

# SERIOUS GAMES SHOWCASE & CHALLENGE AUSTRALIA (SGSCA) OFFICIAL RULES

## CONTENTS

COMPETITION TIMELINE.....	3
Key Dates .....	3
GAME QUALIFICATIONS .....	4
Qualifying Baseline.....	4
Platforms & Environments .....	4
Development Stage.....	4
Prior Submissions .....	4
ENTRANT QUALIFICATIONS.....	5
Entrant Requirements.....	5
Developer Categories.....	5
Student Developer Criteria .....	5
Government Developer Criteria.....	5
Business Developer Criteria .....	5
Awards .....	6
Target Audience Awards.....	6
Signatures and Declarations.....	7
HOW TO ENTER.....	7
JUDGING .....	9
Finalist Selection Process .....	9
Finalist Package.....	9
Notification.....	10
Conference Attendance .....	10
Must be Present to Win .....	10
Considerations .....	10
Health & Sanitization Protocols.....	11

WINNING.....	11
Selection Process .....	11
Evaluation Process .....	11
Disqualification Criteria.....	12
Awards .....	12
GENERAL CONDITIONS.....	14
Entrant Rights and Responsibilities .....	14
Intellectual Property Rights.....	14
Export Controls .....	14
Release.....	14
Consent to Publicity .....	15
Representations .....	15
TERMINATION .....	16
MISCELLANEOUS.....	16
MoD/DoD Approval .....	16
SUBMISSION ADDRESS.....	17
Appendix A. – Technical Requirements for Submitted Games .....	18
Types of Submission Platforms .....	18
Computer Platforms.....	18
Mobile Platforms.....	18
Extended Reality .....	18
Web-based .....	19
Submission Guidelines for Different Game Types.....	19
Mobile.....	19
XR.....	20
Web.....	20

# SERIOUS GAMES SHOWCASE & CHALLENGE AUSTRALIA (SGSCA) OFFICIAL RULES

The Serious Games Showcase & Challenge Australia, SGSCA, (the “**Challenge**”) is hosted by Simulation Australasia (the “**Host**”) in connection with the Simulation Congress (the “**Conference**”).

The Challenge seeks to expand the general training industry’s exposure to and understanding of game-based training solutions. It targets Windows, Mac, web, mobile, and extended reality (XR) game-based training solutions designed for an audience of 12 years of age or older. Each person or entity that enters the Challenge (the “**Entrant**”) agrees to abide by the terms of these Official Rules and by the decisions of the Host and its evaluators.

## COMPETITION TIMELINE

To be considered for the Challenge, final submission packages must be completed according to the submission checklist on the Challenge Website, <https://simaust.com/australasian-simulation-congress/>. and must be received by the Challenge committee no later than the Game Submission Deadline (as published on the website).

For submissions that require physical elements including unique hardware, accessories, or materials, Entrants must ship these items to arrive before the close of the game submission deadline. Please consider customs and shipping delays and plan accordingly.

## KEY MILESTONES – SEE SGSCA WEBPAGE FOR DATES

- **General Submission Window:** 1<sup>st</sup> May 2025 to – 12<sup>th</sup> June 2025
- **Game Application Forms & Supporting Information Upload Deadline:** 23<sup>rd</sup> May 2025
- **Finalists Selected:** 30<sup>th</sup> June 2025
- **SGSCA set up at the Adelaide Convention Centre:** 11<sup>th</sup> August 2025
- **Judging Commences:** 12<sup>th</sup> August 2025 9.00 am
- **Judging Ends:** 12<sup>th</sup> August 2025 5.00pm
- **Awards Ceremony:** 13<sup>th</sup> August 2025

## GAME QUALIFICATIONS

---

### QUALIFYING BASELINE

To qualify for the Challenge, Serious Game Entries should:

- Have clearly defined, measurable learning objectives.
  - Provide players with a clearly identified challenge/problem.
  - Digital gaming technology and board games are accepted.
  - Provide positive/negative feedback towards achievement of learning objectives.
  - Be original games (as opposed to novel uses of existing games).
  - NOT be modifications to existing games.
  - Be intended for an audience of 12 years of age (US 6th grade) or older.
- 

### PLATFORMS & ENVIRONMENTS

The Challenge is restricted to original games. Modifications (a.k.a. mods) of existing games are not allowed.

In general terms, games designed for any of the following platform types may be submitted:

- Personal computer (Windows or Mac)
- Mobile platforms
- Extended reality (XR)
- Web

More information on the requirements for the platform types may be found in Appendix A. – Technical Requirements for Submitted Games at the end of the document.

---

### DEVELOPMENT STAGE

All Entered Games must be in a "beta" state or better (i.e., Entered Games must be feature complete) by the entry deadline. Continued development of the Entered Game is allowed for demonstration at the Conference. At least one (1) level of the Entered Game must be complete and fully playable by entry deadline and for demonstration at the Conference.

---

### PRIOR SUBMISSIONS

Games that have been entered into previous SGSCA contests are ineligible for re-entry unless the game has undergone significant enhancement and additional development. Entrants must include an explanation of how the latest version of their entered game is significantly enhanced from the previously entered version.

## ENTRANT QUALIFICATIONS

### ENTRANT REQUIREMENTS

The Challenge is open to the public. However, all entrants must be eligible to attend the conference – In person or virtually. Due to venue regulations, to attend the conference entrants must be 12 years of age on or before the first day of the Conference. Entrants under the age of 18 must include their parent or legal guardian on the entry form as part of their development team and identify them as such.

### DEVELOPER CATEGORIES

There are three developer categories for entry into the Challenge: business, government, or student. At the time of submission, each entrant must select the one developer category that best describes the individual or team that created the game submission.

**The developer category is used to determine the entry fee for each submission.**

The developer category will be noted for all finalist games in promotional materials. The Serious Games Showcase & Challenge Australia reserves the right to suggest alternate developer categories as deemed appropriate.

---

### STUDENT DEVELOPER CRITERIA

To qualify as a student-developed submission, the Entered Game must have been primarily designed and developed by individuals or teams who were middle school, high school, college, university, or trade school student(s) throughout the creation of the game. The game content or audience is unlimited beyond adhering to the general criteria for game submissions. For the purposes of the Challenge, student status will be determined by enrolment during part or all the prior academic year. The student(s) will be asked to provide the name and contact details of a teacher and/or advisor who can attest to the students' status during game design and development.

---

### GOVERNMENT DEVELOPER CRITERIA

To qualify for the Government developer category, individual(s) must be from local (county, city, and equivalents), state, or federal government organisations. Qualifying for government category means that the game was developed by government employees. This category is disallowed for Entries that were funded by or developed by a business entity.

---

### BUSINESS DEVELOPER CRITERIA

To qualify for the Business category, Entered Games be developed by a business of any size. This includes private business, publicly held businesses, non-federally funded institutions, nongovernment organizations (NGOs), commercially funded, state-run educational institutions (where the game was not the product of students), or not-for-profit organizations. Indie developers are considered business developers.

## AWARDS

**The awards structure is based upon the *target audience* for the game submission for government and business, not developer category.**

### TARGET AUDIENCE AWARDS

The Finalists are eligible to compete for **one** game award. The award will be a AUD \$5000 sponsorship for a global conference of choice. In the case of a Defence related Serious Game Simulation Australasia has an engagement with IITSEC committee to host the Australasian Serious Games Award recipient at the IITSEC 2025 conference. The award will be judged by and awarded at the sole discretion of the Challenge Evaluation Committee. See JUDGING.

---

### SERIOUS GAME AWARD

To qualify for the Serious Game Award, the Entrant Game should be built specifically for the theme of the conference, including the game learning objectives, themes, story, and overall play. Examples include but are not limited to military tactics, equipment, or learning procedures, law enforcement, public interest, healthcare, cybersecurity, tactical combat care and triage, veterans' health and affairs, public works, and space. Funders and developers of the game can be private or government entities.

---

## SIGNATURES AND DECLARATIONS

Each Entrant must sign and return a declaration of eligibility and release of liability. The declaration and release will include, to the extent permitted by law and even if already granted by an Entrant's acceptance of these Official Rules, the grant by each Entrant of permission (without further compensation) for Host to use the Entrant's name, photograph and likeness (if an individual), logo (if any), states of residence and domicile, and Entered Game, Game video and Game screenshots for advertising, promotion, marketing, outreach, and administration of the Challenge and the Conference, including mention in Host's literature and website and a profile in the Conference program. Each Entrant must use its best efforts to obtain for Host similar rights from its members or employees who contributed to the entry, to the extent permitted by law, upon Host's request.

## HOW TO ENTER

The Application Form found on the SGSCA Website, <https://simaust.com/australasian-simulation-congress/seriousgames> can be submitted along with your game and supporting materials through the Game, Application Forms & Supporting Information Deadline.

To enter the Challenge, an Entrant who is otherwise eligible under these Official Rules must submit all the following materials by the specified deadline:

- A completed official Submission Form, should be uploaded on the Submissions page of <https://tas.currinda.com/register/event/2421> (the "Challenge Website") received via the Online Submission Form system by the Game Submission Deadline. Game submission instructions will be provided upon receipt of this form.
- Submission of game through means appropriate for the platform type following the game submission instructions provided in response to the submission form completion, which are specified in Appendix A. – Technical Requirements for Submitted Games.
- If the game requires any hardware in addition to a keyboard, single monitor, and a mouse, the Entrant must supply at least one of these pieces of hardware and should be prepared to submit up to 2 additional pieces if the entry is selected as a finalist. The same applies for mobile games that require a device other than those that SGSCA accommodates. Please be aware that the Challenge evaluators are global, and therefore, there are restrictions on shipping external devices above certain sizes.
- Provide adequate translation material for games not presented in English. The translation must enable the evaluators to install and fully play the game, including explanation of the controls, objectives, and outcomes of the game. The Host reserves the right to determine whether the provided translation is adequate for their purposes.

- For Industry entrants - A non-refundable application fee of two-hundred Australian Dollars (AUD) (\$200.00) must be submitted in conjunction with the entry form in order to be officially entered. The application fee may be paid by credit card (no checks) using the payment link found on the Challenge Website. THE APPLICATION FEE IS WAIVED FOR ENTRANTS REGISTERING UNDER THE STUDENT CATEGORY AS DEFINED IN THESE OFFICIAL RULES.
- Required promotional material associated with the company and/or the game entered.
- Completed Submission form.
- A high quality, high resolution digital logo for the
  - Company, if a business entry
  - Federal/Government Sponsor, if a Government entry
  - School/University, if a student entry
- A high quality, high-resolution digital logo for the game
- High quality, high-resolution screen shots representative of the game play. Screen shots must contain no graphics beyond what would be seen in the game. *High-resolution = at least 300 DPI for printability and to on-screen dimensions of 1000 x 1000 pixels. The preferred format for images is JPEG, PNG, or GIF.*
- Two (2) video files showing the play of the game (AVI, MPG, WMV, or QT format):
  - One brief video - should not exceed 60 seconds; to be used for both game and SGSCA promotional activities. Videos should show key elements of the game without being excessively long.
  - One extended video – unlimited length; for supporting evaluators in reviewing game submissions to ensure no critical elements are missed during play.
- Email [sganz@simaust.com](mailto:sganz@simaust.com) for specific instructions on mailing in submissions.
- The version of the entered game received by the Game Submission Deadline will become the official version of the Entered Game for purposes of the initial evaluation.
- PC games and game content that must be loaded or installed prior to game play must be wholly submitted through the SGSCA submission process and playable via the software submitted and available on the hardware specified in Appendix A. – Technical Requirements for Submitted Games.
- A technical POC must be identified and made available during this time to assist with game installation and update issues. After the game has been submitted to the Challenge for evaluation, Finalists are welcome to do additional modifications and enhancements to their games for the sole purpose of demonstrating the game at the Conference. Modifications made after the Notification of Finalists date will not be made available to the evaluators.

## JUDGING

### FINALIST SELECTION PROCESS

Entered Games will undergo an initial review by representatives of the Host to ensure that they are virus free and meet the requirements of the Challenge. The Entered Game will then be assigned to an evaluation team. The evaluation teams will evaluate each game in the following areas:

- **Learning:** Entrants will be required to clearly define (on their submission form) the measurable learning objectives for their Entered Game. The Entered Game will be evaluated on how well game players can achieve the learning objectives, how well learning occurs through gameplay and achievement of game goals, and how players' performance is assessed.
- **Technical Quality:** The technical quality of the Entered Game will be based on its ease of installation and the aesthetics, functionality, and stability of the game including, but not limited to, the graphics, sound, and presentation.
- **Game Play:** Scores will be based on how easy the Entered Game is to use, how engaging and fun it is to play, and how well it is integrated into one cohesive package.
- **Innovation:** Higher scores can be achieved in each of the evaluation areas based on innovative approaches within those areas.

The games with the highest scores will then be selected as Finalist Games. The Host reserves the right to select as many Finalist Games as deemed appropriate for the event.

### FINALIST PACKAGE

Each Finalist will receive:

1. Full Conference Registrations
  - a. No more than One (1) per Finalist Organization
  - b. No more than One (1) per Student Finalist (excluding guardians/parents that may need to accompany minors)
  - c. Any additional participants would need to purchase a subsequent 1 day (AUD \$150) or a full conference entry pass (AUD \$350)
2. Organizational profile and coverage in select Conference literature/website
3. Mention on the Challenge website
4. An area in the Challenge booth on the Conference exhibit floor to showcase the Entered Game and display organizational advertisement and literature.
  - a. Bring your own pop-up banner to be displayed behind your game – no bigger than 1m wide.
5. The right to use a version of the official Challenge name and Finalist logo (provided by the Challenge) in promotional materials
6. Category winners will also receive the right to use a winner's logo, appropriate to their category, in promotional materials relating to the Finalist Game. Category winner logos will be provided by the Challenge.

---

## NOTIFICATION

If the Host is unable to contact a Finalist within 10 calendar days of notification, an alternate Finalist will be selected.

---

## CONFERENCE ATTENDANCE

Finalists agree to attend the Conference and demonstrate their game during the event, or if unable to attend due to circumstances beyond their control, then the Entrant will provide a proxy attendee (name and contact details to be submitted to the Host within fourteen (14) days after notification of nomination has been sent to the Finalist). Proxy attendees must be at least 18 years old, must perform the same duties as the actual Finalists would have performed at the conference and will be subject to the approval of the Challenge committee.

---

## MUST BE PRESENT TO WIN

Finalists must have a representative physically or virtually present at the Conference to win an award. *This requirement may be suspended by the SGSCA Director if attendance is impacted by exceptional circumstances.*

---

## CONSIDERATIONS

### AGE RESTRICTIONS

Youth (age 12 through 15) are allowed on the Conference exhibit floor during exhibit hours only and only with a parent or chaperone; children under 12 will not be granted access at any time. Youth must remain with their chaperone and students will be required to provide student ID. Finalists who are under the age of 18 must have adult representation throughout the Challenge process. This adult must serve as the responsible party for the submission and participation process as well as at the conference; must serve as a chaperone on the showroom floor; and must be able to speak on the Finalist's behalf.

### FINALIST/CHALLENGE RESPONSIBILITIES

Each Finalist, or proxy attendee, will be responsible for their own costs of travel, meals, accommodations, and any extra equipment in connection with the Challenge and the Conference. The Challenge will provide a table and a chair with an extension to a power outlet. The finalist will need to bring their own Laptop, Monitor, Power Strip etc to meet their needs.

## AR/VR/MR RESPONSIBILITIES

XR game entrants are required to provide the necessary headset hardware to demonstrate their game during the Conference.

## HEALTH & SANITISATION PROTOCOLS

All Finalists will be responsible for following a defined sanitisation protocol between each demonstration. At a minimum, this will involve the cleaning of demonstration contact surfaces and peripheral devices to facilitate game play.

For example, XR lenses to be cleaned in accordance with manufacturers guidance between uses and the wiping down the soft portions of the headset. It is also highly recommended that the cushioning foam around the headset be swapped for a vinyl-based replacement to facilitate ease of disinfection.

Finalists should outline the approach to health and sanitization for their demonstration and confirm the acceptance of any additional measures, where necessary, before the conference.

There may be circumstances which warrant more stringent health and sanitisation protocols (such as COVID19) to ensure the safe and appropriate use of devices during game demonstrations. When necessary, further information will be issued to finalists based on relevant local or government guidelines in advance of the conference, to enable them to prepare for such measures to safely participate in the event. Failure to comply with any mandatory health and sanitation requirements may result in finalists being withdrawn from the conference.

## WINNING

### SELECTION PROCESS

Finalist Games will be further evaluated by a panel of global evaluators as appointed by the Host (the “**Evaluating Committee**”). Members of the Evaluating Committee may include employees of Host, representatives from the military, industry, or academia, and other individuals familiar with learning theory and game design.

---

### EVALUATION PROCESS

If an evaluator has or has had an affiliation with an Entrant, the Evaluator will recuse himself or herself from evaluating that Entrant’s game.

An affiliation is defined as any relationship that may affect the ability to fairly evaluate the Entrant game including but not limited to the following situations: previously funding development of the game; family relationship; advisory role; or any working or other direct or indirect relationship. Recusal will be the responsibility of the evaluator.

The Evaluating Committee will review the Finalist Games and select the winner.

Entrants are banned from embedding tracking software (designed to collect play metrics) in their game entry. Such software can interfere with game play and will likely not give an accurate impression to the SGSCA Evaluating Committee due to strong firewall settings on the test network.

The Finalist Game with the highest score is the “Winning Game”. In the event of a tie the Winning Game will be selected by the chairperson of the Evaluating Committee.

Winning game will be recognized at the awards ceremony during the second day of the Conference (see <https://simaust.com/australasian-simulation-congress/> for conference schedule).

---

#### DISQUALIFICATION CRITERIA

Any Finalist who does not satisfy all the applicable requirements of the Official Rules will be DISQUALIFIED, and The Host may select an alternate Finalist Game from the remaining Entered games. People’s Choice voting is limited to one vote per person. Any attempts to deliver more than one vote per person, including ballot stuffing, is strictly prohibited. The Host reserves the right to disqualify any game from People’s Choice consideration if there is a reasonable belief that the People’s Choice tenets stated herein were violated.

---

## AWARDS

The Winning Game (each “Winner”) will receive a trophy commemorating their achievement as indicated below:

All awards provided are non-transferable and non-negotiable. It is possible that some or all Winners may be offered gifts from Conference sponsors or other third parties. Host makes no representation or warranty that any such gifts will be offered or received, does not endorse any such gifts, and is no way responsible for any such gifts.

## GENERAL CONDITIONS

### ENTRANT RIGHTS AND RESPONSIBILITIES

Before submitting an Entered Game, the Entrant must have acquired (by licenses or otherwise) all necessary rights for the Host to evaluate the game and for performing and demonstrating the game to the public. Games that make use of third-party game engines, middleware, or other software or technology are only eligible if the Entrant has legally acquired all necessary rights for the Host to evaluate the game and to perform and demonstrate the game to the public. These rights include rights of copying, displaying, performing, deriving works, and usage rights. For example, for any visualization that includes likenesses of third parties or contains elements not owned by the Entrant (such as, but not limited to trademarks, buildings, pictures etc.), the Entrant must have obtained legal releases for such use including Host’s use of such entry.

---

## INTELLECTUAL PROPERTY RIGHTS

All entry materials become property of the Host and are not subject to return without prior coordination. This includes all physical copies of software and any special equipment associated with the Entered Game. If requested in advance, and solely at Entrant expense, the Host will return special equipment only. The Host is not held liable for the loss of specialty equipment during the evaluation process or for the condition of any returned materials.

The Entrant retains all associated intellectual Property Rights. Challenge reviewers and evaluators agree not to disclose information associated with entries and agree to delete games from their computers and destroy all copies of intellectual property following evaluation. A copy of the game may be retained with the Host for historical purposes. Entrants are responsible for protecting trade secret, restricted, and classified information and must not submit any information that is confidential, proprietary, or deemed classified or restricted by their company or government and must abide by all export controls that pertain to their country. Intellectual property rights remain with the Entrant.

---

## EXPORT CONTROLS

Please be aware that the Challenge is open and viewable to the general public and that evaluators are located worldwide. It is the Entrant's obligation to ensure that any/all necessary export controls have been considered and that the submitted games are in full compliance with any governing laws.

---

## RELEASE

By entering the Challenge, each Entrant releases and holds harmless Host, its parents, subsidiaries, members and affiliates, and each of their respective officers, directors, agents, and employees and agents (including but not limited to evaluators, working committee members, financial sponsors, etc. and including but not limited to anyone connected with the Conference or this particular Challenge) from any and all responsibility or liability, including but not limited to direct, indirect, incidental, consequential or punitive damages, arising out of or directly or indirectly relating to:

(i) any personal injury, death, property (including but not limited to computer) damage, or other loss or claim of any kind arising from or in connection with the Challenge or any violation of these Official Rules including any damages resulting from personal and business torts, violation of the law or negligence; the Challenge, the Conference, or any Entered Game; the acceptance, possession, or use of any award; or any travel required by the Challenge;

(ii) any entry or other materials that have been tampered with, that are misdirected, incomplete, incorrect, non-conforming, corrupt, lost, late, or ineligible, or, with respect to mail-in entries or materials, that are sent postage due; and

(iii) computer, telephone, cable, satellite, network, hardware, software, or other technical malfunctions or failures; garbled or jumbled transmissions; Internet or website inaccessibility or delays; printing or typographical errors in any Challenge or Conference materials; or any other technical or human errors occurring in connection with the Challenge or Conference. The Challenge Entrant assumes all risk.

---

## CONSENT TO PUBLICITY

By entering the Challenge, each Entrant consents to the use of the Entrant's name, photograph, and likeness (if an individual), logo (if any), state of residence/domicile, and Entered Game, Game video, and Game screenshots for advertising, promotion, marketing, and administration of the Challenge and Conference without additional compensation to the extent permitted by law.

Each Entrant further agrees that Host may use any and all information collected through the Challenge, including the Entrant's name and contact information, for marketing or other purposes whether or not related to the Challenge, to the extent permitted by law and Host's [privacy policy](#), which may be found on the Challenge Website.

---

## REPRESENTATIONS

By entering the Challenge, each individual submitting entry materials (including an Entered Game) represents and warrants to the Host that:

- The Entrant has read, understands, and has agreed to all terms and conditions of the Official Rules, and has had the opportunity to consult with his or her attorney concerning the meaning of the Official Rules;
- Such individual either is the Entrant (if the Entrant is an individual) or is a duly authorized representative of the Entrant (if the Entrant is an entity);
- The Entrant and the Entered Game fully comply with all eligibility requirements and all other provisions of these Official Rules;
- In preparing the Entered Game and entering and participating in the Challenge and the Conference, the Entrant has complied and will comply in all respects with all applicable laws, regulations, and Official Rules, and has not violated nor will violate any agreement or understanding by which it is bound, including any confidentiality, employment, consulting, intellectual property assignment, or license agreement;
- The Entered Game consists entirely of Entrant's own original work.
- Neither the Entered Game nor the duplication, use, display, performance, or distribution of the Entered Game will infringe or misappropriate any intellectual property or other proprietary rights of any person or entity.

---

## TERMINATION

The Host will make good faith efforts to conduct the Challenge. However, Host reserves the right to cancel, terminate, modify, or suspend the Challenge in its sole and absolute discretion. In such event, Host will post notice at the Conference and on the Challenge website.

The entry cannot defame or invade publicity rights or privacy rights of any person. Any entries deemed offensive, inflammatory, or derogatory are subject to disqualification. The Host will have sole discretion to determine eligibility for entry into the Challenge. The Host may prohibit Entrants from participating in the Challenge and disqualify Entrants if they attempt to enter the Challenge through means not described in the Official Rules, attempt to disrupt the Challenge, or circumvent the Official Rules, act in an unsportsmanlike manner, or attempt to annoy or harass any other Entrant or person. The Host may cancel the Challenge at any time.

---

MOD/DOD APPROVAL

All military members and government (inc federal) employees should consult with their chain of command and ethics counsellors to determine whether they are authorised:

- 1) to disclose the information that is the subject of the entry; and
- 2) by the Joint Ethics Regulations and Standards of Ethical Conduct for Employees of the Executive Branch to accept a winner's award. Games may NOT contain Classified or FOR OFFICIAL USE ONLY (FOUO) information.

If any part of these Official Rules is held by a court of competent jurisdiction to be invalid, illegal, or otherwise unenforceable, such part will be deemed modified or eliminated to the extent necessary, in the court's opinion, to make it enforceable while preserving the original intent of the Host, and the remaining parts of these Official Rules will remain in full force and effect. The Challenge will be governed by, and these Official Rules will be interpreted by, and enforced in accordance with, the laws of the State of Florida and applicable United States federal law, without regard to any conflicts of laws principles (Applies to the USA only).

The Challenge is void where prohibited by law. Any dispute arising out of or relating to these Official Rules, the Challenge, the Conference, or any award must be brought exclusively in the courts located in Australia and Host and each Entrant irrevocably waive any objection to the venue and jurisdiction thereof.

ALL DECISIONS OF THE HOST, INCLUDING BUT NOT LIMITED TO WHETHER TO ACCEPT THE DECISIONS OF THE EVALUATORS, AND ANY MODIFICATIONS TO THESE OFFICIAL RULES ARE FINAL, BINDING AND NON-APPEALABLE.

---

SUBMISSION ADDRESS

Email [sganz@simaust.com](mailto:sganz@simaust.com) for specific instructions on mailing in submissions.

### TYPES OF SUBMISSION PLATFORMS

---

#### COMPUTER PLATFORMS

PC games (or console games running in a PC emulator mode) must run in Windows 10 or higher.

---

#### MOBILE PLATFORMS

SGSCA will accommodate the following mobile device platform specifications:

- 16 GB storage memory
- 2 GB RAM or lower
- Operating systems:
  - Apple iOS, all platforms (version 12.x or newer)
  - Android phone (version 8.x or newer)
  - Android tablet (version 8.x or newer)
  - Mobile Web (any mobile browser capable of supporting HTML5 and JavaScript)

Other platforms may be accommodated but will be considered as a special device. In such cases, the Entrant should be prepared to provide at least one pre-loaded device for initial game evaluation and up to ten total devices to support industry evaluation if the game makes finalist.

---

#### EXTENDED REALITY

**Extended Reality (XR)** is a term referring to all real and virtual combined environments. It includes forms such as augmented reality (AR), mixed reality (MR), and virtual reality (VR).

**Virtual Reality (VR)** - an artificial environment which is experienced through sensory stimuli (such as sights and sounds) provided by a computer and in which one's actions partially determine what happens in the environment. It is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment.

**Augmented Reality (AR)** - an enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (such as a smartphone camera). It is the integration of digital information with the user's environment in real time. AR takes your view of the real world and adds digital information and/or data on top of it.

**Mixed Reality (MR)** - the merging of real and virtual worlds to produce new environments and visualizations in which physical and digital objects co-exist and interact in real time. MR lets the user see the real world (like AR) while also seeing believable, virtual objects (like VR). MR then anchors those virtual objects to a point in real space, making it possible to treat them as "real," at least from the perspective of the person who can see the MR experience. XR experiences designed for the following platforms only require an installable version of the application:

- HTC Vive
- Oculus Rift, CV1 Edition
- HoloLens, Development Edition

- Windows Mixed Reality Devices

Platforms such as Google Daydream, Google Cardboard, Samsung GearVR, Meta Vision, or VR applications that do not run on the HTC Vive, Oculus Rift, Windows Mixed Reality, or HoloLens may be accommodated, but these will be considered as a special device. In such cases, the Entrant should be prepared to provide at least one pre-loaded device for initial game evaluation and up to ten total devices to support industry evaluation if the game makes finalist. ARKit or ARCore submissions should follow the Mobile platform guidelines as stated above.

---

#### WEB-BASED

Web-based games should be designed to run on at least one of the common browsers, such as Chrome, Firefox, or Edge.

#### SUBMISSION GUIDELINES FOR DIFFERENT GAME TYPES

**Note that reliable internet access is not available on the show floor during the SimCongress. We strongly encourage / recommend all games design and develop and plan accordingly and bring a locally available copy of the game for installation on Showcase and Challenge computers. Downloads will not be guaranteed during the conference.**

#### Windows or Mac

- Uploading to SGSCA Submission System (details to be provided after valid Submission Form and any applicable fees are received).
- PC games and game content that must be loaded or installed prior to game play must be wholly submitted through the SGSCA submission process and playable via the software submitted and available on the hardware running the operating system described above. Web-based and Internet-enabled PC and mobile games are permitted, but local install is strongly recommended due to internet access limitations at the Conference.

---

#### MOBILE

Mobile games can only be submitted via the methods specified here:

- *Free download from the Google Play or Apple App store.*

Submission of a free download consists of providing a Web URL to the game in the respective store.

- *Provide promo codes to download a for-purchase game from the respective store.*

The Entrant must provide promo codes or equivalent means to download the game without cost for game entries that are only available for purchase in an app store.

Two promo codes must be provided for the initial submission and as many as twenty-five (25) are required for finalist evaluation.

---

#### XR

XR games designed for the HTC Vive, Oculus Rift, or HoloLens only require an installable version of the application.

Mobile XR applications (Google Daydream, Google Cardboard, Samsung GearVR, etc.) or a desktop VR application which does not run on the HTC Vive, Oculus Rift, Windows Mixed Reality, or HoloLens, will require one set of compatible hardware to be submitted along with the game. Examples include Magic Leap, HTC Vive Pro, and MetaVision headsets.

Please contact the SGSCA team to arrange for compatible hardware submissions. For entries not selected as a finalist, any provided hardware will be returned after the completion of committee evaluation by late June. If an entry has been selected as a finalist, provided hardware will be returned at the completion of the evaluation period, no later than the second week of July.

---

#### WEB

The developer must submit as many logins as necessary for each player to play a unique instance of the game. Ten (10) game instances (or logins if necessary) are required for the initial submission, and as many as twenty-five (25) are required for finalist evaluation. Entrants must provide a technical point of contact who will be available between the Game Submission Deadline and the Notification of Finalists window to assist with game installation and operation issues. Installed software updates and web-based software modifications will generally not be allowed during these weeks with exceptions allowed in rare situations at the discretion of the SGSCA staff. All other updates and modifications are subject to disqualification of the offending Entrant.

Browser plug-ins (other than the most current version of Adobe Flash which will be installed on PC and mobile game test systems) and non-runtime content must be submitted via the SGSCA submission process, described on the Challenge Website, <https://tas.currinda.com/event/2421> . Browser version dependencies must be specified when submitted. PC game test systems will be preinstalled with the most current version of Microsoft Edge, Mozilla Firefox, and Google Chrome.