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## LOGIPAIGNION 2020

### GENERAL INFORMATION, RULES, AND REGULATIONS for the ANNUAL COMPETITION FOR GAME DEVELOPMENT

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“Logipaignion 2020” is a game development competition, co-organized by the Center of Excellence RISE, the **Department of Computer Science, University of Nicosia** and the **Department of Computer Science, University of Cyprus**, and is under the auspices of the **Ministry of Education and Culture** the support of **Wargaming Group Ltd** and the collaboration of the **Cyprus Computer Society** and the **Cyprus Youth Organization**.

#### PURPOSE

The Logipaignion game development competition is an annual competition associated with Computer Science, Multimedia and Graphic Arts. The competition is part of the efforts of the organizers to promote Computer Science, Information Society, Multimedia and design.

#### OBJECTIVES

The objective of the competition is to encourage creativity, problem solving, programming and game development skills, and teamwork. Computer game creation incorporates all the above and in addition it necessitates cooperation, communication and coordination between team members.

#### GAMING CATEGORIES

The contest for the 2020 has three categories:

- Category **Gymnasiums**  
Games created by one of the following tools: Alice, Scratch, Gamestar Mechanic, or GameMaker Studio 2
- Category **Lyceums**  
Games created with one of the following tools: GameMaker Studio 2, Unity 3 D, CryEngine , Lumberyard or Unreal Engine
- Category **UNIVERSITIES**  
Games created with one of the following tools: Unity 3 D, CryEngine, Lumberyard or Unreal Engine
- Category **UNIVERSITIES/mobile**  
Games created for mobile gaming

#### PARTICIPATION

- All schools of secondary, public and private education are eligible to participate and all public and private Universities.
- Each school /university may normally be represented by one or two groups and every group should consist of two to five students.

- Each team must have at least one (maximum two) advisors who are teachers of Computer Science/Engineering or IT-related courses or graphic arts. The University teams are not required to have an advisor.
- A team can participate in ONLY one category of games.
- Gymnasium students can participate in the Lyceum class (but not the vice versa) provided that they will use the platforms that have been assigned for the LYCEUM category. In such a case the submission will be evaluated with the other entries of category Lyceum and not the Gymnasium class.

## THEME

Games submitted to "Logipaignion 2020" should be educational. The theme in this year's game competition is **"SMART CITY"**. All entries must comply with the instructions regarding content which are detailed in the rules.

## REGISTERING FOR THE CONTEST

All teams must complete the form "Registering Group Participation" in Logipaignion 2020 website by **December 16, 2019**.

## FINAL SUBMISSION OF GAMES

Teams can submit their games online via the competition website by **April 17, 2020, at 13:00**.

## USEFUL MATERIAL

Supporting material, which includes seminars and other presentations which were made in past competitions, will be available on the competition website.

The material includes:

- Theory, game development philosophy
- Explanation platform GameMaker and practice
- Demonstration of model games

## DELIVERABLES

Deliverables is a compressed file (zip or rar) with the following:

- Executable program (game) created with one of the platforms supported the competition and which can be executed by the evaluators without using specialized software.
- Source Code and Libraries
- Three files: group information, reporting form, user manual
- Group information includes game title, names of group members, school / university name, game category, game's development platform.

The reporting form should contain a description of the idea and philosophy of the game and include a discussion on the the development process of the game (originality, plot, entertainment and educational character). It would be good to give emphasis to the evaluation criteria described below.

The reporting form and the user manual should be submitted in one of the following file types: Microsoft Word (. Doc) or Adobe Portable Document Format (. Pdf). The texts must have an A4 page size, with margins of 1" (on all sides), 1.5 Line Spacing, and the entire text should be written in 12-point Arial or Times New Roman.

## INSTRUCTIONS FOR SUBMISSIONS

All entries submitted must adhere to the following restrictions.

- Entries must not contain material that violates any copyright, trademarks, or patents of anyone.
- Entries must not discredit sponsors, or any other person or party involved in the promotion and organization of this contest.
- Entries must not contain audiovisual material (images, videos, sound) for which the rights have not been secured or which are not freely available.
- Entries must not contain material that is inappropriate, indecent, offensive, or defamatory.
- Entries must not contain material that promotes intolerance, racism, hostility against any group or individual, or promotes discrimination based on race, gender, religion, nationality, physical or mental disability, sexual orientation or age.
- Entries must not promote violence against humans or animals.
- Entries should not include scenes or incidents of violence and materials such as guns and knives.
- Entries must not contain material that is illegal.
- Entries must not contain material or use software which requires a cash payment for purchase/use.
- Organizers reserve the right to: (a) block and/or refuse to accept any participation which they consider to be in any way non-compliant with these guidelines; (b) make necessary changes to a participation that would make it eligible the competition, and (c) require the teams to make the necessary changes to their participation to comply with the above.

## EVALUATION

Entries are assessed separately for each category. The evaluation criteria are the same in all three categories. The evaluation will be done in two phases:

### Phase 1

#### Technical Qualification (50%)

The Technical Evaluation Committee will initially examine the submissions to confirm that they comply with the competition rules. Then, each submission will be evaluated by at least two evaluators based on the qualitative criteria that follow in the next section of this document. The best games in each category are selected for the final phase of the competition. The number of games to be promoted in the final stage is left to the discretion of the committee.

### Phase 2

#### Final Phase (50%)

In this phase of the competition the teams will be invited to showcase their game and will need to answer questions from the Jury. The members of each team should know exactly the functions of their game and be able to answer any questions about its creation. The presentation of each group must include the following (in the order given):

- Insert a reference to the elements of the group (school, responsible teacher names and student names).

- Summary of the work done by the team during the development of the game (eg, workshops in the afternoon, free time, separation of tasks, teamwork, etc.).
- Brief description of game idea and philosophy. In this section the teams should explain in summary how they reached this idea and why they believe they meet the requirements of the competition on the proposed themes and philosophy game development (originality, plot, entertainment, educational character).
- Presentation of game features. Here the teams have to report the characteristics of the game that they themselves consider to be its strengths. They must also indicate which of evaluation criteria are met by the final implementation and how.
- Demonstration of the game by a member of the team and commenting on the flow of the game by members of the team.
- End of presentation - questions from the evaluation committee.

For the presentation, the team will be able to use two screens for simultaneous viewing (slides & play) if they wish.

The Finals Evaluation Committee will meet at the end of the competition to rank the games in each category based on the Phase 1 and Phase 2 evaluation results.

The final of the competition Logipaignion 2020 will be held on [May 9, 2020](#) at the University of Nicosia. The announcement of the finalists of the competition will be on [April 24, 2018](#).

Detailed Evaluation Criteria for each phase will be available on the Logipaignion 2020 website by December 16, 2020.