions that will inspire replay more than once
- player interactions with other characters, objects, obstacles, and iconic graphics are appropriate to the topic and create a feeling of immersion within the game world
- storyline is sufficient to engage player and communicate a clear thought process and an intended, planned direction with formulation and execution of a firm idea
- player tasks are non-trivial and receive appropriate rewards
- copyright laws are followed

Computer Game & Simulation Programming—Production RATING SHEET-10