

## ogpc Code of Ethics

February 3, 2009

1. **Coaches:** Your minimum responsibility is to register your team and assure that they safely arrive at the tournament, behave properly at the tournament, and get home safely. You can take on additional responsibilities such as scheduling meetings and communicating with parents. During team meetings you can help your team get organized but you should not help the team members with the project itself. In particular, do not help your team(s) do the research, design, and programming of their game for the **ogpc** challenge. Instead, let them do that work, make mistakes, and learn from those mistakes. If they ask you a direct question like, "How do you do \_\_\_\_\_ in Game Maker?" ask them a question in return that might help them discover the answer or refer them to the book they are using as a resource. If they ask you a technical question like "What would be a good way to incorporate water resources in our game?" or "How can we make our game more challenging?" politely point out it's not your role to deal with such questions; the team members should work together to come up with answers. Please make sure the members of your team understand the code of ethics for team members as covered in (5) below.
2. **Teachers:** If you are teaching Game Maker as part of one of your classes, please teach the course without referring to the **ogpc** challenge. For instance, if you are use a particular book as a tutorial and having your students go through the exercises in that book, please do so without reference to the **ogpc** challenge. If you wish to teach your students research methods, presentation techniques, or the nature of creative teamwork, please use examples that do not overlap with this year's **ogpc** Challenge.

Do	Don't
Teach students how to use Game Maker to design games.	Help team members choose and configure objects and sprites for their <b>ogpc</b> game or with coding problems related to their <b>ogpc</b> game.
Describe research methods using examples unrelated to this year's <b>ogpc</b> challenge.	Give team members information on water resources issues or suggestions on where to find such information.
Teach students about the various types of games they can create using Game Maker.	Help team members choose the genre of game for the <b>ogpc</b> challenge.
Provide students a general reference on how to make effective presentations or discuss how to make effective presentations.	Help team members develop the presentation that they will give at the <b>ogpc</b> tournament.

3. **Teachers** who teach Game Maker and are also serving as the coach of an **ogpc** teams:
  1. Outside of class time, please take your teacher hat off, and put your coach hat on and following the advice above for coaches.
  2. If you are allowing your team(s) to work on the OGPC during class time, treat the situation if it were an after-school team meeting as described above.
4. **Coaches** of teams that have not benefited from classroom instruction in Game Maker: Please choose between:
  - o Ask your team members to teach themselves Game Maker using one of the books that are available on the subject. Focus your efforts on serving as the team's coach as described under (1) above.
  - o Divide your team meetings between instruction and the challenge project. During the instruction time, put on a teacher hat and follow the guidance in (2) above. During the project time, put on your coach hat and follow the guidance under (1) above.
5. **Team members:** You need at least one adult to serve as the official coach of your team. This is true even if you do not rely on this adult for leadership. If you are fortunate enough to have access to adults with expertise in game design or programming, performing research, making presentations, etc., you should only encourage or allow such adults to provide you with general guidance and should not allow them to assist in your research, game design or programming, or the development of your presentation. You and the other team members are responsible for preparing a design concept document, developing a game that addresses this year's challenge, and a presentation to give to the judges. When you meet with the judges at the tournament the work you present should be entirely yours and not the adults that help you learn about Game Maker, etc. The judges will ask you questions that will help them understand what you have accomplished and distinguish your accomplishments from the help you received from adults.

Games created for the OGPC tournament must include resources (e.g. sprites, backgrounds, and sounds) from only three sources:

- (1) Custom: Teams may create their own sprite resources from scratch.
- (2) By Permission: Using with permission and attribution: Teams may use sprites, backgrounds, or sounds created by others providing they have permission by one of the following means:
  - a. The resource has been placed into the public domain by its author;

- b. The resource is available under a Creative Commons license or other blanket permission<sup>1</sup> to use it for non-commercial purpose; or
- c. The team request and received written permission to use the resource.

(3) Derived Work with permission: Teams may create resources starting with the work of others as long as they have permission to use and modify the original resource via one of the mechanisms above.

### Documenting Resources

Teams must document all resources in the games they submit at the OGPC tournament using an “OGPC Resources Journal” using the form attached below. This form is also available in a form that you can load into Word or a similar application at

<http://www.techstart.org/docs/OGPC-Resources-Journal.rtf>

See instructions following the form below.

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<sup>1</sup> Such permission may be included with the resource and use words like “grant permission to use for non-commercial purposes.”



## Instructions for ogpc Resources Journal

**Resource Name.** Give the name of the resource as used in your game. If you have several closely related resources of the same type, they may be listed together. For instance, a set of sprites that are the same except for color might be called “ActionSpriteBlue, ActionSpriteGreen, etc. and can be listed on the form as “ActionSprite[color]”.

**Resource Type.** Indicate: Sprite, Background, Sound, or specify if it is something else.

**Permission:** Indicate one of the following

- Custom: If you created the resource from scratch and it is solely the work of one or more members of your team not from any from the work of anyone outside of the team, indicate “Custom”.
- Public Domain: If the resource has been placed in the public domain, indicate “PD”.
- Blanket Permission: If the authors have given blanket permission to use for non-commercial purposes indicate “BP”.
- Written Permission: If you have requested and received written permission to use the resource, indicate “WP”.
- Derived Work: If you have created the resource by starting with a resource created by someone outside your team and modifying it, indicate “DW” followed by one of the two-letter combinations above..

**Source:**

- Custom: If you created the resource from scratch and it is solely the work of one or more members of your team not from any from the work of anyone outside of your team, indicate “Team” or list particular team member(s).
- Public Domain, Blanket Permission, Written Permission and Derived Works: List the name(s) of the author(s).. If the resource is clearly in the public domain and you don’t know the author, specify unknown. You should not indicate unknown for resources that are not in the public domain.

**Examples:**

A sound called Terrible that you created from scratch would be shown as

Resource Name	Resource Type	Permission	Source
Terrible	Sound	Custom	Team

A background called LaserField created by James Jones that you downloaded from a public domain or freeware site where it is clear that the particular resource has been put into the public domain by Mr. Jones would be shown as

Resource Name	Resource Type	Permission	Source
LaserField	Background	PD	James Jones

A sprite called Speedy that you created based on one created by the by Sharon Smith where Ms. Smith has given a clear statement that you have permission to modify and use it for non-commercial purposes would be listed as

Resource Name	Resource Type	Permission	Source
Speedy	Sprite	DWBP	Sharon Smith