



## 2024-2025 Game Design Challenge

Welcome to the Game Design Challenge! In this challenge, your team will become the Game Design Committee, tasked with creating an exciting new game using upcycled materials from previous games, thrift stores, or dollar stores. The goal is to design a quick, affordable, and engaging game, and provide a demonstration of your game in action.

From this challenge, you will learn how to creatively design a new game using recycled and affordable materials and integrate existing VEX IQ Robotics Competition or VEX V5 Robotics Competition field elements. You'll also gain experience in showcasing your game and demonstrating its functionality.

Grade Levels	Programs	Submission Type
<a href="#">Elementary School</a> <a href="#">Middle School</a> <a href="#">High School</a> <a href="#">University</a>	VEX IQ Robotics Competition VEX V5 Robotics Competition VEX AI Robotics Competition VEX U Robotics Competition	Video

Prizes: Four finalists at each grade level will receive a \$100 VEX Robotics gift certificate. The winning entry at each grade level will receive a \$500 VEX Robotics gift certificate and a 1st place trophy. If a winning entry is from a VEX IQ or VEX V5 Robotics Competition team that has competed with a physical robot during their competition season, they will also receive an automatic qualification to the 2025 VEX Robotics World Championship.



## 2024-2025 Game Design Challenge – Judging Rubric

This rubric will be used by Online Challenge judges to assess all submissions after the close of the competition. Each criterion will be scored from 0 to 5. Finalists and winners will be recommended by volunteer judges based on scores. *REC Foundation staff will determine awardees at their sole discretion with the guidance of volunteer judges and the minimum entry requirements.*

Criteria	Expert 4-5 Points	Proficient 2-3 Points	Emerging 0-1 Points
<b>Upcycled Game Elements</b>	Utilizes over 75% upcycled materials. Materials are creatively and effectively integrated into the game. Budget is detailed and demonstrates significant cost savings.	Utilizes 50%-75% upcycled materials. Materials are well integrated with minor areas for improvement. Budget is clear and demonstrates reasonable cost savings.	Utilizes less than 50% upcycled materials. Integration of materials is basic with significant areas for improvement. Budget is incomplete or lacks clarity.
<b>Game Concept &amp; Design</b>	Game concept is highly original, engaging, and fully utilizes field elements. Rules and gameplay are clear, well-balanced, and intuitive. Build instructions are clear, detailed, and easy to follow, including useful tips..	Game concept is creative with good use of field elements. Rules and gameplay are mostly clear with minor adjustments needed. Build instructions are clear but may lack some detail or tips.	Game concept is basic with minimal use of field elements. Rules and gameplay need significant clarification. Build instructions lack detail and clarity.
<b>Video Presentation</b>	Video is highly engaging, professional, and clearly demonstrates the game and robot interaction. Explanation of game concept and rules is clear, concise, and well-organized..	Video is clear and well-produced with a good demonstration of the game and robot interaction. Explanation of game concept and rules is mostly clear but may have minor issues.	Video is basic, with some issues in clarity or production quality. Explanation of game concept and rules is incomplete or unclear.
<b>Clarity &amp; Creativity</b>	The submission is easy to understand, clearly presented, creative, and enjoyable to watch.	Well-organized and visually appealing; generally clear.	Minimal Effort. Confusing.