



# GAMES DESIGN COMPETITION 2020



# CONTENTS:

LEVEL ONE:  
COMPETITION OVERVIEW

LEVEL TWO:  
USER GUIDES FOR PURPLE MASH

LEVEL THREE:  
THEME SUGGESTIONS

LEVEL FOUR:  
PRINTABLE RESOURCES

LEVEL FIVE:  
NON-SUBSCRIBERS

LEVEL SIX:  
TERMS & CONDITIONS

# LEVEL ONE: COMPETITION OVERVIEW

## WHAT IS IT?

The Purple Mash Games Design Competition, in conjunction with Amazon Web Services, is an opportunity for you to be creative by designing a brand new game using 2DIY 3D; a programme on our award-winning platform, Purple Mash. We also have some wonderful prizes up for grabs!

Playing games can help our fine motor skills, dexterity, problem-solving and build resilience when faced with solving challenges. With a market worth £5.7 billion in the UK alone (BBC, 2019), the Games Design Competition will give Purple Mash subscribers and non-subscribers the chance to design their own game linked to a theme. They will incorporate teamwork, a creative story, sound and production. Every aspect of the game design will be built using 2Simple software.

## WHY SHOULD WE GET INVOLVED?

This competition has been created to help schools meet elements of both a STEM education and the National Curriculum. STEM is an ever growing area for future careers; enthusing young learners in this area could be beneficial to their futures, as well as fun. The majority of girls show an interest in STEM fields including Computing but currently, women hold only 25% of computer programming roles. A greater gender balance could bring many benefits to individuals and to society.

The KS2 curriculum states that pupils should be taught to 'select, use and combine a variety of software... to design and create a range of programmes.' Pupils will be able to all of these things whilst participating. However, this is not just a gaming competition; It will also enable children to develop persuasive writing, presenting and teamwork skills all whilst collaborating on a creative project. This competition is recommended for children in years 4-6, however, any child of any age can enter.

## WHAT ARE THE CATEGORIES AND PRIZES?

We have three categories for competition entries:

1. Family Category - Design a game with your family. (Win a gift voucher to any Merlin Group Attraction!)
2. Individual Child - Design a game by yourself (Win a £50 Amazon gift voucher!)
3. School Group - For children of essential workers taking part in school. (Maximum of 5 in a group who will each win a £20 giftcard with the school winning a one year free license to Purple Mash.)



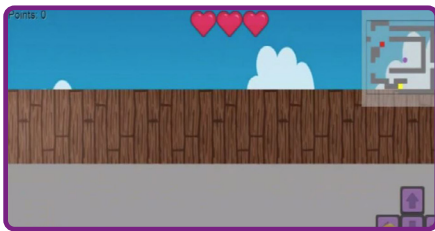
# LEVEL TWO: USER GUIDES FOR PURPLE MASH

## PURPLE MASH

Purple Mash is a creative and inspiring tool that engages pupils in over 7,000 schools worldwide. With over 9,000 educational activities and resources available, we want your children to create a game solely using programmes on the platform. If you're not currently subscribed to Purple Mash, [sign up today here](#).

## USER GUIDES

Click on the image below to download a simple user guide to learn how to use the different tools within Purple Mash:



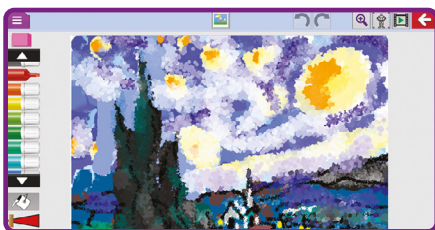
### 2DIY 3D

Design and make your game using 2DIY 3D combining different Purple Mash tools.



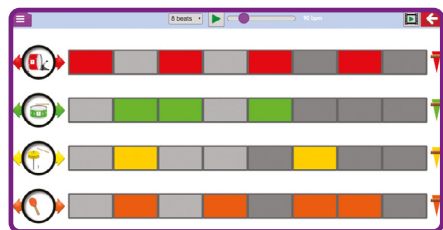
### 2SEQUENCE

Compose music and import compositions into other Purple Mash tools.



### 2PAINT A PICTURE

Explore pattern, texture and artistic styles.



### 2BEAT

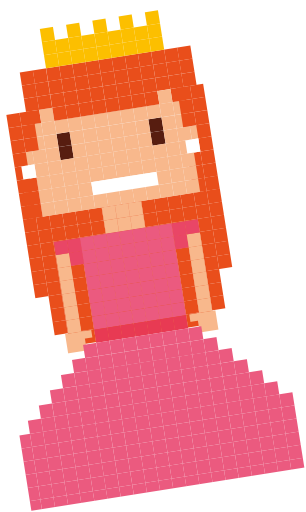
Create multi-layered percussion rhythms.



# LEVEL THREE: THEME SUGGESTIONS

## THEMES

Choosing a theme is hard when coming up with the idea for your game. You are able to design your game based on any theme that you choose, but below we have highlighted some that we think would work perfectly for making an interactive, fun game, whilst bringing in the knowledge you have of specific units you may have studied.



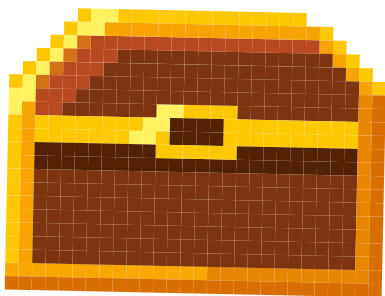
TWISTED FAIRY-TALE

MAGIC AND WIZARDRY

ANCIENT GREEKS

ROMAN RAMPAGE

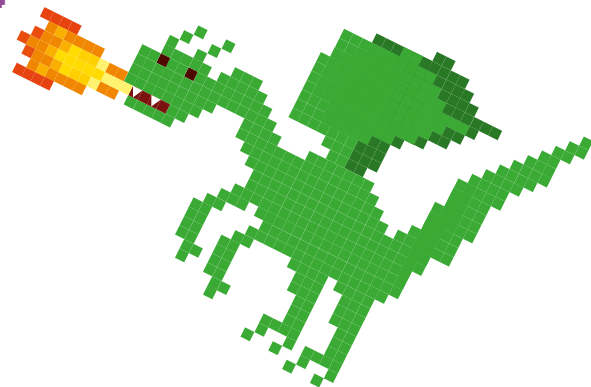
NIGHT AT THE MOVIES



HIDDEN TREASURES

ANIMAL RESCUE

SUPERHEROES



TUDOR STORIES

MYTHS AND LEGENDS

RETRO GAMING



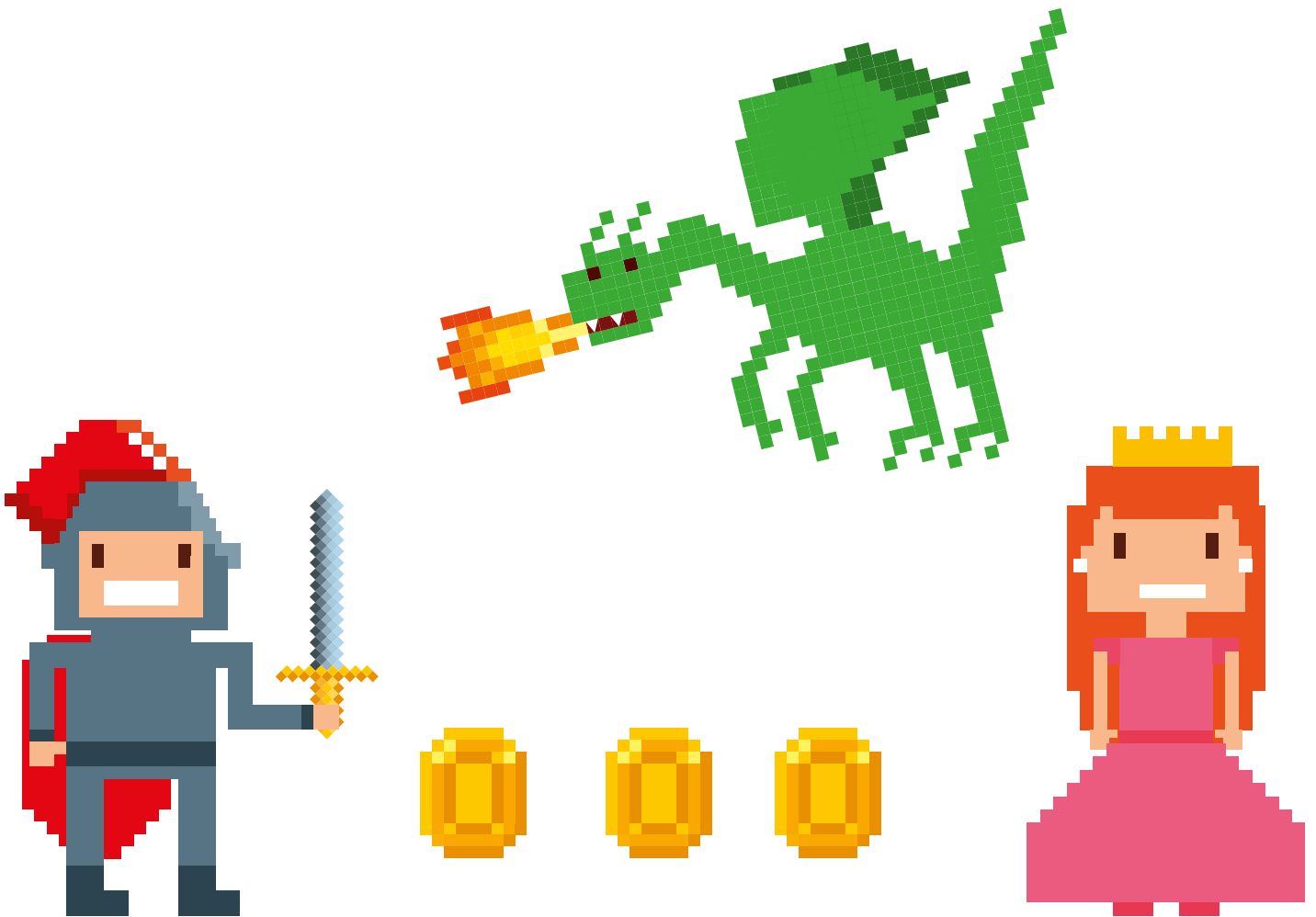
ANCIENT EGYPTIANS



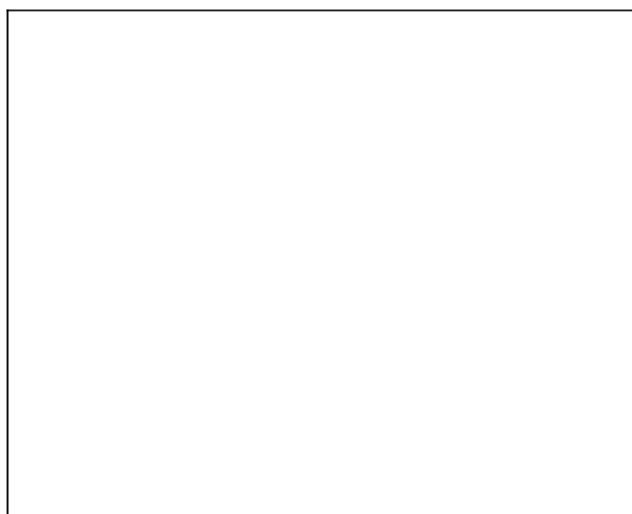
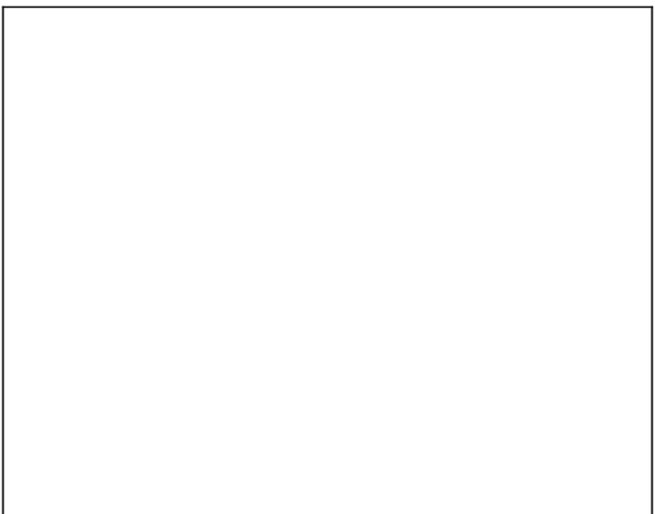
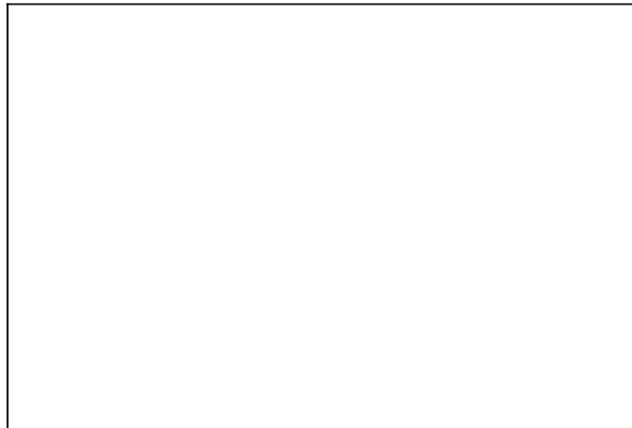
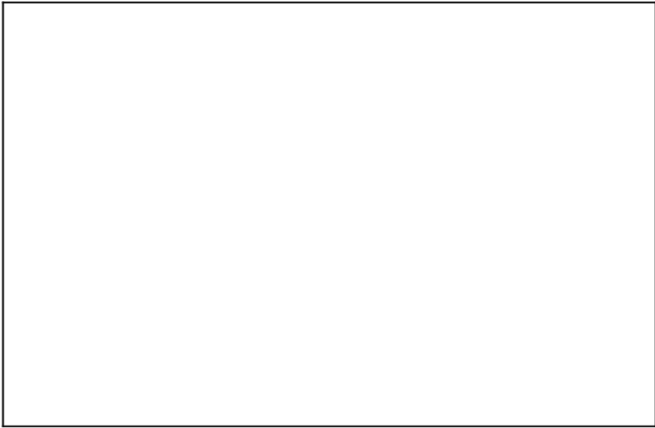
# LEVEL FOUR: PRINTABLE RESOURCES

## RESOURCES TO PRINT

On page 7, we have a Storyboard Template which can be printed and used to design the layout and look of your game before you move onto Purple Mash. If you would like to save paper, this template can be downloaded within Purple Mash.



# STORYBOARD TEMPLATE



# LEVEL FIVE: NON-SUBSCRIBER INFORMATION

## INFORMATION FOR NON-SUBSCRIBERS

We're so glad you're interested in getting involved with the Games Design Competition. As you're not currently subscribed to Purple Mash, and this competition has been created for children to express their creativity during this period of school closure, we are offering you a free trial.

The competition runs from 11th May - 26th June. This will give you time to start planning your game before moving onto the exciting part, the building of the game! Good luck!



## HELP

We know getting used to a new platform can be difficult and we want to make life as easy as possible for you to get involved so head to our user guides on page 5 of this booklet. If you are still struggling, you can also tweet us @2SimpleSoftware or go to our Facebook page and we will get back to you as quickly as we can.





# LEVEL SIX: TERMS & CONDITIONS

We know that with every competition, it comes with some very boring T&C's, but please read the below for important information:

- Children submit their work by submitting it to the Display Board for the category they are entering.
- They can save and edit their work as often as they like before submitting - it should only be submitted once it is completely finished.

The Display Boards will be visible to the public, so it's important not to include personal information in your entries. Don't use names or other personal information as part of the designs. Any submissions that include personal information won't be accepted or displayed on the board. The only information visible on the board will be the school name.

The Display Boards will be visible for the duration of the competition. However, children's work will not become visible until it has been approved by our team. Depending on the number of submissions we receive, this may take some time, but we will work through them as quickly as possible. Please bear with us.

Once we have received your entry, we may use this for promotion of the competition on social media. Please email [marketing@2simple.com](mailto:marketing@2simple.com) if you do not want your entry shared with a wider audience.

## COMPETITION DATES

The competition will open at 9am on May 11th and close on 26th June at 5pm. All entries must be made before the closing time. Our judging panel, made up of staff from 2Simple will be choosing winners and runners up, with winners announced on 10th July. We will then contact you in order to get your prizes sent.

