IEEE GameSIG Showcase 2025 Submission Form

Game Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_

**Our team will be attending** [    ] in person [ ] virtually (check one)

**Division** [    ] University Undergrad [ ] Post-Graduate [ ] High School (check one)

When complete, email to **gamesigshowcase@gmail.com**.

|  |  |
| --- | --- |
| One-Sentence Description |  |
| List of Team Members and Their Schools | Main: <first> <last> <school> <email> <phone> <Discord ID+#>  Alternate: <first> <last> <school> <email> <phone> <Discord ID+#> |
| Target Platform & Audience/Age |  |
| One-Paragraph Summary of Gameplay and Objectives |  |
| Key Features |  |
| Thumbnails of Game Art |  |
| Software Libraries and Packages Used |  |
| Third-Party and Ready-Made Asset Credits | <if more than one or two, use list on next page> |
| Faculty Member Name & Contact Information | <first name> <last name> <school> <email address> |
| YouTube Link |  |
| Misc. Notes |  |

Submitted by: <insert contact name and email and Discord ID here>

Remember to include at least one Discord contact name, plus an alternate, so we can interact with the team during the event if you will be participating remotely.

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

***Reminder: AI-generated assets are not allowed in any submission.***

|  |  |  |
| --- | --- | --- |
| **Name or brief description** | **Source (ideally both URL and creator’s name)** | **If modified by team, explain how.** |
|  |  |  |
|  |  |  |
|  |  |  |
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**When you send your submission, please answer the following Software Engineering questions:**

|  |  |
| --- | --- |
| What were the top technical challenges that you encountered in the project? |  |
| How did the design evolve during development? What changed, and what didn’t? |  |

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IEEE GameSIG Showcase 2025 Submission Form

Game Name: Vegetable Warriors

**Our team will be attending** [XX] in person [ ] virtually (check one)

**Division** [XX] University Undergrad [ ] Post-Graduate [ ] High School (check one)

When complete, email to **gamesigshowcase@gmail.com**.

|  |  |
| --- | --- |
| One-Sentence Description | It's picnic time – you're a bottle of ketchup and you have to fight off all manner of marauding vegetables determined to ruin your perfect day in the park. |
| List of Team Members and Their Schools | Joe Person, XYZ School ([joe@myschool.com](mailto:joe@myschool.com)) (949) 555-1212 Discord: AAA#123  Jane Otherperson, ABC School ([jane@otherschool.com](mailto:jane@otherschool.com)) (949) 555-1212 Discord: BBB#456 |
| Target Platform & Audience/Age | Windows PC, Macintosh, iPad, iPhone, Android Phone, Windows Phone 7, Xbox 360, Wii.  "Children of all ages". |
| One-Paragraph Summary of Gameplay and Objectives | This is a 2D scrolling game where the player runs and jumps among multiple moving platforms collecting powerups and avoiding five different types of enemies, such as pickles, onions and zucchini, plus a huge end-of-level Boss. The goal is to knock down enemies by squirting ketchup onto them and then to defeat the Boss in the least time possible. |
| Key Features | * Ten levels of increasing complexity * Fifteen different power-ups * Unique musical theme on each level * Night and Day options * Special "Ant Invasion" mini-game |
| Thumbnails of Game Art |  |
| Software Libraries and Packages Used | "Unity 3D" development system, with DunGen add-on package. Some models made with Maya. |
| Third-Party and Ready-Made Asset Credits | See table on next page.  (Do not provide license text.) |
| Faculty Member Name & Contact Information | Dr. Michael Advisor, XYZ School. advisoremail@xyzschool.com. (949) 555-1212.  Discord contact: m\_advisor#1234 |
| YouTube Link | www.youtube.com/linktomyvideo |
| Misc. Notes | Jane Otherperson is currently a part-time intern at XYZ Games. |

Submitted by: Joe Person, joe@myschool.com (949) 555-1212

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List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

|  |  |  |
| --- | --- | --- |
| **Name or brief description** | **Source (ideally both URL and creator’s name)** | **If modified by team, explain how.** |
| Background music “Spooky Loop” | Freesound.org, by megasoundman |  |
| Sound effect “Witch’s shriek” | soundbible.com, by brewmeanother | We speeded it up a bit and raised the pitch |
| Texture “camel fur” | lostandtaken.com/gallery/fur032, no creator given | A bit of photoshopping |
| Texture “shiny skin” | http://www.mayang.com/textures/Architectural/images/Tiles/shiny\_skin\_4887.JPG |  |
| Robot model, texture, and rigging | Unity Asset Store, Robots Run Amok package |  |

**When you send your submission, please answer the following Software Engineering questions:**

|  |  |
| --- | --- |
| What were the top technical challenges that you encountered in the project? | The animations for the game were too large for the available memory on some mobile devices. We had to optimize and reduce the number of frames of animation in order to get the memory footprint down. |
| How did the design evolve during development? What changed, and what didn’t? |  |

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IEEE GameSIG Showcase 2025

Frequently Asked Questions

**Where is the event being held?**

This year’s event will be at the Donald Bren Event Center on the UC Irvine campus (the ICS building) on Saturday, May 3, 2025. Ample parking is available. It will begin at 1:00 PM Pacific time, but participating teams will need to sign in online or in person at least one hour prior to this time in order to verify their technical connectivity. We recommend that you plan on arriving as close as possible to 11:00 AM on the day of the event to ensure that any technical issues are resolved.

**What if I don’t live in California?**

That’s not a problem. You can still participate in the event via our Discord stream.

**What needs to be in the video?**

Your video needs to be engaging. It needs to clearly explain the strengths of the design and why it will appeal to your target audience. Consider your promotional video as a "movie trailer" or "marketing pitch". It should both explain the concept and show a range of gameplay in a concise and compelling manner.

Videos are to be submitted approximately three weeks prior to the event (follow us on Facebook or Twitter/X, or on our Web site at <http://www.gamesigshowcase.org>, for exact dates). You may, of course, continue working on your game until the day of the event.

**How are the finalists and runners-up selected?**

All submissions received by the deadline will be evaluated by a Review Committee, which will view all of the YouTube videos, read the Submission Forms, and select ten games to be finalists. These will be announced one week prior to the live event. Finalists will be invited to present their games in-person or online (via Discord) to a panel of industry experts, as explained below.

Runners up will be invited to present their games, if they wish, during the judging portion of the live event. High-school competitors will also be allowed to present during this time.

There is no fixed quota for Undergraduate or Post-Graduate divisions; the best games among all those submitted will be ranked, and the best ten chosen as finalists.

**Do I need to have a finished game?**

No. Games are not required to be final products; all that’s expected is enough gameplay to convey the intent of the team and demonstrate key elements of the game experience. Typically, this means that one or more demonstrable “levels” are shown. It’s up to you to show enough gameplay to clearly convey the essence of the game.

Note that finalists are required to show live gameplay during their presentations. Pre-recorded videos or non-interactive sequences are not acceptable.

**Can I use AI-generated content in my game?**

No. However, it is permissible to use AI “code assistants” such as GitHub Copilot to aid a human creator in writing the software. Similarly, it is permissible to use “smart selection” tools such as Photoshop’s “select object” feature to aid a human artist in the creation of an original work or provide a generic background texture. What’s not allowed is content that is entirely or primarily machine-generated, such as images from Midjourney, DALL-E or Adobe Firefly, videos from Sora, or text from ChatGPT, to give a few examples.

**What are the award categories?**

We have three primary categories for the Undergraduate Division: First Place (trophy), First Runner Up, and Second Runner Up. We will give separate awards for the Post-Graduate division, depending on the number of competitors.

Additionally, we often issue special awards for unique achievements, such as Best Use of Audio or Most Original Concept. These are different each year, and are granted at the discretion of the judges.

For 2025, we will consider granting the following special awards, depending on eligibility:

* **The Penguin Award:** Inspired by Carnegie Mellon professor Randy Pausch, we hope to award special recognition to the best “near miss” – a game with great potential that just didn’t come together the way everyone wanted, at least not in time for the event.
* **Best Software Engineering:** the judges will also consider granting an award for Best Software Engineering, based on the answers to the Software Engineering questions at the end of the form above.
* **Best Classic Game:** this award will be given to the game that best conveys a gameplay experience like the “classic” video games on first-generation consoles such as the Atari VCS, ColecoVision and Mattel Intellivision.

**What are the judging criteria?**

Experts in the Interactive Entertainment industry, using their best judgment to address the following aspects of each title, will evaluate the ten finalists and declare recipients of Awards in the primary categories plus any Sponsored Awards or Special Awards.

Judges will expect each team to "pitch" their game in a compelling manner, using appropriate creative means and a live demo of gameplay to convince the judges of the playability of their title. A live demo is required – a real human must play the game during the presentation.

Key considerations in judging are:

1. **Quality of the game**
   1. Does the game have the potential to be turned into a viable, playable final product?
      * Overall concept
      * Play experience – does the game engage the audience? Is the purpose clear? Is it clear what the player is supposed to do?
      * Appropriateness for platform
      * Likelihood of being completed (i.e., will it be too hard to build?)
   2. Does the demonstrated level clearly illustrate the game's potential?
      * At least one part of the game must be demonstrable, but even that need not be "complete" (ready for release to the market)
   3. Does the audiovisual content sufficiently demonstrate the game's appeal?
      * Good artwork clearly improves many concepts. But it need not be fully polished or extremely elaborate
   4. If appropriate, does the game account for the possibility that some players might have visual, auditory or cognitive issues?
2. **Original Work**
   1. To what extent is the work presented by the team original work of the team?
      * Assets (images, 3D models, textures, audio, text, etc.)
      * Code
      * Concept
      * Intellectual property
   2. The team must clearly disclose the use of assets created by or owned by others, as noted in the Submission Form
   3. AI-generated artwork (Midjourney, DALL-E, etc.) and AI-generated text content (GPT3, etc.) are not allowed
3. **Playable Demo/Pitch**
   1. Did one of the team members actually play the game during the presentation?
   2. Is the team's presenter knowledgeable about the game's features?
   3. Is the "pitch" compelling and convincing?
4. **Professional Experience**
   1. Teams must be mostly students. For the Undergraduate Division, no full-time professionals (or individuals who have been professionals in the past) are allowed, and at least 2/3 of all team members must be active students. For the Post-Graduate Division, no full-time professionals are allowed, but any number of team members may have had prior professional experience in the game industry
   2. Teams with members who have worked for more than one year as game design/development professionals (including internship hours in excess of a full-year equivalent) are also excluded from the Undergraduate Division
5. **Disqualifying factors**
   1. Credits for third-party code and assets must be included in the Submission Form
   2. Games that would rate A (Adults Only, 18+) on the ESRB rating scale will not be accepted for review. Games that would rate M (Mature 17+) are discouraged. This is a family event and young children are likely to be in the audience. The determination of the review committee and/or judges is final.

**Will the judges explain their decisions?**

Typically, we invite the judges to offer their feedback on each submission during the question-and-answer stage. Additionally, they often provide further insights and discuss the reasons for their rankings when the winners are announced. But they are not required to do so, and time constraints may not allow time for detailed feedback on every game.

**Does the choice of platform make a difference?**

The focus is on creativity and playability of the resulting game. The fact that the team selected a particular engine or platform is not in itself a deciding factor. What matters is what was done with the tools and the platform that were selected.

**Do the judges see the games before the event?**

No. The first-round evaluations are done by a different team. The judges for the live event will not have seen the games, the Submission Forms or the YouTube videos prior to the day of the event.

**Are there prizes?**

The prizes for the event are often donated by business partners and sponsors. They vary every year, and in the past have ranged from disk drives and video cards to Unity3D licenses.

We do not give monetary prizes. This is primarily an educational event and a recruiting opportunity for our industry personnel.

**Are the judges paid for their efforts?**

No, but they have the gratitude and appreciation of the organizers and are likely to be viewed in a positive light by the attendees.

**Are the judges allowed to offer employment to members of the teams?**

Yes. In fact, we encourage interaction between judges and team members following the event. Part of the appeal of the event for the participants is the chance to meet one or more experienced members of the game business and to make potential job connections.

**Are games eligible if they were developed in a Game Jam or shown in another event?**

Yes. We’ll also accept re-submissions of games from prior years that were not selected as finalists, as well as submissions that were created in Game Jam events.

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