

Code-a-thon 2009

30-hour Code-a-thon Official Entry Form (5-6 July 2009 Tentative)

General Information

Name of School	<input type="text"/>
Name of Team	<input type="text"/>
Country of Origin	<input type="text"/>

Team Members

#	Name	Email Address	Mobile	Programmer/Artist
1				
2				
3				
4				
5				

7 Golden Rules

- 1) This is an event jointly organised by GCC/NYP. Employees of Nanyang Polytechnic are NOT allowed to participate.
- 2) Teams can only be formed by students from the same or different IHLs. Academic/Teaching staff members of IHLs are not be allowed to enter.
- 3) Any game developer (programmer/artist) currently employed by a game studio (full/part time) are not allowed to participate.
- 4) Each team can have no more than 5 members. Judges will be professionals from the games industry.
- 5) Registrants are to report to the THEATRE FOR THE ARTS at Nanyang Polytechnic at **9.30 am, 5 July 09**.
Map of location can be found at http://www.nyp.edu.sg/aboutNYP/get_to_nyp/theatremap.html
- 6) Each team **MUST** bring their own development tools and machines. The theme for the code-a-thon will only be announced on the day of the event. Each team will be given up to 30 hours to build their game demo on any technology platform of their choice. No technical support will be provided. Wifi will be provided at no cost to the teams.
- 7) All completed forms must reach GCC via e-mail (gcc@nyp.edu.sg) by the **26th June 2009**.

AND MOST IMPORTANTLY, HAVE FUN :-)

Other notes

There is no cost for participating in this code-a-thon. Prizes will be sponsored by leading game companies. This event is organised in conjunction with the Games Convention Asia 2008.

The Games Creation Community (GCC) is an initiative by the Economic Development Board of Singapore (www.sedb.com), hosted by Nanyang Polytechnic (www.nyp.edu.sg). More info at www.nyp.edu.sg/SDN/gcc/index.html
For all queries, please send them via e-mail to gcc@nyp.edu.sg.

Organised by:



The organisers reserve the right to change the details listed in this form.