

RUBRIC: Gaming Competition (Minecraft)

From Digital Online Judging to State Championship

Individual or Group Student Event, 1 Design Allowed Per School to Apply

COMPETITION OVERVIEW

For this competition, the team of students will be designing a Rube Goldberg device in Minecraft. A team can be one or more students. This can be to any scale that the participants deem manageable. The finished product should follow the general guidelines of a Rube Goldberg Machine (https://en.wikipedia.org/wiki/Rube_Goldberg_machine) I.E. create a very complicated chain of processes/mechanisms to eventually accomplish a very easy task. The goal of this year's competition will be to have firework(s) shoot off at the end of the sequence's operation. The more complex and varied the process to achieve this, the better the team's score will be. Please refer to the scoring rubric at the bottom of this document for more information.

GAME SPECIFICATIONS

Client Version: Java Client (PC/Mac) - <https://minecraft.net/en/download/>

- We will be using the java version of Minecraft that runs on PC/Mac/Linux. **We will not be using MinecraftEdu, any of the Pocket Edition versions running on mobile devices, or Xbox/PS3 at this time.** The client is free to download but a user account is needed to play the game and currently costs \$26.95 if your students do not already have an account. (<https://minecraft.net/en/store/minecraft/>)

Server Version: Realms - <https://minecraft.net/en/realms/pc/>

- If you would like to collaboratively work on your build with multiple students at the same time or access the build from multiple workstations we are supporting builds made in Realms for the java version of the game. There is a charge for the service, but the world is available 24/7 from an internet connected client running the java version above.
- Even though there are multiple ways to build collaboratively within Minecraft using a "server", to streamline the event and remove the need for technical experience, **Realms will be the only option we will give guidance on.** If you can achieve a functioning build within another "server" scenario that still meets the restriction guidelines below it will still be accepted.

Suggested Game Settings

- To have full access to all building components and enough area to build the finished product, we suggest that you create a world in "**Creative**" mode, "**Command Blocks**" enabled, and the "**SuperFlat**" option turned on.

COMPETITION RESTRICTIONS

Only stock Minecraft components will be accepted in the build. There should be no modifications or plugins of any kind made to the software used in the construction of the finished product. Students should only use the base Minecraft game client to construct their models. The use of any editing software other than the game itself is not allowed. The model produced from this competition should be an original work and not include imported components from external sources.

REGISTRATION PROCESS

1. Go to https://staffkyschools-my.sharepoint.com/personal/stlpgaming_education_ky_gov1/stlpgaming2017/Lists/Registration/NewForm.aspx , login with your Office 365 email user name and password, and register on the community site by filling in the required information for your team.
2. After registering on the community site, you will receive an initial email with your registration info, followed by a confirmation email with additional information.

FINISHED PRODUCT

The finished product to be uploaded should include the following:

- A zipped version of the folder containing the Minecraft world the model was built in
- A written summary of the model that includes the following:
 - An explanation of the creation process of the build itself
 - An explanation of any mechanisms that were included in the build and how they function
 - The XYZ coordinates of the model itself within the world (This information is available by pressing F3 in the game client) so we can find it to grade.
 - Any items of note that you feel should have attention called to them that were included in the build.

JUDGING/EVENT TIMELINE

- Entries will be reviewed and judged prior to State Championship to determine finalists
- Winners per grade grouping (Elementary, Middle, High) will be determined/announced at the State Championship event on April the 12th
- There will be a first and second place award to be given out per grade level grouping at the awards ceremony (Elementary, Middle, High)
- You will be notified prior to the State Championship as to whether you are a finalist
- **The deadline to register is January the 13th.**
- **The deadline to upload a finished product is March 4th. To operate this event smoothly it is imperative that coordinators submit products by this date.**

OTHER INFORMATION

- Minecraft software/realms will not be provided by the state. For more information about Minecraft and how to obtain the software see <https://minecraft.net/> and <https://minecraft.net/en/realms/>
- Questions can also be emailed to stlpgaming@education.ky.gov
- Once you have received your registration email confirmation with competition information, you can access the community site at https://staffkyschools-my.sharepoint.com/personal/stlpgaming_education_ky_gov1/stlpgaming2017

WHAT THE STLP COORDINATOR SHOULD DO

- Register the team per the instructions above
- Share the rules and rubric with students
- Assist students with Minecraft software including installation and exporting/uploading the world zip file/written summary to provide to judges electronically
- Make use of the community site for questions and information regarding the competition

- Check for copyright issues

WHAT THE STLP STUDENTS SHOULD DO

- Review rubric and follow all copyright rules
- Create a finished build as defined above
- Create written summary as defined above

RUBRIC

CATEGORY	CRITERIA	POINT WEIGHT
ACCESS	The world and can be accessed and viewed by judges	5
COPYRIGHT	There are no copyright issues; Content is school appropriate	5
DESIGN	Use a variety of materials/objects/mechanisms/processes in game to construct the build	30
PROCESS	Written summary of build process	20
MECHANISMS	Build incorporates multiple functioning mechanisms	10
CREATIVITY	Use game components in unique and complex ways to achieve the goal.	20
COMPLETENESS	Completeness of design. Build works fully and completes end task.	10
	TOTAL POSSIBLE SCORE	100