RIV STEAM Expo 2025-2026
Game Design Challenge Announcement

Rally in the Valley Robotics Challenge & S.T.E.A.M. Expo

Note: All rules are subject to change without notice.

The Rally in the Valley (RIV) STEAM Expo 2026 is excited to announce a unique and creative opportunity for your students to leave a lasting legacy in the world of robotics and STEAM education!

We are launching the RIV Game Design Challenge, where students will have the chance to create an original, innovative game to be featured at the main RIV event. The winning game will be used as a featured competitive mat at RIV for the next three years, and the school's name will be incorporated into the official game title and mat design.

This is more than a contest — it's a chance to inspire hundreds of students, educators, and community members through creative thinking, engineering, and game mechanics.

Objective:

Students will work as a team (6 students maximum) to design and develop a tabletop competition game to be played during the RIV Event in 2027-2029. The game must:

- Fit within a 4×6-foot game mat.
- Include no more than 15 active components or elements placed on the mat.
- The use of 3D printed parts is allowed, a STL file needs to be given RIV for printing and creating components (designs must be student-made or school-based).
- Include a clearly written rulebook detailing:
    - Game objective
    - Setup instructions
    - Scoring system
    - Turn/round structure
    - Number of players/teams
    - Time limits or match duration

- Special rules, if applicable

Winning Prize:
- Your game will be featured at RIV events for the next 3 years.
- The game mat will display your school name as part of the official game title.
  (Example: "Apperson STEM Quest – A RIV Robotics Challenge")
- Exclusive Game Mat Pin
- Be recognized, and featured guest on the RIV Talks Podcast
- Sketch of a commemorative pin - will be made into a pin.
  - A pin for each member on the team

Important Dates:
Intent to Participate Due: October 31, 2025
Final Game Submission Due: March 13, 2026
Presentation at the RIV STEAM Expo Main Event: April 18, 2026

Submission Must Include:
- A short video (2-4 minutes) demonstrating game setup and gameplay
- A .PDF rulebook (with diagrams if needed)
- A materials/components list

Optional: 3D model or photo samples of printed parts

If your school is ready to take on the challenge and be remembered for years to come, sign up today! Inspire innovation, teamwork, and game-based engineering fun at the RIV STEAM Expo.

For questions or submissions, contact:
riv.contact@rallyinthevalleyrobotics.org
www.rallyinthevalleyrobotics.org

Let the games begin!