

# **Game Submission Pack**

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## Contents

Game Submission Pack .....	1
About Boardgames Australia .....	3
Who are we? .....	3
What happened to GamesAustralia?.....	3
About the Awards .....	4
Judging the Awards .....	4
Process .....	4
Best International Game .....	5
Key dates .....	5
Eligibility.....	5
Judging Guidelines .....	5
Best Australian Game .....	6
Key dates .....	6
Eligibility.....	6
Judging Guidelines .....	6
Best Children’s Game .....	7
Key dates .....	7
Eligibility.....	7
Judging Guidelines .....	7
How do I submit a game? .....	8
Submissions from game designers and publishers.....	8
Submissions from the public.....	8
Boardgames Australia Awards – Submission form .....	9
Contact Boardgames Australia .....	10

## About Boardgames Australia

Boardgames Australia is a non-profit organisation founded in 2006 to stimulate the growth and raise the profile of boardgaming in Australia.

Our current focus is on:

- establishing a set of awards that will recognise and reward excellence in local and international design, promote the hobby of boardgaming and guide Australian consumers to high-quality boardgames.
- promoting the awards and associated recommendations as a valid, valuable and credible source for advice and recommendations on boardgames.

In the longer term, we aim to

- increase sales of quality boardgames in Australia and increase the penetration of quality boardgames in retail outlets across Australia.
- encourage the development of the boardgame industry in Australia, from game design & development, through publishing and sales.
- promote boardgaming as a way to bring friends and families together to share each other's company and produce stronger and more resilient families.

## Who are we?

The members of Boardgames Australia have come together to create a credible award that is independent of game publishers or retailers.

The Committee includes teachers, journalists, parents, academics and business people united by a passion to foster positive engagement of families and friends around the games table.

## What happened to GamesAustralia?

Many of you will know that we were originally called GamesAustralia. Unfortunately, we were unable to get approval to use this name as it was considered too similar to "Game Australia" (the Venison and Pheasant people). Our backup name, Boardgames Australia, was approved and we have now incorporated in NSW as a not-for-profit organisation.

We have moved our website and email contact addresses to <http://www.boardgamesaustralia.org.au> .

## About the Awards

Each year, Boardgames Australia will give three awards:

- Best International Game
- Best Australian Game
- Best Children's Game

The 2008 Awards will be presented at the Australian Games Expo in Albury, over the Queen's Birthday weekend (June 7-8, 2008)

## Judging the Awards

The panels for judging the Awards consist of at least five game experts from a variety of backgrounds, selected by the members of Boardgames Australia.

There is a separate panel for judging each of the Awards.

A person may be a member of more than one panel in a particular year.

Judges will excuse themselves from a panel when a game that they have an interest in has been nominated for an award.

The Chair of a panel or of Boardgames Australia may, after consulting the members of Boardgames Australia, ask a Judge to step aside if there is a perceived conflict of interest.

## Process

Games may be submitted for consideration up until the 31st of December. Each game submitted for consideration will undergo a preliminary review in which it will be played at least twice by each of two or more judges. The judges on each panel will then submit a list of games that they believe should be short-listed. The lists will be combined to produce a short list of 5-10 games for each panel that will be released on the Boardgames Australia website on March 1.

The second phase of judging involves every judge on the panel playing every game on the short-list. This process ensures that every game has a fair chance in the final vote. An iterative elimination process will produce the winning game in each category, which will be announced at the Australian Games Expo in June 2008.

## Best International Game

Awarded to the best new game available on the Australian market that is suitable for families.

### Key dates

The timelines for the 2008 awards are as follows:

Game became available in Australia (Best International Game, Best Children's Game)	during 2007
Submit games for consideration	by 31 December, 2007
Judges' shortlist announced	1 March, 2008
Award winners announced	7 June, 2008

### Eligibility

For a game to be eligible for consideration for this award, it must:

- be available from shops in at least two Australian capital cities or by mail order / online from an Australian retailer
- have been available in English from Australian retailers for the first time in the specified timeframe
- be a stand-alone game that does not require purchase of another (base) game to play.

### Judging Guidelines

In selecting a winner, the judges will look for a game that:

1. provides tension, drama and excitement
2. allows players to feel they have done clever or imaginative things during the game
3. has rules that are clear and not overly complex
4. provides a challenge in the form of interesting decisions
5. can be replayed many times with enjoyment
6. focuses on interaction with the other players rather than just with the game system
7. is different from other games
8. has sturdy and attractive components
9. rewards skill but has sufficient luck to allow any family member a chance of winning
10. has an engaging theme, and creates a narrative that seizes the imagination
11. has a manageable playing time (ideally under 90 minutes)
12. can be played by different numbers of players
13. represents good value for money.

## Best Australian Game

Best Australian Game is awarded to the best new game on the Australian market that has Australian creative content.

### Key dates

The timelines for the 2008 awards are as follows:

Game became available in Australia(Best Australian Game)	during 2006 or 2007
Submit games for consideration	by 31 December, 2007
Judges' shortlist announced	1 March, 2008
Award winners announced	7 June, 2008

### Eligibility

For a game to be eligible for consideration for this award, it must:

- be available from shops in at least two Australian capital cities or by mail order / online from an Australian retailer
- have been available in English from Australian retailers for the first time in the specified timeframe
- be a stand-alone game that does not require purchase of another (base) game to play.
- have creative content from designers, developers or illustrators generated by an Australian citizen or permanent resident.

### Judging Guidelines

In selecting a winner, the judges will look for a game that:

1. provides tension, drama and excitement
2. allows players to feel they have done clever or imaginative things during the game
3. has rules that are clear and not overly complex
4. provides a challenge in the form of interesting decisions
5. can be replayed many times with enjoyment
6. focuses on interaction with the other players rather than just with the game system
7. is different from other games
8. has sturdy and attractive components
9. rewards skill but has sufficient luck to allow any family member a chance of winning
10. has an engaging theme, and creates a narrative that seizes the imagination
11. has a manageable playing time (ideally under 90 minutes)
12. can be played by different numbers of players
13. represents good value for money.

## Best Children's Game

Best Children's Game is awarded to the best new game on the Australian market that is designed to be enjoyed by children under the age of 8 (and their families).

### Key dates

The timelines for the 2008 awards are as follows:

Game became available in Australia (Best International Game, Best Children's Game)	during 2007
Submit games for consideration	by 31 December, 2007
Judges' shortlist announced	1 March, 2008
Award winners announced	7 June, 2008

### Eligibility

For a game to be eligible for consideration for this award, it must:

- be available from shops in at least two Australian capital cities or by mail order / online from an Australian retailer
- have been available in English from Australian retailers for the first time in the specified timeframe
- be a stand-alone game that does not require purchase of another (base) game to play.

### Judging Guidelines

In selecting a winner, the judges will look for a game that:

1. provides drama and excitement
2. allows players to feel they have done clever or imaginative things during the game
3. has rules that are clear and simple
4. can be replayed many times with enjoyment
5. encourages interaction, especially co-operation, with the other players
6. is different from other games
7. has sturdy and attractive components
8. has an engaging theme
9. is designed so that players of all ages can enjoy spending time together
10. has a manageable playing time that is appropriate to the age of the players
11. can be played by different numbers of players
12. represents good value for money.

## How do I submit a game?

Anyone may submit a game for consideration in the awards.

### Submissions from game designers and publishers

If you are the designer or publisher of the game, you should complete the attached submission form and provide two copies of the game for the judges to review and play. Please send these games to:

Boardgames Australia  
PO Box 125  
Parkville Vic 3052

These games can be returned (after being reviewed – so in used condition) if you wish; otherwise they will be used to support the aims of Boardgames Australia.

### Submissions from the public

Boardgames Australia accepts submissions from the general public, and may contact distributors or publishers to request review copies of a game that has been nominated.

## Boardgames Australia Awards – Submission form

**First, please tell us about the game you are submitting.**

<b>Game Name:</b>	
<b>Designer:</b>	
<b>Publisher:</b>	
<b>Australian Distributor: (if an international title)</b>	
<b>Year of publishing:</b>	
<b>When did the game become available in Australia?</b>	

**What award(s) should we consider this game for?**

<input type="checkbox"/>	Best International Game
<input type="checkbox"/>	Best Australian Game
<input type="checkbox"/>	Best Children's Game

**Now please tell us about yourself.**

<input type="checkbox"/>	I am this game's Australian distributor (please give your name and contact information)
<input type="checkbox"/>	I am this game's publisher (please give your name and contact information)
<input type="checkbox"/>	I am this game's designer (please give your name and contact information)
<input type="checkbox"/>	I had other creative input into the development of this game (please give your name and contact information)
<input type="checkbox"/>	I have no connection to this game (but I think it's really good) (you may give your name & contact information if you wish)
<b>Name:</b>	
<b>Organisation:</b>	
<b>Mailing Address:</b>	
<b>Telephone:</b>	
<b>E-mail:</b>	

**Why do you think this game should be considered for an award?**

(Please use the back of this page, or a separate sheet of paper).

## Contact Boardgames Australia

<b>On the web:</b>	<a href="http://www.boardgamesaustralia.org.au">http://www.boardgamesaustralia.org.au</a>
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