



# RUBRIC: Gaming Competition (Minecraft)

From Digital Online Judging to State Championship

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

## 2018 COMPETITION OVERVIEW

For this competition, the team of students will be creating a guided tour of their community in Minecraft. This includes points of interest and any community history associated. Items created should be as accurate to real life counterparts as possible and presented in a "guided tour" fashion. A team can be one or more students. This can be to any scale that the participants deem manageable. Please refer to the scoring rubric at the bottom of this document for specific scoring categories and the **finished product** section for a description of what should be included in your completed project.

## 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.

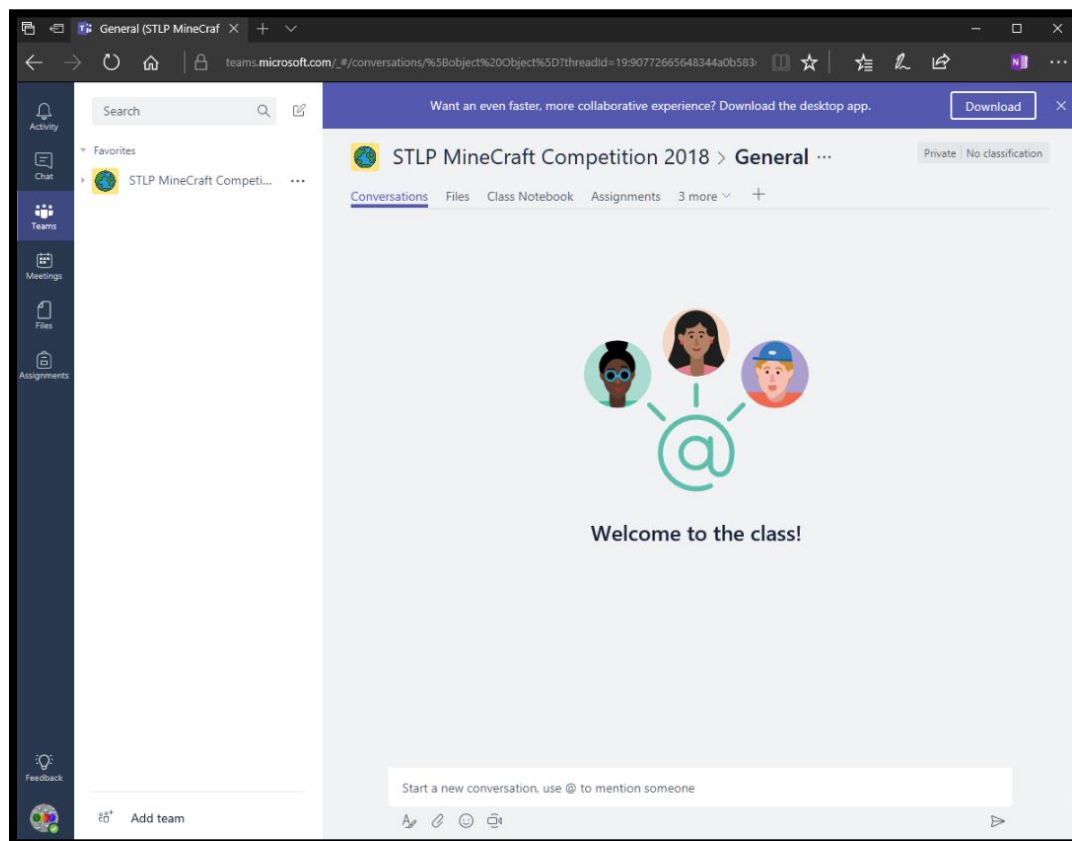
## REGISTRATION PROCESS

**1. Go to [Registration](#) and login with your Office 365 email user name and password. !!NOTE!! The user that you login with to fill out this form will be registered as the coordinator for the team and will have the access to upload and participate in the competition team space. Please make sure the coordinator logs in as themselves to complete this step.**

Registration can also be accessed via the following QR code if this document was printed out:



2. After registering via the online form you will be added to the 2018 Minecraft Competition Team. You will receive an email to this effect and can be accessed by going to <https://teams.microsoft.com> and signing in with your Office 365 credentials. Once you are added the team will be listed to the left:



## 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
  - Any history behind the places in your tour or points of significance
  - 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 February 1st. 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](mailto:stlpgaming@education.ky.gov) or asked in the conversations part of the team
- Once you have received your invitation email after registering you can access the competition team at <https://teams.microsoft.com>

## 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 team 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
<b>ACCESS</b>	The world and can be accessed and viewed by judges	<b>5</b>
<b>COPYRIGHT</b>	There are no copyright issues; Content is school appropriate	<b>5</b>
<b>DESIGN</b>	Use a variety of Materials/objects/mechanisms/processes in game to construct the build. Constructed world makes sense in the context of a "Guided Tour". Objects	<b>60</b>

	created are real world things in the student's community.	
<b>PROCESS</b>	Written summary of build process	<b>20</b>
<b>CREATIVITY</b>	Use game components in unique and complex ways to achieve the goal.	<b>10</b>
	Total Points Possible	<b>100</b>