



THE KODUKUP SCOTLAND



Design a game using:



Competition Information

How to Enter



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About the Competition

The Kodu Kup is open to anyone from a Scottish school aged between seven and fourteen. Children must be entered as a team of three, forming a mini “game studio”.

Follow @KoduKup on Twitter or ‘Like’ us on Facebook (www.facebook.com/KoduKup) to receive regular updates, including dates of free training sessions!

You can download Kodu Game Lab and other useful resources from the Microsoft Partners in Learning website www.pil-network.com. Project Spark can be downloaded from www.projectspark.com

What Should be Submitted?

Teachers should enter their pupils’ games using the Microsoft Partners in Learning website and e-mail david.renton@wcs.ac.uk once they have uploaded them. Two files will need to be submitted per team; these include the game itself along with the completed documentation created using the template provided.

The closing date for all entries is Friday 30th May.

About the Games

There is no specific theme or audience for the game but it must have a clear storyline, and well thought out characters with a detailed playing environment. Schools may wish to link this to current literacy projects already taking place.

Judging

The top ten teams will be invited to the College Development Network in Stirling on the 16th of June and given the opportunity to present their games to a panel of experts from education and the games industry.



Prizes

There will be three winning teams in each of the following categories:

Primary Secondary

All 6 winning teams will receive a Kinect device, plus a copy of the official Kodu for kids book and a wireless XBOX360 controller with PC USB wireless receiver for their School.

One overall winner will be selected and they will receive the Scottish Kodu Kup and an invitation to present their game to a panel of judges from the games industry at Microsoft Headquarters in Reading. The winners of each category in the UK final will each receive a Surface RT tablet and one overall winning team will take home the UK Kodu Kup!

Quick Reference Guide

What do I need to do and when? Follow the guide below to help plan your time. This has been colour-coded with teacher actions in **orange** and pupil actions in **green**.



Judging Criteria

The following criteria will be used to judge each submission. Each area will be graded on a scale of 1-3(3 = Exceeds expectations, 2 = Meets expectations, 1 = Fails to meet expectations)

Design Aspect		Grade (1-3)
Game Documentation	Suitable logo and team name are given.	
	Description of the game includes a clear storyline, characters and setting.	
	Consideration of the competition and unique selling points.	
	TOTAL (Game Documentation)	
Game Play Experience	Clear and helpful instructions are used at the beginning and throughout the game.	
	The theme and storyline for the game are clear.	
	Helpful feedback is provided when the player advances or fails to advance through the game.	
	Navigation is simple and the game is intuitive to use.	
	TOTAL (Game Play Experience)	
Game Complexity	Game includes at least 3 objects that have received Kode.	
	World settings are configured properly to make sure the game functions correctly.	
	Game has an objective with "win" and "lose" conditions.	
	Game Kode functions correctly in all areas with all sprites.	
	TOTAL (Game Complexity)	
Design of the Environment	Visual design of the world is creative and reflects the concept of the game.	
	Sound effects/music have been used to enhance gameplay.	
	TOTAL (Design of the Environment)	
TOTAL		