



**Oregon Game Project Challenge
Oregon's Third Annual Youth Game Programming Competition**

2010 Code of Ethics

- 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 OGPC. 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 health and wellness 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.
- Teachers:** If you are teaching game programming as part of one of your classes, please teach the course without referring to OGPC. For instance, if you use a particular book as a tutorial and have your students go through the exercises in that book, please do so without reference to OGPC. 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 theme.

Do	Don't
Teach students how to use the chosen gaming platform (Game Maker or any other platform) to design games.	Help team members choose and configure objects and sprites for their OGPC game or with coding problems related to their OGPC game.
Describe research methods using examples unrelated to this year's challenge.	Give team members information on health and wellness issues or suggestions on where to find such information.
Teach students about the various types of games they can create using the chosen gaming platform (Game Maker or any other platform).	Help team members choose the genre of game for the OGPC 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 OGPC tournament.

ogpc 3.0 – a TechStart program affiliated with OUS and presented by Best Buy





Oregon Game Project Challenge Oregon's Third Annual Youth Game Programming Competition

3. **Teachers** who teach game programming and are also serving as the coach of an OGPC team(s):
 - Outside of class time, please take your teacher hat off, and put your coach hat on and follow the advice above for coaches.
 - If you are allowing your team(s) to work on 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 programming, please:
 - Ask your team members to teach themselves Game Maker (or any other tool) 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 OR
 - 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 your chosen gaming platform. 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:

ogpc 3.0 – a TechStart program affiliated with OUS and presented by Best Buy





Oregon Game Project Challenge Oregon's Third Annual Youth Game Programming Competition

- The resource has been placed into the public domain by its author;
 - The resource is available under a Creative Commons license or other blanket permission¹ to use it for non-commercial purpose; or
 - The team requested 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 the [OGPC Resources Journal](#).

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

ogpc 3.0 – a TechStart program affiliated with OUS and presented by Best Buy

